

TEN LITTLE GOBLINS

BY FRANCOIS DUBÉ (ULRIC)

'*Ten Little Goblins*' invites you to an exciting night of murders, mystery and horror. Playing Sherlock Holmes around a good haunch of meat and a keg of Bugman's XXXXXX can be a real fun for your friendly PCs. There is only one problem: they are part of the meal!

Based on one of Agatha Christie's famous novels with a personal dark touch, this WFRP adventure should create excitement then fear among your players.

Since this scenario can be very deadly, it is best for the players to create special characters for this one night adventure or to use one of the ten characters given with this scenario.

AT THE WRONG PLACE AT THE WRONG TIME

- GM SUMMARY -

Along the roads of the Empire there is a place where you don't want to stop, "The Rest in Peace Inn". Many will tell that the name of the inn is meant to be a joke but indeed the innkeeper and his staff are of a dangerous kind. All are members of a chaos cult of Slaanesh, the dark lord of pleasure and pain. The cultists are usually quiet, only preying on lost travellers once in a while to bring some dark pleasure to their rituals. This time, however, they have something bigger in mind.

The cultists decided to create a growing fear in the heart of a small number of travellers before killing them all and bringing daemons to the material world. To do so, the cultists performed a complex ritual (described later) and filled the inn with traps. The cultists will welcome visitors but just before night falls they will leave the inn and get ready to ambush travellers wanting to leave the inn. In the inn, there are ten guests and the PCs (if the GM decides not to give to the players the character sheets included in the scenario).

The coaching inn is similar to the standard coaching inn described in the Game Master Pack (Map 1) and is also located near a river (Map 2). The scenario really starts when one traveller (guest) dies. Then letters appear on the wall of the dining room. This poem, written with blood, describes the actions of a number of goblins and the death of one of them. For instance the following poem can appear:

***" Ten little goblins came for lunch
One drank too much - Only nine remain"***

At this point, the PCs will realise that there are only nine people left in the inn and they are among them (the initial number can vary to fit the exact number of people in the inn). By a mixture of traps, actions by the cultists and actions by the other NPCs, people will start to die one by one. Each time one guest dies; one or two sentences appear in the inn (one in the dining room and one where the guest died). Every part of the poem is about little goblins doing something, one dies and the others remain. This is caused by magic and works for all types of deaths (hand-to-hand fights included). Characters with the Magical Sense skill will feel a weak aura of magic in the coaching inn and around every guest (on a successful magical sense test).

When the sun rises, the cultists come back and the PCs and NPCs who survived the night will have to face them or become the spell components for another ritual.

THE CULT OF THE SPIKED LEATHER JACK

- WHEN PG13 GETS ITS MEANING -

As will be explained later, there are eight cultists all working in the inn: one landlord, two bar staffs, a cook, a scullion, two servants and a gateman. There is also a chaos champion who is part of the cult, he is living in the wood among a small tribe of beastmen (3 gors and 6 ungor). When dressed in their cultist outfit, the cultists all wear a dark robe but underneath they are clad in leather: necklaces, bracers, leather gloves, leather skull cap, leather jack and leather leggings giving an average of 1 AP on arms, legs, body and head (and a look far from ordinary). These 'pieces of armour' have spikes protruding at many places. When successfully grabbing a cultist, these spikes cause a hit at SB-3 on the opponent each round the cultist is held.

The inn staff left the inn, after serving a roasted boar to the guests, using the secret passage in the cellar under the kitchen. In the secret dressing room (Cultists' Room), at the entrance of the cult's ritual room, the cultists dressed with their robes and leather gear, armed themselves with crossbows and hand weapons and took position outside the inn in the shelters they built in the trees (one 70 feet away from every inn corner, perception test at -10% to find them only when walking underneath). The innkeeper keeps watch with the cook and the gateman and barmen all keep watch with one servant (so there are two cultists at each corner). Since the inn walls cover an area of 200 feet by 100 feet (Roughly 70 yards by 35 yards), this gives the cultists a range of attack covering almost two sides of the inn. If no character attempts to flee the inn during the first three hours of the evening, one cultist in every hideout will sleep while the other keeps watch on every character trying to flee from the inn, waking-up the other cultist if the cultist on duty feels he has time to do so. There is a 50-foot wide area with no wood all around the inn (map 2).

When darkness falls, the beastmen set burning torches attached to wood spears every twenty-five feet around the inn, creating an aura of mystery around the inn (to be seen only when the PCs try to get out or when they look outside from the second floor or the attic). Then they hide in the wood (20 feet inside the forest, one gor and two ungor at each side of the inn except on the river side). The chaos champion hides in the small trade boat anchored at the dock.

When dawn comes, the cultists plan is to enter the inn by the secret passage while the gors and ungor, equipped with ladders, make an attack on each side of the inn. The chaos champion plan to stay in the trade boat until all is over. He will take a close watch on the front gate, in case guests try to flee this way.

Part of the possible actions the cultists and beastmen can do during the night are:

- ❑ If the PCs try to flee in the forest and this is known by the cultists, a group of one beastman for every character fleeing will track them (using their Follow Trail skill) and eventually find and attack them. You can make a Follow Trail test to see if the beastmen evaluation of the number of characters is right. For every degree of failure they underestimate by one the number of fleeing characters. You can also require a Follow Trail test to successfully track the PCs (at +5% for every fleeing PC and +30% if the fleeing characters run without trying to hide their tracks, +20% if they move at twice their move characteristic, +10% if they walk, 0% if they try to hide their tracks once in a while).
- ❑ If the PCs try to flee by coach, the cultists and the chaos champion will aim at the horses (-10% to hit, no modifiers if the cultists aim, random hit on the horses). One cultist will sound a horn and two groups of beastmen will eventually run after and attack the coach. If the PCs flee, one beastman for every fleeing character will track them.
- ❑ If the PCs try to flee riding the coach's horses, the cultists will fire at the characters and their horses (choose randomly). If the PCs and NPCs flee in the forest, one beastman for every fleeing character will track them.
- ❑ If the PCs fight against beastmen or cultists in the wood during the night, on a successful Perception test (once each round), another group of beastmen will run towards the fight. Cultists will stay quiet in their hideouts but be more careful for what happens under the trees (Future perception tests at +10%).

It is part of the game that the PCs can find good strategies against what the cultists and beastmen planned. For instance, they can lure beastmen into ambushes by shouting and making a lot of noise. One character can also attract many beastmen by fleeing riding an empty coach.

The Leaders of the Cult of the Spiked Leather Jack

Saddack the Pain Giver: Chaos champion (Ex. Wizard Apprentice, Ex. Outlaw, Chaos champion)								Rufus Hoefer: The innkeeper (Ex. Servant, Innkeeper)							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
25	28	31	36	34	42	25*	27	36	29	31	31	33	41	26	36
+20	+30	+10	+20	+10	+20	+25	+20	+10	+5	+5	+10	+20	+10	+10	+20
45	58	41	56	44	62	50	47	46	34	36	41	53	51	36	56
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	16	0	1	12	3	3	4	-	8	-
+2	+6	+1	+2	-	+2	-12	-	-	+4	-	+1	-	-	-6	-
3	18	4	5	4	2	4	0	1	16	3	4	4	-	2	-
Physical features : Human, 5'8", 150 lb., 45 years old, ash blond hair, blue eyes, earring, bizarre skin coloration (rainbow colour skin), emaciated appearance, scars								Physical features : Human, 5'10", 200 lb., 40 years old, light brown hair, brown eyes, tattoo (Snakes around a naked woman – on his back), scars (body, legs and arms)							
Background : Previously named Konrad Vogel, the chaos champion was a wizard apprentice lured by the power of Slaanesh. In college, he read forbidden books on the Ruinous Powers until he was caught and had to flee the college. From this day he became an outlaw and preyed on travellers along the roads of the Empire. Then he met a tribe of beastmen, killed the wargor and took control of the tribe. With Rufus Hoefer, he wants to use the inn to kill whoever passes by, eventually, when discovered, they will flee and start another inn business somewhere else.								Background : As a barman in his youth, Rufus stole the wealth of the innkeeper and bought the 'Rest in Peace Inn'. Rufus always wanted more than he had and was attracted by the lure of Slaanesh without fully understanding his thirst. When he met Saddack, he knew his dreams would come true. He convinced Saddack to use the inn for horrific rituals of pleasures and pains. He converted all his willing staff to Slaanesh (and killed those not wanting to convert).							
Skills : Academic Knowledge (Magic +10), Academic Knowledge (Strategy/tactics +10), Channelling +10, Command, Common Knowledge (the Empire +20), Common Knowledge (the Boder Princes +10), Concealment +10, Dodge Blow, Follow Trail, Gossip +10, Intimidate, Magical Sense +10, Perception +10, Read/write, Ride +10, Scale Sheer Surface +10, Secret Language (Battle Tongue), Secret Language (Thieves' Tongue), Secret Signs (Thief +10), Set Trap, Silent Move +10, Speak Arcane Language (Magick +10), Speak Language (Dark Tongue +10), Speak Language (Reikspiel), Speak Language (Classical), Swim								Skills : Trade (Cook +10), Blather, Charm, Common Knowledge (the Empire +10), Consume Alcohol, Dodge Blow, Drive, Evaluate, Gossip +20, Haggle +10, Lip Reading, Perception +10, Read/Write, Sleight of Hand, Speak Language (Reikspiel), Speak Language (Kislevian)							
Talents : Aethyric Attunement, Arcane Lore (Chaos), Dark Magic, Lesser Magic (Blessed Weapon), Lesser Magic (Dispel), Lesser Magic (Skywalk), Lightning Parry, Meditation, Mighty Shot, Night Vision, Petty Magic (Arcane), Quick Draw, Rapid Reload, Rover, Sharpshooter, Sure Shot, Resistance to Magic, Savvy, Sixth Sense, Very Resilient								Talents : Acute hearing, Dealmaker, Etiquette, Lightning Reflexes, Streetwise, Strike to Stun, Savvy, Suave							
Weapon : Bow with 10 arrows, excellent quality sword, dagger, shield. Armour : Full leather armour, sleeved mail shirt								Weapon : Mace, dagger, crossbow with 10 arrows Armour : Full spiked leather armour (Slaanesh cultist design, 1 AP on arms, legs body and head, when trying to grab a cultist, the spikes cause a hit at SB-3)							
Trapping : Backpack, hunter horn, flask of oil, one torch, 5 matches.								Trapping : Cultist robe, lamp oil, storm lantern, tinderbox, hunter horn							
Mutations : Bizarre Coloration (rainbow colour skin), Emaciated Appearance Disorders : The Beast Within, Host of Fiends (Aspects of Slaanesh: Narcissistic, self-indulgent & hedonist, -10 WP*)								Disorders : The Beast Within							
Roleplaying : Saddack can be used to break quiet moments during the night. For instance Saddack can summon lesser daemons (daemonettes described later are best but GM can use rules in the rule book if he prefers) to attack the inn by unlocked doors or open windows. If more than five characters run toward the boat. Saddack can use his horn to call many beastmen for help. Saddack will also send a lesser daemon to warn the beastmen watching the exit of the secret tunnel when his Magic Alarm is triggered (see later). If the PCs run in the tunnel they will have time to attack the beastmen before the daemonettes warns the beastmen.								Roleplaying : Rufus and the cultists are dedicated followers of Slaanesh but not totally brave and for sure not at ease with the idea of walking in the forest at night. They plan to stay in their hideouts all night then the cultists closer to the river will move towards the hideouts of the other cultists then to the secret entrance leading to the inn secret cult. PCs can climb to the hideouts by succeeding a Scale Sheer surface test. It takes three rounds to climb to the hideouts. Meanwhile, the cultists can fire bolts at the PCs. Firing at the cultists is done at -20% BS.							

The Cultists of the cult of the Spiked Leather Jack

The cultists : (2 bar staff and a gateman – Ex. Servant, Inn Watchmen)								The cultists : (A cook, a scullion and two servants – Servant)							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
33	31	37	40	34	26	28	36	26	31	31	36	41	27	25	36
+10	+5	+5	-	+10	+10	+10	+5	+5	-	+5	-	+10	+5	+10	+5
43	36	42	40	44	36	38	41	31	31	36	36	51	32	35	41
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	4	-	7	0	1	10	3	3	4	-	7	0
-	+2	-	-	-	-	-6	-	-	+2	-	-	-	-	-6	-
1	14	4	4	4	-	1	0	1	12	3	3	4	-	1	0
Physical features : Human, 5'9", 180 lb., 27-35 years old, dark brown hair, dark brown eyes, broken nose, scars (body, legs and arms)								Physical features : Human, 5'4", 120 lb., 21-27 years old, ash blond hair, green eyes, scars (on faces and all over their bodies)							
Background : Cheerful characters, these men hide a taste for pleasures while making others suffer. Their smile hides the taste for future lust and torture.								Background : Silent characters, they fear witch hunters. On the other hand, they are now addicted to the debauchery and torture that the cult provides.							
Skills : Animal Care, Blather, Common Knowledge (the Empire), Dodge Blow +10, Drive, Haggle, Gossip +10, Perception +10, Search, Sleight of Hand, Speak Language (Reikspiel), Trade (Smith) or Set Traps								Skills : Trade (Cook), Blather, Common Knowledge (the Empire), Dodge Blow, Drive, Haggle, Gossip +10, Perception, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook)							
Optional skills to learn :								Optional skills to learn :							
Talents : Acute hearing, Etiquette, Lightning Reflexes, Very Strong, Very Resilient								Talents : Acute hearing, Etiquette, Lightning Reflexes							
Weapon : Mace, Dagger, Crossbow with 10 arrows Armour : Full spiked leather armour (Slaanesh cultist design, 1 AP on arms, legs, body and head, when trying to grab a cultist, the spikes cause a hit at SB-3), hunter horn								Weapon : Sword, Dagger, Crossbow with 10 arrows Armour : Full spiked leather armour (Slaanesh cultist design, 1 AP on arms, legs body and head, when trying to grab a cultist, the spikes cause a hit at SB-3)							
Trapping : Cultist Robe, Lamp Oil, Storm Lantern, Tinderbox, hunter horn								Trapping : Cultist Robe, Lamp Oil, Storm Lantern, Tinderbox,							
Disorders : Wheel of Dread and Pleasure (+10% Ag, -10% Int, -10% WP)								Disorders : The Fear (Witch hunters)							

The Beastmen tribe

The beastmen : 3 Gors								The beastmen : 6 Ungors							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	44	35	26	25	25	30	21	31	35	30	24	24	20
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	5	9	0	0	1	10	3	3	5	0	0	0
Physical features : Beastmen are twisted creatures of Chaos, hideously melding the features of human and animals. Gors consider themselves to be true Beastmen because they have the all-important horns that grant them status in their society.								Physical features : Beastmen are twisted creatures of Chaos, hideously melting the features of human and animals. Ungors are beastmen with small horns, whereas those with no horns are referred as brays.							
Background : These beastmen worship Slaanesh and obey the chaos champion Saddack.								Background : These beastmen worship Slaanesh and obey the chaos champion Saddack.							
Skills : Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)								Skills : Concealment, Follow Trail, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)							
Talents : Keen Senses, Menacing, Rover, Night Vision								Talents : Keen Senses, Rover, Night Vision							
<i>Silent as the Beasts of the Wood :</i> Beastmen are naturally stealthy, and most are also very experienced hunters and trackers. They gain +20% to Silent Move Tests and +10% for Concealment Tests.								<i>Silent as the Beasts of the Wood :</i> Beastmen are naturally stealthy, and most are also very experienced hunters and trackers. They gain +20% to Silent Move Tests and +10% for Concealment Tests.							
Weapon : Hand weapon, shield, Horns (SB-1) Armour : Leather Jack								Weapon : Spear, shield, Horns (SB-1) Armour : None							
Trapping : Necklaces made with animal teeth, precious metals and gems worth 14 gc, one 15-foot long ladder, hunter horn.								Trapping : Necklace (animal teeth) worth 4p each							
Mutations : Animalistic Legs, Bestial Appearance, Horns								Mutations : Animalistic Legs, Bestial Appearance							

THE RITUAL
- FROM BAD TO WORSE -

The cultists, during the day, performed a ritual to create a growing fear in the mind of their future victims. To complete the ritual, one person inside the inn walls must die before midnight. When the ritual is completed, the ritual counts the number of men, dwarfs, halflings and elves in the inn and links them to a curse. Each time one of them dies (even if not in the inn anymore), a small poem, written with blood, appears nearby the victim and also underneath a trophy hanging on the dining room walls (there are 16 animal heads in the dining room). The poems have the following style :

***“ Ten little goblins came for lunch
One drank too much - Only nine remain”***

The number of goblins in the poem decreases as the number of guests decreases. For instance, when the second guest (or PC) dies, the poem can be :

***“ Nine little goblins climbed up the stairs
One fell from the balcony – Only eight remain”***

The curse ends when all the guests are dead or when a successful dispel magic is cast on every guest. Worse, the death of one ‘guest’ (not the death of cultists, beastmen or snotlings) summons the spirit of a daemonette into the body of the guest and the body begins to mutate into a mix of the guest and of the daemonette. If the PCs and NPCs allow this transformation to occur, they will have to deal with a dangerous opponent (refer to ‘The daemonettes – When nightmares come true’ for more details on daemonettes and the mutation process).

In the secret ritual room of the cult (refer to map 3), there is a chaos symbol with sixteen points. At the end of each point there is a pentacle. In the centre of each pentacle, there is a skull with a warpstone token (from skavens) inside. A number of skulls equal to the number of guests still alive are lighted by a red glow. This light comes from the spirits of the daemonettes summoned by the ritual. Each spirit waits for one of the guests to die to take a material form. The ritual room is protected by a daemonette armed with a shield. She will attack anybody entering the room, hiding out of sight from magic and ranged weapons if the characters choose not to enter the room.

If one character tries to fire on skulls or to hit them with his hand weapon, a magical link between the spirit of the daemonette and the attacker is created. The attacker has to succeed an opposed WP test to be allowed to fire or hit the skulls (no modifier on WS or BS even if the skull doesn’t move). If the test fails, the attacker loses D10 WP characteristics (one night of rest is required to recover the lost WP points) and he must succeed a second WP test to avoid gaining one insanity point. If the mental duel is a tie (the daemonette and the attacker both failed or succeeded their WP test), the attacker can’t fire or attack but does not suffer from WP loss. If the daemonette spirit succeeds to reduce one attacker to zero WP points, the daemonette takes control of the attacker body and the attacker’s spirit is destroyed. To evaluate the success of the attacks on the skulls, the skulls have a toughness bonus of 6 and have 5 wounds. If reduced to zero wounds, the skulls break or are pushed outside the pentacle, both results breaking the attacker’s curse and banishing the daemonette spirit from the material world. If the attacker is already freed from the curse, another random character is freed. Since the daemonette spirit can attack mentally only one character trying to attack the skull each round, the other characters attacking the skull get a +10% to hit and if they decide to attack the skull with hand weapons saying that ‘they want to push the skull outside the pentacle’ a successful hit automatically pushes the skull outside the pentacle.

THE DAEMONETTES

- WHEN NIGHTMARES COME TRUE -

As explained, part of the ritual includes the summoning of daemonettes in the material world.

When a guest dies, D10 rounds after, the spirit of a daemonette is summoned into the body of the guest (even if the body is burning). The guest then stands up in a motion far from natural and the body begins to mutate into a mix of the original body and the body of a gorgeous woman with animalistic legs, a pincer arm and wings. These are daemonettes of Slaanesh with the characteristics given later in the scenario.

During the mutation, the daemonettes can only parry and stare with hunger at their future preys (or howl with anger and fear if the body they are summoned into is burning or being hacked to pieces). The mutation process includes the regeneration of the victims (starting from 0 wounds) giving back D10 wounds/round to the daemonettes up to their maximum number of wounds. This special regeneration lasts only for one turn (the time needed for the mutation to take place). If the wound recovery is lower than the wound loss of the daemonette during the round, the daemonette is subject to an instability test. If the daemonette is brought to zero wounds during the regeneration process, the daemonette is banished from the material world.

Daemonettes of Slaanesh								More on Daemonettes
WS	BS	S	T	Ag	Int	WP	Fel	The daemonettes are summoned to the material world by the cultist's ritual to kill the ten guests of the inn. They can offer to bargain with the guests (the GM can ask the PCs to roll Charm tests) even accepting the PCs soul as a gift for Slaanesh, but this will always be a lure to gain time or an opportunity to kill more guests or to give more chance to the next daemonette to survive the mutation process.
44	-	40	37	52	31	40	55	
A	W	SB	TB	M	Mag	IP	FP	
2	12	4	3(5)	5	0	0	0	<p>Terrifying birth : The first time every guest sees the transformation of a dead body into a daemonette, he makes a terror test (for the next mutations he will make fear tests instead), if failed he suffers from terror as described in the rule book (the GM taking control of the fleeing PCs until they succeed a willpower test). The mutation process takes one minute (6 rounds).</p>
<p>Physical features : A mix of the original body and the body of a gorgeous woman with Animalistic Legs, Pincer Arm and Wings.</p> <p>Skills : Charms +20, Dodge Blow, Gossip, Night Vision, Perception, Performer (Dancer), Speak Arcane Language (Daemonic), Speak Language (Dark Tongue), Speak Language (Reikspiel), Speak Language (Kislebian), Torture</p>								
<p>Talents : Ambidextrous, Daemonic Aura, Frightening, Natural Weapon, Will of Iron (Immune to fear, terror and intimidation)</p> <p>Aura of Slaanesh : A daemonette is so seductive and bewildering that living opponents within 4 yards suffer a – 10% penalty to their Weapon Skill and Will Power Characteristics</p> <p>Instability : On any round, if a daemonette is injured in melee combat, but fails to inflict any wounds in return, it must succeed a Will Power test or be banished back to the Realm of Chaos from which it came.</p>								<p>Parrying while mutating : These unearthly creatures can attempt to parry once each round during the mutation but cannot dodge blows.</p> <p>Parrying : If the daemonette uses the 'parrying stance', it can use its pincers to parry blows.</p> <p>Magical link with the guests : When the mutation is completed the daemonette will track and try to kill the nearest guest. If it succeeds, it will protect the other daemonette taking form in the material and when the mutation is completed the two daemonettes will track the next nearest guest. These magical creatures can feel (smell) all the guests around them (in a radius of 100 yards) and can parry attacks even if they come from behind.</p>
<p>Weapon : Pincer (precise)</p> <p>Armour : +2 TB against non-magical weapons caused by the Daemonic Aura talent</p>								
<p>Trapping : Victim's trapping</p>								
<p>Mutations : Animalistic Legs, Pincer Arm, Wings (Flying speed of 6)</p>								

THE TEN LITTLE GOBLINS

- WHEN LITTLE THINGS CAN CREATE LOTS OF TROUBLE -

Unknown to the cultists, there are actually 'ten little goblins' (snotlings) living under the inn. Through a number of thin secret passages, they have access to most of the inn. Silent until today these creative snotlings will decide that tonight is the night to change their diet and a few human legs and arms will just do the trick.

This part of the scenario is optional and only recommended if the GMs want to create some funny moments during the scenario. If used, it is best to introduce them late in the night (midnight seems appropriate).

The Ten Little Goblins: Snotlings								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	<p>If used, snotlings can be used to create some noise in the house to give PCs an incentive to explore the house. Snotlings are also best used to 'make things happen' when everything is quiet and PCs are simply fortified in a room waiting for something to happen.</p> <p>Snotlings could run in the house with incendiary bombs in their hand and explode with them. They can also use some of the weapons left in the house and 'try' to use them and so on. They can also charge in groups on one PC laughing at these little weak things (show one snotling first, then show the others), gaining in the process +30% to WS (five snotlings or more).</p> <p>Snotlings secret passages are about 8'' in diameter so can't be used by PCs (but traps can be set by PCs in some passages).</p>
15	0	12	15	30	12	10	15	
A	W	SB	TB	M	Mag	IP	FP	
1	4	1	1	4	0	0	0	
<p>Physical features : Snotlings are small greenskins usually far from intelligent. On the other hand, the snotlings living under the 'Rest in Peace Inn' developed a limited sense of survival, feeding on rats and stolen food from the inn. They also have a small treasure made of shiny metal, stolen necklaces worth many months of salary for most PCs.</p>								
<p>Skills : Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue)</p>								
<p>Talents : Fearless, Night Vision</p>								
<p>Weapon : Snotling Hand Weapon (SB-4)</p>								
<p>Armour : None</p>								
<p>Trapping : Many shiny items and colourful pieces of clothes stolen from the inn.</p>								
<p>Disorders : None</p>								
<p>Permanent injuries : None</p>								

THE MURDERER

- I WILL SEE YOUR PAIN -

One of the guest can be a cultist taking pleasure in seeing the guests suffer (and maybe giving a helping hand to achieve this goal). Dagmar Steerman (see later) is just perfect for that. **This part of the scenario is optional.**

Having one of the guests as a traitor can be a real fun and allows some murder story investigation. On the other hand, it has drawbacks. One of them is that Dagmar could be tortured to tell most of the cult's secrets. One way around this situation is to say that Dagmar, indeed, does not know a lot about the cult (and was mainly buying and selling items for the cult). For instance, he doesn't know where the Ritual Room is (but knows it exists), he doesn't know where the innkeeper and his staff left and so on. On the other hand, secret signs written with the Secret Signs (Thief) skills could be found close to most traps giving hints on what and where the traps are. This will also give a chance to other PCs and NPCs (having the Secret Signs (Thief) skill) to spot trap before activating them.

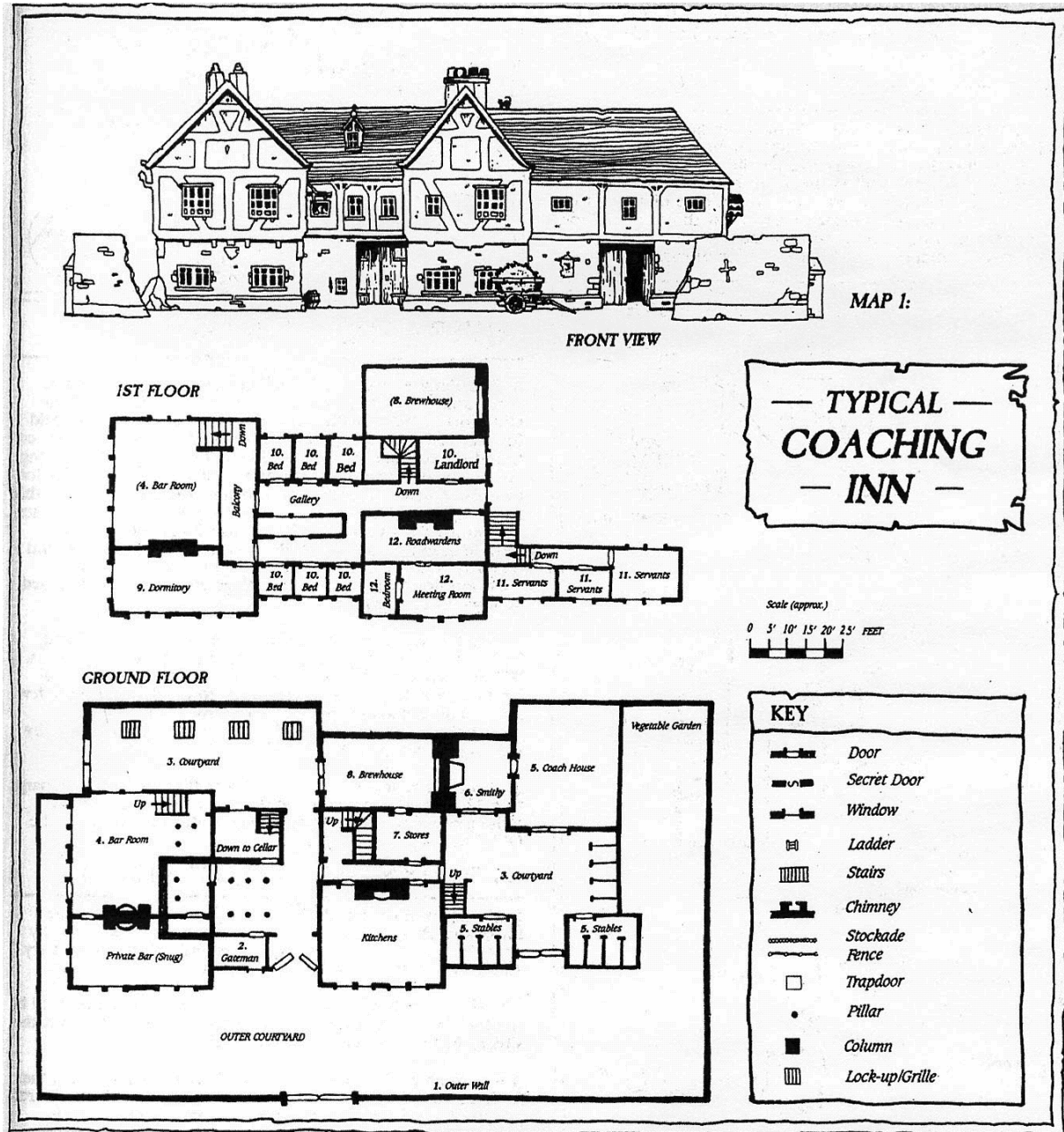
All the various options for this scenario are there to make sure the players don't get away too easily from the danger. If the cultists and deamonettes were not there it is likely that many players would find an easy way out even though a traitor can be among them.

THE MAPS

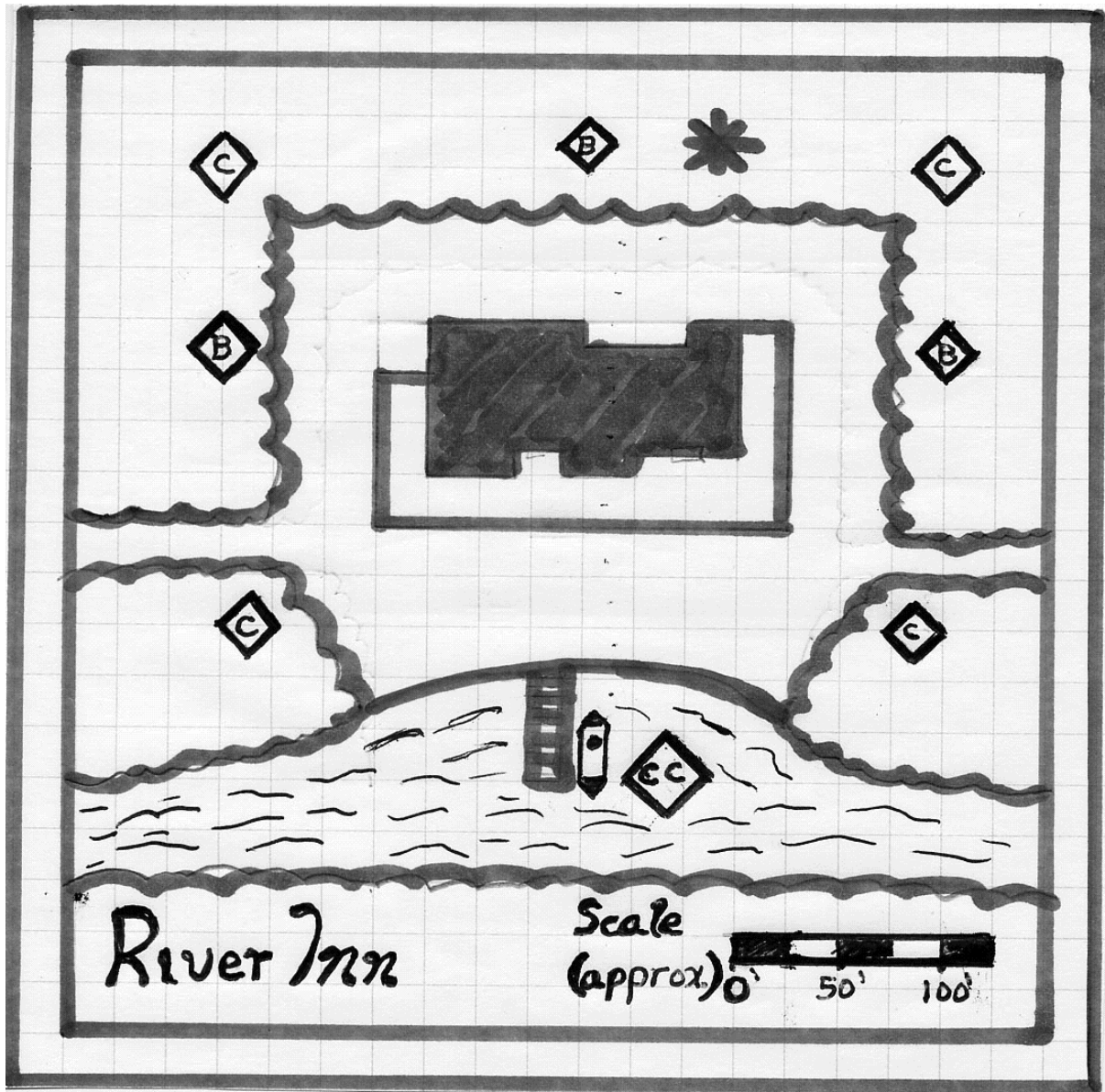
- WHERE HELL FALLS ON EARTH -

Map 1 gives the drawing of a typical medium size inn (taken from the Game Master Pack) to be used for the 'Rest in peace' Inn. This map can be enlarged and given to the players since most of them will be familiar with this type of inn (and the map doesn't have any secret information the PCs should not know).

MAP 1 The Coaching Inn

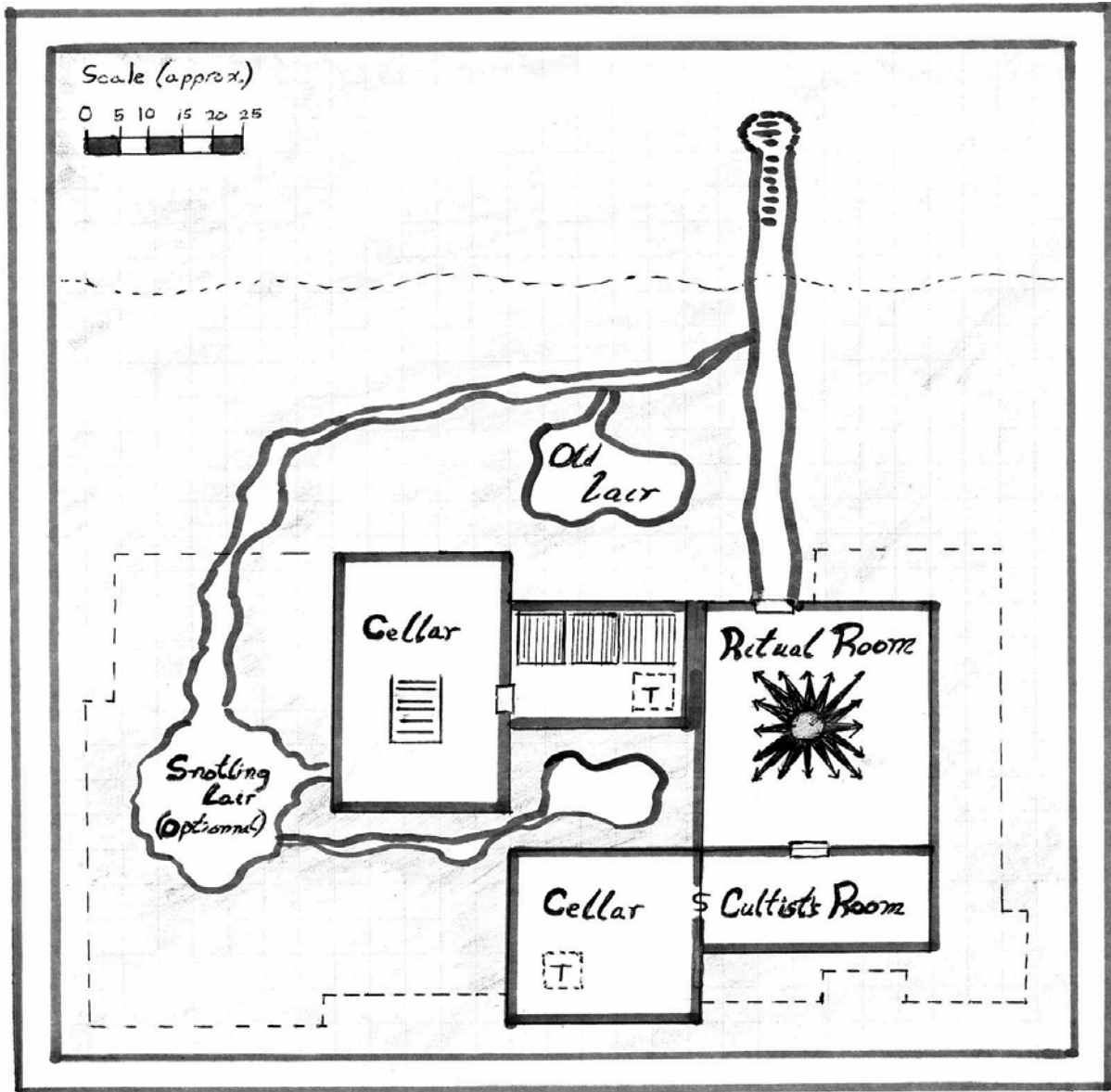


MAP 2
The Inn's Surrounding



Map 2 gives information on the inn's surrounding. Beastmen's location are shown by the letter 'B', the cultists' hideouts by the letter 'C', the chaos champion by the letters 'CC' and the secret passage exit by a star (*). Of course, this map should not be given to the PCs but the GM can draw a rough maps of the inn surrounding for them based on what they know or remember (int. tests) about the inn.

MAP 3
The Inn's Underground Rooms



Map 3 gives information on the underground rooms of the inn including the ritual room and the optional snotling lair. There are two cellars, as described later. The cellar under the kitchen is used mostly for food while the second cellar is used as a storage area for all kind of supplies.

THE 'REST IN PEACE' COACHING INN

- THE ROOMS AND THE TRAPS -

This section gives details about the traps set in the inn and its surroundings. Most of the traps are deadly but not necessarily 100% efficient. This section also describes the different locations where the scenario takes place and the few hints and useful items that the PCs can discover by investigating these rooms. Maybe at the end of the scenario, the PCs will rename the inn 'Rest in Pieces'.

There aren't traps in every room, so that the PCs don't feel that each room is trapped. On the other hand, GMs can add, remove or modify suggested traps to fit their personal needs for the scenario.

The coaching inn

The coaching inn should be far from major towns and would be best located on secondary roads (perhaps near the frontier of the Empire) where only few people, traders and roadwardens travel daily (one walking day from a small village at the end of a road for instance). Still, the inn is of medium size and the innkeeper who built it overestimated the number of people travelling on this road. There is also a river running nearby and small trade boats can navigate on it.

The scenario is set late in Fall. There is no snow on the ground but darkness falls early.

At the beginning of the scenario, only the dining room will be lighted by the fireplace, a few torches and a candlestick in the middle of the dining table (unlighted candles are also available on every smaller tables). There is no lantern in the inn (the cultists have these lanterns with them) only torches hanging along the hallways and in some rooms. In the bedrooms and on some other rooms there are candles and candlesticks. Darkness is part of the scenario. The GM must be familiar with the illumination rules on p. 117 of the rule book and rules of night vision before running the scenario.

THE 'REST IN PEACE - COACHING INN'

- THE FIRST FLOOR -

The bar room (dining room)

*One played with fire
One drank too much
One was shot by a blunderbuss*

The dining room is clean and smells of fresh cut pine wood. The smell comes partly from the logs near the fireplace. In the fireplace, there is a warm fire burning. Over the fireplace there are two deer heads and a keg of beer with 'Bugman's XXXXXX' written on it (the first two parts of the poem will appear there). In the centre of the dining room there is a large table with one chair for every guests. There are a few other tables and chairs but nothing as inviting as the main table that has a nice tablecloth, the best cutlery of the inn and a warm roasted boar in the centre of the table. Around the room there are a number of trophies (twenty), it is under these trophies that magical writing will appear. The dining room is lit by torches and candlesticks. Don't forget, these do not burn all night.

The first time the PCs get into the room they might want to move around and investigate... Not really a good idea but... well let them do it if they really want to (read the chapter 'Starting the scenario' first). There are many chances that one of them will be the first victim... setting the mood of the scenario (be ready to give to this player another character sheet taken from the ten character sheets provided for the scenario).

For instance a PC might want to get his hands on the Bugman's ale keg over the fireplace. Not a great idea since the front cover is fragile and made to fall as soon as somebody moves it or wants to get some of the famous beer. When this happens, flammable light alcohol falls on the character under the keg (dodge blow at -30% to avoid

the liquid) and some in the fireplace. Almost instantaneously the character bursts into flames taking damage 3 each round for 2+D10/2 rounds or until the fire is extinguished (don't forget to roll an agility test to see if the character also catches on fire – ref. p.136 in the rule book). To stop the fire, the tablecloth on the dining table can be used. The PCs will have to make a hard decision: save someone's life or keep the food and nice cutlery to continue their meal when the unlucky character finally dies.

Under the balcony, there is the bar where extra cutlery, cups and bottles of brandy and beer kegs can be found. One bottle of brandy is poisoned by 'Heartkill' (toughness test at –20% or die in 2D10 rounds). If the PCs decide to sit at the table without investigating the room, Boris (see characters provided with this scenario), before the desert, will take this bottle and be the first victim (don't roll any test – to set the scenario in motion). After Boris's death, the first daemonette will rise setting the mood for a night of horror.

The stairway leading to the balcony was recently restored. From the balcony, a snotling (or another character) can fire at anybody sitting around the main table. If things are getting too quiet and the PCs intent is to stay all night in the dining room, a snotling can use a blunderbuss hidden in one of the bedrooms (see later) to fire at a random guest or the chaos champion can send a lesser daemon to do the job. This should set PCs and a few NPCs in motion to run after the killer and fall in other traps. Allow a perception test at –20% for all PCs to see the head of the blunderbuss between the parapet and the floor ('like if somebody was crawling on the floor'). The PC won't be able to see who fired and the snotling will run fast to one of the many entrances to the secret passages.

The balcony

One fell from the balcony

Overseeing the dining room there is a balcony that you reach using the main stairway in the dining room. If the balcony is used to walk to the dormitory or the bedrooms there is no danger but if someone (except snotlings) stands a long time (two rounds or more) while looking at the dining room beneath, the balcony will break apart and the PCs will fall. An agility test at minus 30% is required to avoid falling (damage 3).

Later inspection will show that it was a trap (a routine spot trap test is required) since a specific section of the balcony was modified to break (1 in 3 to be on this section while looking at the dining room). Once broken, the balcony can be used, but only one person at one time moving cautiously can cross the broken section without having to make an agility test to avoid falling.

The private bar (hunter's lounge)

One played with gun powder

The hunter's lounge is the nicest room in the inn: good chairs, carpets, fireplace and stuffed animals. On the wall there are an old blunderbuss, a hunting horn and a small pouch of gunpowder. The weapon is loaded with gunpowder and modified to explode in the hands of anybody who tries to use it (for fun or other reasons). Damage is automatic and causes D10+3 wounds at one-yard radius. Close examination (Specialist Weapon Group (Gunpowder) or Search at –20%) allows the discovery of the trap. A failure by 30% means that the victim triggers the trap by mistake.

The dining room's courtyard

One got shot by a crossbow

The courtyard beside the dining room is a clean place to eat dinner during summer but now tables and chairs are piled in one corner and flowers are all dry. Walls are 8 feet high. There is a large double door, large enough for a wagon to enter the courtyard. The double door is shut by a big 6''x6'' timber. Thirty feet outside the inn, there are two cultist hiding fifteen feet above ground in a hideout. They can shoot at characters moving to the brewery with a torch in their hand. This however is at long range and with a partial cover for the characters. Even if aiming, the shot will be at –30% BS (the cultists don't plan to do that except if they are discovered and some kind of guerrilla war is taking place between the cultists and the PCs.

The cellar

*One wanted to see without being seen and got an arrow in the eyes.
Fought with other goblins*

Beside the kitchen and near the courtyard there are the stairways to the main cellar. This is where the main food for the inn is stored. In the stairway there is a painting that can be removed to communicate with and/or see what the barmen does in the dining room. The innkeeper often used this to communicate with the barman and learn without being seen what happens in the dining room. It is possible to get a shot at people in the dining room from here but the shot will be challenging caused by bad shooting posture. People in the dining room on a perception test at -30% will notice eyes moving behind the painting.

The cellar is large and contains many barrels and bags of food and other supplies required for the inn operation. On a successful search test, PCs will discover a half empty barrel of light alcohol. If you use snotlings in the scenario, there are 6 well hidden 6 inch radius holes behind planks and bags leading to small tunnels running eventually to a larger cave where a few snotlings live.

The gateman's office

The gateman's office is near the main double door giving access to the inn. It is also near a place where travellers can sit and relax. There is a small coffer with 5 gc worth in coins hidden in the room (challenging Search test). There is a hole in the ceiling leading to one bedroom.

The kitchens

One touched a poisoned needle

The kitchen is large and has all the necessary tools and food to prepare good meals. In the kitchen, there is a trap door leading to the cellar. The handle to lift the trap is trapped with a poison needle that can be found by a routine Spot Trap test or a routine Search test, if the characters examine the trap before opening it (the poison is 'Heartkill' (toughness test at -20% or die in 2D10 rounds)).

The kitchen's cellar

*One lighted a bomb
One walked with a fool holding a lighted bomb in his hand*

The stairway leading to the cellar is darker than the other rooms but there is a torch in the cellar. This torch is in fact a bomb. It takes D10 rounds before the bomb explodes if the torch is lit. There is no way to avoid the blast while holding the torch (except if one player spots the GM trying to avoid laughing). The radius of the blast is ten yards at damage 4. An agility test at minus 30% is allowed to avoid the blast (if not holding the torch). There is no way to discover that the torch is filled with gunpowder without a PC taking it apart or if a PC mentions that he examines the torch (normal spot trap test). Optionally, the GM can tell that the light of the torch seems odd (one perception test) and there is a small smell of gunpowder in the air (another optional perception test) and just enough time for PCs to jump for cover (an agility test required to avoid the blast)

In the cellar, a challenging search test will allow the PCs to discover a secret door (wood shelves pivoting towards the secret passage). The secret passage leads to the room the Slaanesh cultists use to perform dark rituals and torture prisoners (see map 2).

The store

This room is a place to store goods transported by coaching companies. Travellers luggage can also be stored there. Right now the room is mainly empty. Edwin's coach did not carry much goods and Dagmar left his cargo in his boat anchored at the inn's dock.

The brewhouse

The brewhouse is quite large taking two floors and having one cellar to keep the beer cold. One way the innkeeper makes money is to sell beer to Dagmar, Edwin and other traders.

The brewhouse's cellar

One took a bath in light oil.

In the brewhouse there is a trap door leading to a cellar where six 1.5 yard diameter barrels of ale can be found. There are also a number of wood pipes running from the ceiling to the barrels to fill them. There is no stairway but there is a ladder. Above the trap door there is also a rope and a pulley installed to raise small kegs of beer from the cellar to the brewhouse.

By a successful search test the PCs can find a hidden handle that can open one of the barrel cover. If PCs test to know if the barrel is full or empty, on a successful routine perception test they will discover that the barrel is half full. Of course, using the handle is not a good idea since it will fill the cellar with light oil and PCs holding a torch are likely to trigger a small explosion and could set the oil on fire (1/10 – testing every round). Even if the torch is extinguished it would be warm and could set the oil on fire if thrown in the oil. It is a good time to let the PCs realise where they are and the danger they face only, one round later, to see a friendly snotling appearing above the stairway with a torch lighted.

If the oil is set on fire, everybody in the cellar with his feet in the oil will suffer fire damage (damage 4) each round and are likely to catch fire (ref. p136 in the rule book). Getting out of the room requires a WP test to see if the characters can control their fear and climb the ladder. The character with the highest initiative score reaches the ladder first and can climb the stair on a successful WP test AND a climb test at +30%. If he fails, he is in the way of the others while desperately trying to climb the ladder shouting like a mad man. A second character can, after succeeding a WP test, try an opposed strength test to throw the panicked character in the oil and climb the stairway with a climb test at +30%. If failed, another character can try to throw him in the oil while the GM laughs. Climbing on top of a large barrel of ale is possible with a successful WP test and a climb test at +20%.

The coach house courtyard

The coach house courtyard is quiet. The courtyard allows to access the smithy, stables, coach house and the servants' rooms. The innkeeper also has a hen-house and two cows for fresh food for himself and his clients.

The smithy

The smithy has all the tools required to do maintenance on coaches and to shoe horses. It can manufacture basic items like arrow heads but not advanced weapons and armours.

The coach house

Edwin's coach is there and there is a small wagon used once in a while by the innkeeper and his staff to travel to nearby villages.

The stables

In one stable, you find the two cows of the inn and four horses (no saddle). In the empty box, there is a bear trap set. This trap is hidden skilfully under straw (Search test at -10% to be spotted, impossible to spot without night vision or proper lighting). The trap causes damage 3. It takes a successful strength test to open the triggered trap. Failure means an extra 1W loss (not reduced by armour or toughness).

If the PCs try to flee during the night by riding horses, they have to succeed a Ride test at +10% when they come out of the inn if they move at full speed (twice M or more). Riding in the night at full speed will be very dangerous and a Ride test at -10% is required every ten minutes. If one of the test failed, the PCs fall (damage 3 hit) and their horse keep running out of sight.

The vegetable garden

Large vegetables grow in the garden. Closer examination with proper lighting or night vision will show that earth has been moved recently. It is possible to dig using rusted gardening tools nearby. Digging will take roughly fifteen minutes. Many bodies can be found, all of them mutilated and showing many signs of tortures.

The outer courtyard

The outer courtyard is a quiet place but cultists hidden outside the inn have a clear view of what happens near the inn (and not much of what happens near the walls). Of course it all depends on the number of characters walking outside, the illumination they have and so on. For instance, getting a coach ready with horses is unlikely to be done secretly if cultists are watching. Cultists can even have time to signal to a group of beastmen to be ready to throw spears at the passing horses.

Thirty feet outside the inn, there are two cultists at each corner of the inn hiding fifteen feet above ground in a hideout. They can shoot at a character moving near the inn. This however is at long range and with a partial cover for the characters. Even if aiming, the shot will be at -30% BS (the cultists don't plan to do that except if they are discovered and some kind of guerrilla war is taking place between the cultists and the PCs).

THE 'REST IN PEACE - COACHING INN' : THE SECOND FLOOR

The bedrooms

One slept too much

In the bedrooms there are one bed and blankets, one chair, one small wood coffer (empty), a bedroom pot and a carpet on the floor. Each room has a window with shutters but no glass. Each door is locked. There is one bedroom under repairs. In this bedroom there is a hole in the floor, under a carpet, leading to the gateman's office (search test at +20% to avoid falling for a damage 3 hit). In this bedroom, hidden under the bed, there is a loaded blunderbuss ready to fire by the window at anybody in the outer courtyard (or to be used by a snotling to fire at a guest in the dining room). The hole in the floor can be used to escape to the first floor (or to climb to the bedroom).

Valaria's bedroom

In the attic, over the bed of one of the rooms (the room of Valaria), there is an ingenious mechanism to thrust a heavy spear with great strength in the middle of the bed. The effective BS is 75% if the victim sleeps in his bed. The hit will cause D10+6 wound loss and the victim will be stuck in the middle of his bed after. A strength test will be required to remove the spear and an extra damage 3 wounds will be lost from blood loss after the spear is removed. There is a wire running along the wall to the attic. This wire can activate the trap when somebody lay down in the bed. The skill 'Search' or 'Spot Trap' can be used to find the trap.

The landlord's bedroom

The bedroom has a single bed. The bedroom can be searched but finding something useful is challenging (-10%) and requires a five-minute search every time. A successful Search test indicates that a few curious items are found. These include : a small black leather whip and a black leather bracer with sharp spikes on it.

The dormitory

The dormitory has twenty small beds and an equal number of chests with basic locks. Routine pick lock tests can be made to open the locks provided the 'thief' has the proper thieves' tool kit. Picking lock can be done with only a knife but this is done at -30%. Each test requires one minute. Failure by 30% means that the tools is either jammed inside the lock (50%) or the lock is broken (50%). Solving the problem requires five minutes and a successful pick lock test.

The shutters or of one window are open and the dormitory's door has no lock. The dormitory can be used by daemonettes to enter the inn and attack the characters in the dining room.

The roadwardens' rooms

The roadwardens' rooms are clean and empty. It is possible to hear what is said in the meeting room while being in the servant room nearby on a successful challenging Perception test.

The servants' rooms

The servants' rooms can be searched but finding something useful is challenging (-10%) and requires a five-minute search every time. A successful Search test indicates that a few curious items are found. These include : a small black leather whip and a black leather bracer with sharp spikes on it.

The gallery

The gallery offers a view on the waiting room downstairs. It is possible to hide there with a range weapon and ambush passing guests or cultists.

The secret doors, passages and snotlings

On the first and second floor there is no secret door and passage, except if the GM includes snotlings in the scenario. If the GMs do that, PCs will discover by challenging search tests that every room has its 6'' radius hole hidden behind furniture, under beds, behind paintings and so on. The tunnels are roughly crafted and run in the walls, in the ceiling and under the floor. They converge into a number of small rooms under the inn even connecting to secret ritual rooms. The passages can be used effectively to create noise in the walls, in the ceilings and under the floors, creating, possibly, some kind of fear in the players' minds. Just remember that snotlings will only attack single characters and only when they are at least five to do so. On the other hand they can be creative (and stupid) by playing with cultists traps and gunpowder weapons. They can rush into a barrel of light oil with a lighted torch to kill PCs while forgetting that this will also kill them. If you use snotlings do it with a cunning malicious perspective, but also with humour in mind. As an example, if a PC stumbles into a room inhabited by snotlings one can maliciously look at the PC while eating a madcap mushroom while getting his hand on an heavy ball and chain weapon ! Players knowing WFB will fear the ball and chain effects of goblin fanatics only to see that the snotling begins to run like crazy around the iron ball unable to lift it and projecting himself randomly, causing him and anybody in his path a damage 4 hit.

The attic

In the attic one spear trap mechanism is located directly over one of the bedrooms (GM's choice to choose which one). The mechanism can be activated by removing a pin holding the spear. There is also a lever on the mechanism but this lever triggers a bomb (damage 6, 2 yards radius) hidden in the trap (spot trap at -10% to find it). This also triggers the spear trap but the victim in the bedroom (if any) takes damage 3 instead of damage 6. If triggered by a snotling... well, the snotling will use the lever and, later if PCs investigate the attic, a successful search test at -20% will show some half burned greenskins flesh.

THE 'REST IN PEACE' COACHING INN **- OUTSIDE THE INN -**

The river

Dagmar's trade boat is moored at the end of a wooden dock. Walking on the dock will trigger a trap 50% of the time (The trap was not active when some guests left Dagmar's boat). The trap opens under the victim's feet and the victim must make an initiative test to avoid falling. During the fall the victim will be caught in a snaring rope attached to rocks under the dock. The rocks will then fall into the water with the victim. Most PCs and NPCs are likely to panic (WP tests) but the water is not deep: four feet deep. The victim can try to cut the rope with a dagger or knife after a successful WP test. Then a successful climb test is required to climb on the dock or in the boat. The trap is there mainly to remove one of the chaos champion opponent for a few rounds.

In Dagmar's boat there is a surprise: the chaos champion. If three or more characters run towards him, the chaos champion sets the boat on fire (after emptying a flask of oil) and flees using the 'skywalk' spell.

THE 'REST IN PEACE' COACHING INN - THE SECRET PASSAGES AND ROOMS -

The section describing the ritual gives most of the information on the secret passages and rooms. This section give a few extra info that the GM can find useful.

The Cultists' Room

This room is used by the cultist to dress in their ceremonial robe and leather outfit. Searching the room, the PCs will clearly identify the clothes of all the inn staff. Nothing of value can be found.

The door leading to the Ritual Room is locked and the door hinges are on the Ritual Room side. The PCs can pick the lock but the lock is trapped in the same way the kitchen trap was.

The Ritual Room

The Ritual Room is where the cultists performed their dark rituals. There are many torture equipments on the walls and there are a few out-of-place divans and beds with blankets of silk or fur. There is a fireplace (the chimney connecting to the smithy).

The door opening to the underground passage (leading to the forest) is locked but the door hinges are on the Ritual Room side. The door is trapped but on the underground passage side (don't forget this if the PCs come back to the inn). The trap is, again, a poison needle used in the same way the kitchen trap was.

The underground passage

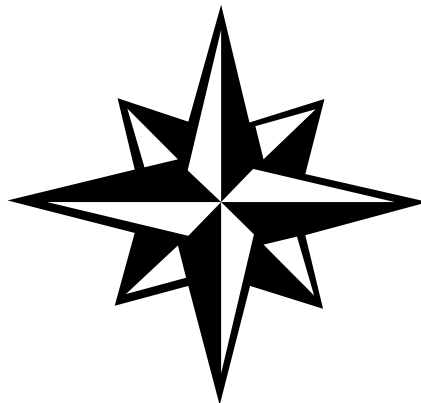
The passage is small but big enough for a large beastmen to crawl in. It is not possible for most PCs to run (only dwarves and halfling can) in this passage since they'll hit there head on many rocks along the way (one agility test every ten feet – if failed, the PC suffers a damage 2 hit).

The beastmen

At the end of the tunnel there is light but also beastmen. These are hidden in the forest. One watches the inn, the other the tunnel and the gor relax somewhere in the middle. From the tunnel entrance, tracks can be followed (using the Follow Trail skill) up to cultists or beastmen hideouts.

THE NPCS - BACKGROUND AND PROFILE -

The next pages give details on the ten NPCs (or PCs) who are in the inn at the beginning of the scenario. It is maybe best for the GMs to prepare detailed character sheets for the PCs (especially if the players are not familiar with the rules). This takes time but will help to keep a good pace for the scenario.



Character 1: Aldric Ehrhard (Apprentice Wizard)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background
29	27	26	24	35	36	38	33	Aldric was born with the gift of seeing winds of magic and the power to affect them. He was discovered by a travelling battle wizard and taken from his native village at the age of seven to study the art of magic in Altdorf. Still apprentice, Aldric wanted to study the Lore of Shadow but before that he had been sent in a mission to study the activities of chaos cults in the area where the 'Rest in Peace Inn' is located.
-	-	-	-	+5	+10	+15	+5	
29	27	26	24	40	46	53	38	
A	W	SB	TB	M	Mag	IP	FP	
1	11	2	2	4	0	9	0	
-	+2	-	-	-	+1	-6	-	False identity : Aldric travels pretending he is a student studying ways of living in different areas of the Empire. He won't talk much about his research if nobody asks about it but can say a lot on the topic.
1	13	2	2	4	1	3	0	
Physical features : Human, male, 5'2'', 120 lb., 27 years old, black hair, strange coloured eyes (colour shifting to the colour of its surrounding), single earring.								Using Magic : Aldric will try to avoid using magic at the beginning of the scenario but when he will see proofs of chaos activities he can decide to show his license and reveal his identity and use his powers to help the group to survive the night (Player's choice).
Skills : Academic Knowledge (Magic), Channelling, Common Knowledge (the Empire), Gossip, Magical Sense, Speak Arcane Language (Magick), Speak Language (Reikspiel), Speak Language (Classical)								
Talents : Aethyric Attunement, Petty Magic (Arcane), Resistance to Magic, Savvy, Sixth Sense								Using special skills and talents : Aldric can use his 'Magical Sense' and 'Sixth Sense' to spot traps (WP tests at -20% - Once per room) or Magical Enchantment (WP test - Once per room).
Weapon : Sword, dagger, shield Armour : Leather jack								Trapping and equipment : Except for his strange coloured eyes, Aldric looks like an adventurer and his attitude makes him a perfect dedicated student not fully understanding people less literate than he is.
Trapping : Travelling clothes, blanket, a wooden tankard, a wooden cutlery set, large hat and scarf he wears on his head, backpack, printed book (Classical - People of the Empire by Wulf Vogt), writing kit, paper to write notes and draw, 35 gc, key to a personal coffer in the dormitory.								What Aldric Knows : Aldric came with Dagmar by boat. He noticed that some of the staff were nervous (mainly a servant) but that barmen and the gateman were quite cheerful. Dagmar, was really suspicious of him, asking many times who he was, how come he travels so far from Altdorf. Aldric is confident that he played well his student cover-up but found Dagmar always nervous about him. Aldric also travelled with the gorgeous Katherina who said she is an entertainer from Kislev. Usually cheerful, Aldric noticed some kind of worries in her eyes once in a while. For sure she hides a few things about her past but Aldric could not discover what.
Disorders : Body of Rot Permanent injuries : None								Roleplaying disorders : Having learned much on witch hunters and the dangers of using magic, Aldric developed a feeling that something is wrong with him and that horns are ready to appear on his head. Of course this is only a fear but Aldric constantly wears a scarf on his head, pretending it is for style. He will remove his scarf if asked to do so only if seriously threatened.

Character 2: Dagmar Steerman (Boatman)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background
34	36	31	27	29	33	35	28	Dagmar took over the trading business of his father using the small trade boat of his father to travel along small rivers and cover trading areas often looked over by larger trade boats. Travelling often alone, Dagmar takes passengers once in a while often asking them to help him with ship handling. During this trip he had two passengers : Katherina (an entertainer from Kislev) and Aldric (a student from Altdorf).
+10	+5	+5	+5	+10	+10	-	+10	
44	41	36	32	39	43	35	38	
A	W	SB	TB	M	Mag	IP	FP	
1	12	3	2	4	-	7	-	
-	+2	-	+1	-1	-	-6	-	
1	14	3	3	3	-	1	-	
Physical features : Human, male, 5'9", 160 lb., 37 years old, Black hair, Brown eyes, bad injury in the right leg (Dagmar limps).								False identity : Dagmar is a boatmen but also a smuggler. To earn big box fast, he does not hesitate to trade forbidden artefacts which caused him some trouble in the past.
Skills : Common Knowledge (the Empire +10), Drive, Gossip +10, Haggle, Navigation, Outdoor Survival, Perception +10, Row +10, Search, Secret Language (Ranger), Secret Language (Thieves' Tongue), Silent Move, Speak Language (Reikspiel), Secret Signs (Thief), Swim +10								Using special skills : While searching rooms, Dagmar on successful search tests is able to find secret signs written with the thieves' secret signs code (if they exist). Since, thieves signs vary a little bit from place to place, Dagmar must succeed a Secret Sign (Thief) test to understand them.
Talents : Night Vision, Marksman, Orientation, Seasoned Traveller, Streetwise								Using special talents : In this scenario, Dagmar's night vision can be an important talent since most of the scenario takes place during the night.
Weapon : Sword, dagger and an old rusted pistol (poor quality -5% to BS and unreliable 90-99% of the time) with gunpowder and ammunition for 5 shots (gun not loaded at the beginning of the scenario). Armour : Leather Jack								What Dagmar knows about travellers : Dagmar is suspicious by nature (and because of his Venomous Thoughts disorder). He doesn't fully trust anybody and the same applies to his two passengers. They are peaceful passengers, not even trying to steal anything but Dagmar believes they have something to hide.
Trapping : Travelling clothes, blanket, a wooden tankard, a wooden cutlery set, waterproof bag with dry clothing, 18 gc (100 gc hidden in his boat). In his boat Dagmar carries all kind of crafted items he plans to exchange for commodities and gold in nearby villages, key to a private room in the inn.								What Dagmar knows about the innkeeper : The innkeeper is surely some kind of wizard and a member of one of the secret cults hiding in the Empire. Dagmar does not really care since Rufus Hoefer (the innkeeper) pays well. Recently, Rufus ordered rare artefacts : 20 skaven warpstone tokens. Dagmar ran all kinds of dangers to get them, but this did not help him keep his sanity. Still, he made good money with this deal and was even able to purchase a pistol that he is really proud of. Dagmar also sold to the innkeeper 'second hand' (read stolen) crossbows and bolts. He also sold just today a few doses of poison called 'Heart kill'.
Disorders : Venomous Thoughts Permanent injuries : Wound in his leg that he got while fighting skavens with a bunch of adventurer in the sewers of Nuln (-1 to his move). His leg is starting to mutate into an Animalistic Leg : fur now covers half of the leg.								Roleplaying disorders : Dagmar does not fully trust anyone and will always consider that others can betray him. Dagmar, on the other hand, is somehow loyal to others, keeping secrets, and keeping his mouth shut most of the time.

Character 3: Udo Schreiber (Bodyguard)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background
43	24	41	40	26	27	28	34	From his early youth, Udo has always been some kind of a bully, always picking on the weakest (that was most of the children of his age and older). Eventually, he met Valaria Drakenhof a local beauty and noble. Like most men he fell attracted to her and luckily became her bodyguard. Udo and Valaria are from Sylvania and it often attracted troubles, people telling that his mistress is a vampire was current.
+10	-	+5	+5	+5	-	-	-	
53	24	46	45	31	27	28	34	False identity : Udo is deeply in love with his mistress Valaria and keeps it a secret in front of others and even to Valaria. On the other hand, he began to give her gifts in secret. No doubt if Udo was able to write he would write love letter and poetry to the Lady of his heart.
A	W	SB	TB	M	Mag	IP	FP	
1	13	4	4	4	-	6	-	Using special skills : Udo, with his missing tooth, scars, broken nose and strong body is very impressive and won't hesitate to intimidate others to protect his mistress and get the information she wants. This will usually be done by opposed intimidate vs WP tests if the character does not speak by himself or if Udo does not trust what is being said.
+1	+3	-	-	-	-	-6	-	
2	16	4	4	4	-	0	-	Using special talents : Udo is the kind of man who hits first and speaks later especially when his mistress is in danger. No doubt his fighting skills will be of use during this scenario.
Physical features : Human, male, 6'2", 180 lb., 24 years old, Light brown hair, Pale grey eyes, missing tooth, broken nose, scar on the right cheek.								Trapping and equipment : Udo likes to show the equipment, weapon and armour he has. These are also the usual topic of his conversation.
Skills : Common Knowledge (the Empire), Dodge Blow, Gossip, Heal, Intimidate, Speak Language (Reikspiel), Perception								What Udo knows : Udo travelled by coach with his mistress, two coachmen and a troll slayer. Udo does not trust the Troll Slayer. This dwarf has a mad look and Udo feels the dwarf is far from sane. Besides, the dwarf showed extravagant politeness towards his mistress and Valaria even laugh about it, which does nothing to help the jealous character of Udo.
Talents : Quick Draw, Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing), Street Fighting, Strike to Stun, Warrior Born, Very Strong, Very Resilient								Roleplaying disorders : Often injured during many fights along the road while jealously protecting Valaria, Valaria took care of him after these fights and he finally fell deeply in love with her. His Lost Heart disorder (caused by the many critical hits he suffered during his life) makes him believe that this love is shared by Valaria (that maybe true). During this scenario Udo will do all he can to protect his mistress even at the cost of his life.
Weapon : Sword, main gauche, dagger, knuckle-dusters, throwing knives (2) (all of them of good quality) Armour : Leather Jack								
Trapping : Travelling clothes, blanket, a wooden tankard, a wooden cutlery set, good quality clothes, 12 gc, key to a private room next to Valaria's room.								
Disorders : Lost Heart (While protecting Valaria Udo gains +5% on WP tests. If Valaria dies Udo becomes frenzied). Permanent injuries : Missing tooth, scars, broken nose.								

Character 4: Boris Konig (Coachman)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background
33	29	41	40	26	34	28	27	Boris is the son of a Kislevite trader now living in the Empire. People usually see him as just another man with more muscle than brain but Boris is the kind of men who sees more than he shows he knows.
+5	+10	-	-	+10	-	+5	+5	
38	39	41	40	36	34	33	32	For instance, Boris is fully aware that his partner Edwin Bacher is a part-time smuggler.
A	W	SB	TB	M	Mag	IP	FP	
1	13	4	4	4	-	6	-	False identity : Boris also has a part-time job. He was recently hired by witch hunters to investigate the business activities of his partner and the clients Edwin has.
-	+2	-	-	-	-	-6	-	
1	15	4	4	4	-	0	-	Using special skills : Boris often speaks Kislevian with his partner Edwin. This allows to exchange information without anybody else understanding. But beware, other people might speak Kislevian too.
Physical features : Human, male, 5'10'', 200 lb., 30 years old, corn hair, grey blue eyes, small bald patch.								Using special talents : Boris is usually not keen to use violence but for self-defence he won't hesitate to use his loaded blunderbuss that he carries with him most of the time.
Skills : Animal Care, Common Knowledge (the Empire), Drive, Gossip, Haggle, Navigation, Perception, Ride, Secret Sign (Ranger), Speak Language (Kislevian), Speak Language (Reikspiel)								What Boris knows about other characters : Edwin is Boris' boss and somehow Boris has to obey him if he doesn't want to loose his job. Still Boris is not an idiot and won't obey weird orders that will kill him.
Talents : Seasoned Traveller, Specialist Weapon Group (Gunpowder), Very Resilient, Very Strong								Three passengers travel with them. First there is Lady Valaria Drakenhof from Sylvania and her bodyguard Udo Shreiber. Then there is this mad troll slayer that they allowed to travel on top of the coach for extra protection. If it was not for the protective look of Udo and the money making thirst of his partner, Boris was ready to say that Valaria is a vampire and she has nothing to do in his coach, well too late.
Weapon : Sword, dagger, shield, blunderbuss (powder and ammunition for 10 shots) Armour : Mail shirt and leather jack								
Trapping : Travelling clothes, blanket, a wooden tankard, a wooden cutlery set, instrument (Coach Horn), bag with personal belongings, 12 gc, key to a personal coffer in the dormitory.								What Boris knows about the innkeeper : Boris knows that the innkeeper recently bought from Edwin a number of skulls stolen from cemeteries in Sylvania. This seems to have cost a lot of money to Edwin but most likely it paid well since Edwin bought an expensive sword recently.
Disorders : Terrible Thirstings Permanent injuries : None								Roleplaying disorders : Along the roads of the Empire, Boris saw more than many see in their whole life. Boris is now addicted to drinking too much when he stops at an inn. Especially when under pressure (after a fight or after seeing things that would normally drive men crazy) Boris feels the need to drink and on a failed WP test he has to find something to drink or loose 10% on his WP tests until he satisfies his thirst.

Character 5: Edwin Bacher (Coachman)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background
32	36	31	31	25	39	33	31	Edwin Bacher always wanted to be rich and trading stolen items and forbidden artefact seems to be one way to achieve that fast. One of the good clients of Edwin is the innkeeper of the 'Rest in Peace Inn'. He recently bought stolen skulls from a cemetery in Sylvania. This almost drove Edwin mad (in fact it did since Edwin gained the disorder The Fear) since he had to help the grave digger to get the damn skulls.
+5	+10	-	-	+10	+10	+5	+10	
37	46	31	31	35	49	38	41	
A	W	SB	TB	M	Mag	IP	FP	
1	11	3	3	4	-	7	-	
-	+2	-	-	-	-	-6	-	False identity : Edwin is a boatman and smuggler. To earn big box fast, he does not hesitate to trade forbidden artefacts and stolen items.
1	13	3	3	4	-	1	-	
Physical features : Human, male, 5'7", 130 lb., 33 years old, black hair, dark brown eyes, pox marks.								Using special skills : Boris often speaks Kislebian with his partner Edwin. This allows them to exchange information without anybody else understanding. But beware other people might speak Kislebian too. While searching rooms, Dagmar on successful search tests is able to find secret signs written with the thieves' secret signs (if they exist). Since, thieves signs vary a little bit from place to place, Dagmar must succeed a Secret Sign (Thief) test to understand them.
Skills : Animal Care, Common Knowledge (the Empire), Drive +10, Gossip, Haggle +10, Navigation, Perception +10, Ride, Row, Search, Secret Language (Thieves' Tongue), Secret Sign (Ranger), Secret Sign (Thief), Silent Move, Speak Language (Kislebian), Speak Language (Reikspiel), Swim								
Talents : Quick Draw, Savvy, Specialist Weapon Group (Gunpowder), Streetwise, Suave								Using special talents : Boris is usually not keen to use violence but for self defence he won't hesitate to use his loaded blunderbuss that he carries with him most of the time.
Weapon : Sword (excellent quality, +5% WS & defensive), dagger, shield, blunderbuss (powder and ammunition for 10 shots) Armour : Mail shirt and leather jack								Trapping and equipment : Edwin bought a really well balanced sword crafted by one of the best weaponsmith in Altdorf. Still, Edwin keeps it in an ordinary scabbard and the pommel of the sword does not show the real value of the sword.
Trapping : Travelling clothes, blanket, a wooden tankard, a wooden cutlery set, instrument (Coach Horn), bag with personal belonging, 12 gc (100 gc hidden in a secret compartment under the coach), key to a personal coffer in the dormitory.								What Edwin knows about other characters : Edwin is the boss of Boris Konig. Boris is a piece of muscle and has the habit of drinking too much. Three passengers travel with them in the coach. First there is Lady Valaria Drakenhof from Sylvania and her bodyguard Udo Shreiber. Then there is this mad troll slayer that they allowed to travel on top of the coach for extra protection. For sure Valaria looks like a vampire but at least not like a witch hunter.
Disorders : The Fear (Fear of Witchhunter) Permanent injuries : None								Roleplaying disorders : Edwin fears witch hunters. This usually makes him very suspicious. He recently saw quite a few of them along the road and it seems that one in particular crossed his path a few times. Probably, just a bad fear but Edwin is more nervous these days even thinking of retirement from his part-time-illegal job.

Character 6: Katherina Tolzen (Entertainer)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background Katherina was born in Kislev but fled this place for a better world : the Empire. In Kislev, she was once tortured by cultists of Slaanesh. This gave her the Knives of Memory disorder. Katherina is in appearance cheerful and helpful. She is a good performer (Luth and Story Telling). She knows many horror stories of men brought back to life, possessions, tortures,... only legends.
31	43	28	27	35	27	23	39	
+5	+10	-	-	+10	-	+5	+10	
36	53	28	27	45	27	28	49	
A	W	SB	TB	M	Mag	IP	FP	
1	11	2	2	4	-	7	-	False identity : Katherina was once member of a cult of Slaanesh. She was able to flee before being marked forever by the touch of Slaanesh. She remembers mainly the worst moments of torture she had to endure.
-	+2	-	-	-	-	-6	-	
1	13	2	2	4	-	1	-	
Physical features : Human, 5'2'', 120 lb., 25 years old, red hair, purple eyes, scars on the cheek (and on the body)								Using special skills : With her special knowledge of Chaos cults (Slaanesh is particular), on a successful Academic Knowledge (Slaanesh) test (after succeeding a Knives of Memory test to avoid crying and wanting to flee the inn)., she can give info on daemons of Slaanesh, know some of their weaknesses, explain the reasons behind many of the horrors cultists can do, etc.
Skills : Academic Knowledge (Slaanesh), Charm, Common Knowledge (the Empire), Evaluate, Gossip, Perception, Performer (Luth), Performer (Story telling), Speak Language (Kislevian), Speak Language (Reikspiel), Scale Sheer Surface, Swim,								
Talents : Acute Hearing, Marksman, Public Speaking, Specialist Weapon Group (Throwing) Optional talents to learn :								Using special talents : She does like to display her Ballistic Skill with knives, keeping them for when she will really need them. That happened quite a few time in her past.
Weapon : Sword, dagger, 3 throwing knives (hidden) Armour : Leather jerkin								Trapping and equipment : Katherina hides throwing daggers, one in each boot and one on her back (underneath her shirt).
Trapping : Travelling clothes, blanket, a wooden tankard, a wooden cutlery set, 26 gc, one set of good craftsmanship clothes, key to a personal coffer in the dormitory.								What Katherina knows of others : Katherina travelled by boat with Dagmar (the boatman) and Aldric (a student from Altdorf). Both were quite gentle with her without trying to get her favours which is quite unusual. Dagmar was really suspicious of her and Aldric always wanted to know more about her past. Aldric asked also many questions on the way people live in Kislev and how Kislevites live in the Empire, something that has to do with his thesis on 'People of the Empire'.
Disorders : Knives of Memory Permanent injuries : Scars								Roleplaying disorders : If Katherina faces daemons, cultists, ritual rooms, torture, she has to succeed a will power test or she believes that what she lived starts over again. Many frightening creatures will cause terror instead of fear. If she succeeds her terror tests, she needs to succeed a fear test to avoid dropping to her knees and cry totally helpless (until she succeeds a WP test).

Character 7: Valaria Drakenhof (Noble)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background
41	31	31	31	33	34	43	39	Valaria Drakenhof is a petty noble from Sylvania near the mootland. She has seen many abominations in her short life. But, most of all, she is suspicious of most commoners who don't hesitate to burn at the stakes people they consider 'corrupted'. Still, perhaps by a challenge to life itself, Valaria is dressed as a Vampire Countess most of the time and avoid sun to keep her skin white.
+10	+5	-	-	+5	+5	+5	+10	
51	36	31	31	38	39	48	49	False identity : Valaria is investigating the stealing of skulls from a cemetery in Sylvania in which family members were buried. She found the grave digger who participated in the profanation and killed him herself. She also found that Edwin Bacher, one of the coachmen, is a smuggler and he sold the skulls to somebody else. She wants to know who this client is and then she hopes to kill them both.
A	W	SB	TB	M	Mag	IP	FP	
1	10	3	3	4	-	6	-	Using special skills : A good asset Valaria has is her charm and beauty. Often dealt as an opposed Charm vs WP test she can ask others to perform actions not harmful to them in appearance (go and get me some tea).
-	+2	-	-	-	-	-6	-	
1	12	3	3	4	-	0	-	Using special talents : Valaria usually leaves the dirty work to her bodyguard Udo Shreiber, a strong man, perhaps a bit unsophisticated but totally devoted to her. On a successful charm test, Udo will do what she asks even if it puts his life in danger. (Udo will usually do as Valaria says without the need of any Charm test). On the other hand, Valaria is an accomplished swordsman and won't hesitate to fight if required.
Physical features : Human, 5'8", 130 lb., 27 years old, black hair, dark brown eyes, white skin, blood red lips.								Trapping and equipment : Valaria had a strange feeling about the inn, first the name 'The Rest in Peace Inn' and then discussions between Edwin and the innkeeper convinced her that the innkeeper is probably linked with the skull thievery. Consequently she loaded her small pistol (and kept it hidden under her leather jack, just in case).
Skills : Charm, Command, Common Knowledge (the Empire +10), Gamble, Gossip, Performer (Musician – Luth), Read/Write, Ride, Speak Language (Reikspiel +10)								
Talents : Coolheaded, Etiquette, Heal, Public Speaking, Specialist Weapon Group (Fencing), Specialist Weapon Group (Parrying), Warrior Born								What Valaria knows : Valaria knows or believes she knows many things. For her, Edwin is a small time smuggler who stole skulls from a cemetery in Sylvania. Then his partner (the second coachman), Boris, is simply a huge thug not fully understanding what is happening around him. Udo is totally dedicated to her cause and she treats him well, for a commoner, often having to heal him after good fights to defend her. Finally, the Troll Slayer travelling with them on top of the coach is simply a mad man.
Weapon : Foil (excellent quality, +5% WS and defensive), main gauche (excellent quality, extra +5% while parrying), pistol with ammunition and gunpowder for 10 shots (good quality – loaded) Armour : Leather jack								
Trapping : Noble's Garb, jewellery worth 70 gc, 60 gc, good quality blanket, silver tankard, a silver cutlery set, healing kit (with 3 healing poultice), 3 healing draughts, anti-toxin kit, key to a private room in the inn.								Roleplaying disorders : Valaria believes commoners are sick of the nobility. She also believe that most stories of vampires are tales to justify actions against Sylvania's nobility, particularly against her family. She has no doubts that vampires existed a long time ago but tales are for sure exaggerated and the real monsters are the commoners.
Disorders : Profane Persecutions (commoners) Permanent injuries : None								

Character 8: Kargun Rorikson (Troll Slayer)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background
43	33	35	45	18	28	28	20	Kargun Rorikson is not a Troll Slayer, this is a cover-up for his more lucrative job as a bounty hunter. In his life as a mercenary Kargun, saw chaos creatures and especially a unit of wood elves who fled the battlefield when they were most needed. This doesn't help him to love elves and when he decided to become a bounty hunter, he also decided that most bounties on elves will go to him.
+10	+10	+5	+5	+10	-	+5	-	
53	43	40	50	28	28	33	20	False identity : Ex mercenary, now bounty hunter, Kargun hides his true job behind the appearance of a mad Troll Slayer. This allows him to have a cheap ride once in while and not being asked too many questions on who he is and where he comes from ('mind your business manling and bring me some ale' will be is common answer).
A	W	SB	TB	M	Mag	IP	FP	
1	14	3	4	3	-	5	-	Using special skills : There are many useful skills and talents Kargun will be able to use during the scenario. Don't forget skills and talents like Follow Trail, Shadowing, Silent Move and night vision. The skill 'Intimidate' can also be something to use with care.
+1	+2	+1	+1	-	-	-	-	
2	16	4	5	3	-	5	-	Bounty comes to me : Kargun will see fast that his bounty is in the inn. He is an elf vagabond who stole a nice piece of art from a nearby museum. The piece of art is a crystal flower embellished with gold and gems. The challenge Kargun faces is to capture the elf before he can run away fast like only elves can do.
Physical features : Dwarf, male, 5'0", 160 lb., 50 years old, orange hair, blue eyes, large nose, scars, broken nose, broken tooth.								Trapping and equipment : Kargun must capture the Vagabond alive and recover the piece of art (worth more than the elf). To use his great weapon to stun the elf and then the manacles to keep him still is a good idea. Don't forget, that Kargun can show the letter of arrest after he stunned the elf.
Skills : Common Knowledge (Dwarfs), Common Knowledge (the Empire), Dodge Blow, Drive, Follow Trail, Gamble, Gossip, Intimidate, Outdoor Survival, Perception, Search +10, Shadowing, Silent Move, Secret Language (Battle Tongue), Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Smith), Swim								
Talents : Dwarfcraft, Grudge-born Furry, Night Vision, Quick Draw, Rapid Reload, Resistance to magic, Sharpshooters, Specialist Weapon Group (Entangling), Stout-hearted, Strike-to-Stun, Strike Mighty Blow, Rover, Sturdy								What Kargun knows about other guests : Kargun travelled on top of a coach with two coachmen : Edwin and Boris. Edwin seems to be the brain and Boris the muscles. The coachmen have two other passengers: Lady Valaria Drakenhof from Sylvania who looks like a vampire but Kargun believes it is more of fancy from a spoiled girl than anything else. On the other hand, Udo, Valaria's bodyguard, seems to have a jealous devotion in protecting his Lady. After a few bad jokes that made Valaria laugh, Kargun got the feeling that he should avoid Valaria if he doesn't want to face the fists of Udo. What the relationship is between Udo and his mistress is not in the scope of his work.
Weapon : Crossbow with 10 bolts, great weapon (Hammer – excellent quality, +5% to hit and pummelling), axe, dagger. Armour : Leather jack, mail shirt.								Roleplaying disorders : Kargun don't have disorders (yet). This does not mean he can't act as if he was a bit mad: caress his warhammer, count his bolts, test his crossbow (loaded or not)once in while and so on. Well a lot of ways to intimidate others.
Trapping : Travelling clothes, blanket, a wooden tankard, a wooden cutlery set, one bottle of poor craftsmanship spirits, manacles, 10 yards of rope, 7 rations, one healing draught, letter of arrest of an elf vagabond corresponding to Galranan, 33 gc, key to a personal coffer in the dormitory.								
Disorders : None Permanent injuries : Scars, broken nose, broken tooth.								

Character 9: Galranan Fairwater (Vagabond)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background Galranan left his woodland to travel the world (so far only the Empire). To survive he performs as a story teller in inns and farms he crosses during his travels. He also developed a habit of stealing one or two things at every place he visits, sometimes small items, sometimes items of value.
33	46	31	31	46	33	29	31	
+5	+10	-	-	+15	+5	-	+10	
38	56	31	31	61	38	29	41	
A	W	SB	TB	M	Mag	IP	FP	
1	11	3	3	5	-	7	-	
-	+2	-	-	-	-	-6	-	False identity : Galranan is a vagabond but also a thief. He recently stole a nice piece of art from a nearby museum. The piece of art is a crystal flower embellished with gold and gems. Of course it is elf art that Galranan wants to sell back to wood elves.
1	13	3	3	5	-	1	-	
Physical features : Human, 5'10", 110 lb., 75 years old, ash Blonde hair, grey blue eyes, earrings .								Using special skills : While searching rooms, Galranan, on successful search tests, is able to find secret signs written with the thieves' secret signs code (if they exist). Since, thieves signs vary a little bit from place to place, Galranan must succeed a Secret Sign (Thief) test to understand them.
Skills : Charm, Common Knowledge (Elf), Common Knowledge (the Empire), Concealment, Evaluate, Gossip, Navigation, Outdoor Survival, Perception +10, Pick Lock, Performer (Storyteller), Silent Move, Sleight of hand +10, Search, Secret Signs (Thief), Silent Move, Speak Language (Eltharin), Speak Language (Reikspiel), Swim								
Talents : Alley Cat, Excellent vision, Night Vision, Rover, Orientation, Seasoned Traveller, Savvy, Specialist Weapon Group (long bow), Trapfinder								
Weapon : Dagger, quarter staff, sword Armour : Leather jerkin, long bow with 10 arrows								Using special talents : In this scenario, Galranan's night vision can be an important talent since most of the scenario takes place during the night. Don't forget to use his trap finder and alley cat talent (working well in the inn) and his skills concealment and silent move.
Trapping : Back Pack, travelling clothes, blanket, a wooden tankard, a wooden cutlery set, Rations (1 week), tent, water skin, lock picks, crystal flower embellished with gold and gems protected in a small wood coffer a number of small items worth 25 gc, 16 gc.								
Disorders : Wheel of Dread and Pleasure Permanent injuries : None								Trapping and equipment : Galranan has the basic equipment to travel along the road of the Empire. His backpack is quite large and he won't let anybody look into it. What Galranan knows : Galranan travelled with Gothar Krebs (Father Krebs), a crazy preacher talking about the end of the world and what to do to save one's soul. Still, if attacked, he feels the crazy but strong monk can be useful. Approaching the inn, Galranan notices fresh beastmen tracks (maybe 3 beastmen). This didn't look good and he felt lucky that the inn was not very far.
								Roleplaying disorders : Galranan suffers from the Wheel of Dread and Pleasure. This disorder is mainly about being 'happy to be free and to travel around the world' or being 'sad and lonely, far from home in a land he does not fully like'. During the scenario, Galranan is in his lonely mood. If asked to tell stories he will tell stories of lost love and misery of little people against overwhelming dangers. During the scenario, Galranan suffers a -10% penalty to Agility, Will Power and Fellowship. On the other hand, he is not so sad as to let himself dies. After all, he has a priceless artefact to bring back to his own land.

Character 10: Gothar Krebs (Friar, Ex. Zealot)								How to roleplay the character
WS	BS	S	T	Ag	Int	WP	Fel	Background Gothar Krebs lost it all at the hands of beastmen when he was a kid : family, house, friends,... Sigmar and revenge became his only reason to live. Then he met Luther Huss and fought in his army during the Storm of Chaos war. Learning to fight, he also learned to cleanse his body and mind, repent for his sins and teach the glory of Sigmar to others.
31	24	36	41	26	27	43	35	
+10		+5	+10	-	+15	+15	+15	
41	24	41	51	26	42	58	50	
A	W	SB	TB	M	Mag	IP	FP	
1	14	3	4	4	-	12	-	False identity : Gothar doesn't have a false identity but he believes he can heal wounds by prayer and touch (The disorder Delirious Saviour) and that he received this gift from Sigmar himself.
-	+4	+1	+1	-	-	-12	-	
1	18	4	5	-	-	0	-	
Physical features : Human, 5'8", 180 lb., 36 years old, brown hair, dark brown eyes and ruddy face..								Using special skills : Gothar is a strong man with a powerful voice. He can be very intimidating. On the other hand he also master Reikspiel and Theology and can speak of Sigmar and gods to convince other to do as he wishes. This requires, usually, an opposed intimidating/charm vs WP test.
Skills : Academic Knowledge (Theology +10), Animal Care, Charm, Common Knowledge (the Empire +20), Common Knowledge (Kislev), Heal, Gossip, Intimidate, Outdoor Survival, Perception, Read/Write, Speak Language (Classical), Speak Language (Kislev), Speak Language (Reikspiel +10)								
Talents : Coolheaded, Hardy, Public Speaking, Seasoned Traveller, Specialist Weapon Group (Flail), Very Strong, Very Resilient								Using special talents : Gothar's main weapon is his voice but if things turn ugly he is a good warrior and should not be underestimated.
Weapon : Dagger, hammer, shield, flail, quarter staff with a hammer crafted at the top Armour : Leather jack								What Gothar knows : Gothar travelled with the elf vagabond Galranan. Galranan is a lonely and sad character speaking of lost love and wood elf land lost to beastmen. Gothar enjoyed the company of such a lonely fellow and Gothar tried to tell Galranan about the power of Sigmar. When they arrived at the inn there was nobody to welcome them and there was light only in one room. Galranan saw beastmen tracks outside the inn and they feared the worst. Gothar and Galranan moved stealthily in the inn only to find a bunch of men and women eating a roasted boar.
Trapping : Travelling clothes, blanket, a wooden tankard, a wooden cutlery set, bottle of good craftsmanship spirits, healing draught, religious symbol, religious relic (piece of cloth that Luther Huss used to clean his face), robes, healing kit (with 3 healing poultice), 24 gc.								Roleplaying disorders : Gothar will speak about the power of Sigmar and the wonders he saw during the Storm of Chaos war. Then he will speak about the need to repent for one's sins and to cleanse one's body and mind for the end of time is near and Sigmar will recognise as his Heirs only those who shows repent once during their lives. If somebody is wounded he will try to heal him with his 'magical healing power' (that he does not have) first, then he will complete the healing by normal means (heal tests).
Disorders : Delirious Saviour (heal by touch), Desperate and Doomed Permanent injuries : None								

STARTING THE SCENARIO

- SETTING THE WHEELS OF DOOM IN MOTION -

Prior to the game it is best to enlarge the map of the inn to a bigger size to be used during the game session. Then, it is best to ask the PCs to sit in order of initiative (and keep this order for the complete evening). Then, it is best to select a number of tokens or models for every character in the story and put them where they are on the map (in the dining room – except Galranan and Gothar). Then the GM should give a character sheet to every player (perhaps based on roleplaying skills and interests instead of giving them totally randomly). Be careful when you choose which characters you give to your players since this choice will have a direct impact on the scenario. Players should then have time to read their character sheet, refer to the rule book for extra information on rules, skills, talents and so on before the game really starts. The characters sheet given with this scenario can be enough for experienced players but a complete character sheet is needed for players less familiar with the game system. Each time a character dies another character sheet should be given to the unlucky player.

Just before the game starts (after the players are familiar with their character, the rules associated with their skills, talents and equipment and so on), if you want to create a horror scenario, you can also prepare the room accordingly: use candles to light the game table, remove nachos and peanuts and so on.

When everybody is ready, start by some story telling describing the hard journey they made before they reached the 'Rest in Piece' inn, the friendly welcome by the gateman, barmen and innkeeper, the nervous look of a few servants. Then describe each token or model on the table by reading the description of every character, including Galranan and Gothar who are at the entrance of the dining room (using the 'Physical Feature' entry in the character description).

Then mention that all PCs, except Galranan and Gothar, have a key for their room (if private) or the key to a personal coffer in the dormitory. Their personal belongings are over there but all their weapons and gold are with them (PCs are always a bit wary). On the other hand, healing kits, healing poultices, healing draughts, rations, ropes, blanket, tankards, personal cutlery sets are all in their private rooms or in the wood coffer they have in the dormitory. Then the GM should specify, which PCs arrived at the inn by coach, foot or boat. If the PCs are not among the ten guests included in the scenario, they are in the dining room of the inn eating with the other guests. The GM should find a reason for them to be at the inn and specify how they come to the inn (wagon, horse, foot, boat and so on). For this special case, none of the PCs travelled with the other characters.

Then the GM, should describe the inn using the map of the inn. The GM can say that the inn is a typical medium size coaching inn surrounded by forest and a sixty foot wide river, drawing a rough draft of the inn surrounding (based on map 2).

Since there are not many people in the inn, the innkeeper had a guest table prepared with a large roasted boar in the middle and served glasses of beer, wine, brandy or spirit depending on the PCs taste (The GM should ask the players to note that they all drank one alcoholic beverage except Galranan and Gothar). The only character not eating at the main table are Valaria Drakenhof and her bodyguard who asked to the innkeeper to prepare a separate table for her since she would not accept to eat with commoners. The GM should describe the room : balcony, fire place, hunt trophy, smaller tables, the bar, the lighting by torches. The GM can mention that the characters have not seen the innkeeper and his staff for roughly half an hour.

DO NOT LET PCs PERFORM ANY ACTION BEFORE THIS MOMENT. THEY MIGHT SUSPECT THAT SOMETHING WEIRD WILL HAPPEN BUT THEIR CHARACTERS DO NOT KNOW IT YET.

On a successful perception test at -10% (+30% for those with sixth sense), the characters and PCs can take one round of actions before the arrival of Galranan and Gothar (they heard noise from the inner courtyard). Then Gothar and Galranan will appear at the dining room entrance. Gothar holds his warhammer and shield while Galranan has his long bow with an arrow ready. They look as surprised as the other guests are. Only the characters who heard the noise (or were warned by other characters) and have an initiative order higher than Gothar can perform actions before Gothar speaks (If no player roleplay the role of Gothar). Gothar will say :

'Sigmar be blessed, we were convinced we would see a bunch of beastmen eating the remains of the innkeeper, his staff and his guests ! My fellow elf over here saw tracks of beastmen nearby and the inn gate was not locked.' (the inn gate is still not locked)

Then the scenario starts. For the next half hour (real time), if the PCs walk in the kitchen carefully and proceed with listening carefully (perception test at –30%) they will hear some noise from the cellar (the last cultists getting ready). In less than one hour (real time), all the cultists will be hidden in their hideout and the beastmen will have installed torches all around the inn (it will be possible to see this – between half an hour and one hour of game time).

It is interesting to let the PCs and NPCs free to explore the inn, eventually one will die and trigger the ritual. If nothing happens, roughly fifteen to thirty minutes after the beginning of the scenario, Boris Konig gets his hand on a bottle of brandy poisoned by 'Heartkill' (toughness test at –20% or die in 2D10 rounds) in the dining room and sets the wheels of doom in motion and the summoning of the first daemonette.

RUNNING A NON-LINEAR SCENARIO

- WHERE THE LINE BETWEEN LIFE AND DEATH IS DRAWN -

The plot is highly non-linear and deadly enough to kill many characters. So as a GM you should give plenty of room for PCs' ideas and try to follow what 'is supposed to happen' based on what the PCs do, where the traps are located in the inn and based on the other characters' psychology. Most likely, many character will not survive the night but survival is far from impossible and PCs with a clever strategy, creating some good team work with other PCs and NPCs for instance, can be smarter than the cultists and offer to road wardens : *'Eight little goblins who thought they could get them easily'*.

On the other hand, the GM is also there to put forward some action during the game session. If the PCs decide to stay in the inn and do nothing, the GM should describe other guests, some walking nervously or exploring the dining room and private bar maybe triggering some other traps and the summoning of new daemonettes. If a PC dies, the GM should give to the unlucky player a second character sheet (a maximum of three character sheets per player for the scenario seems appropriate). It is possible to give to the PCs one fate point each (one fortune point for the game session), but this seems appropriate only if the number of players is three or less.

Here are more details to help you to play the scenario.

ROLEPLAYING THE NPCS

- LEAD THE WAY -

Every character has his psychology and secret knowledge and motives. This should help the GM to decide what these characters do. It can also help the GM to give secret goals and information to players during the scenario. Here are some info on possible actions by these NPCs/PCs.

Character 1 : Aldric Ehrhard (Apprentice wizard)

Aldric is there to investigate chaos plots but not there to get killed. He will assist PCs as much as he can and try to get as much information as he can. When the first daemonette is summoned, his character will change. He will gladly run into the fight to kill this abomination with his sword and shield. Then, if he survives, he will show his wizard licence and mention that he is investigating a dark plot. This is likely to bring most of the other guests nervous since many fear witch hunters and wizards and Aldric looks like he is doing both jobs. Aldric is likely to prefer catching the cultists (or kill them all) instead of simply running away (but he can be convinced that a dead wizard is of no use for the Empire). Aldric can be a good PC.

Character 2: Dagmar Steerman (Boatman and smuggler)

Dagmar Steerman is far from a hero and has no intent of becoming one. On the other hand, if an accident happens to Aldric this could be a good thing for him. Not having a blunderbuss, he might be a good candidate to examine the blunderbuss in the private bar during the scenario (GM's choice to create some action for

instance). If Dagmar survives one trap or one attack by a daemonette charging him, he might realise that the innkeeper decided to get rid of him. He will then be angered by this, without telling details to others, and might want to get his revenge over the innkeeper. Only if intimidated by other characters with obvious chances of dying if he doesn't speak, he will tell what he knows about the innkeeper. Of course, if the GM decides that Dagmar is a traitor, the role play could be a bit different.

Character 3: Udo Schreiber (Bodyguard)

Udo Schreiber is totally dedicated to protect his mistress. He will run into fights with daemonette (if he can), flee with Valaria if she flees and obey most of his orders (except if he feels the order endanger his mistress). If his mistress is killed, he gains D3 insanity and is a perfect candidate for the 'Heart of Despair' disorder. Udo can be a good PC if another player plays Valaria and if you feel one player can roleplay him well !

Character 4: Boris Konig (Coachmen)

Boris Konig will stand besides Edwin as much as he can despite the knowledge he has on his team mate. Boris is a good candidate for drinking the poisoned brandy in the dining room, try to get his hands on the bugman's ale keg or taste some of the local beer in the brewhouse. If he survives all this, make him a hero.

Character 5: Edwin Bacher (Coachmen and smuggler)

Edwin Bacher has the fear of witch hunters and will kill Aldric at the first occasion (if he knows Aldric is investigating chaos activities). If questioned, he will often turn back the questions on Aldric : 'Ask Herr Ehrhard, he is the one who knows everything'. His main strategy is 'stay where we are'. When the number of characters will decrease below five he will think about fleeing the inn with the coach and the four horses. If accused of being a smuggler and bringing cursed skulls to the innkeeper, he will deny it and try to get his money hidden under the coach and flee the inn, riding one of the coach horses (if he gets the chance). For him staying alive is more important than taking his revenge on the innkeeper but he can be convinced to do so.

Character 6: Katherina Tolzen (Entertainer)

If Katherina succeed to control her emotion she can be quite useful and talk about rituals to summon daemons. She will talk about a curse that brings daemons in this world. If they can find where the summoning room is and if they can destroy the protective circles and banish the daemons before they get them, they should be safe for the night. For sure, before telling all this she will have visions, cry in fear and a 'protective' character will need to succeed a charm test at -20% to convince her to talk. Trying to intimidate her will do just the opposite : she won't say a word and be ready to be hit and killed like 'it happened to her a few years ago'.

Character 7: Valaria Drakenhof (Noble)

Valaria knew that trying to find cultists and kill them was not going to be easy. After the first daemonettes appear and after the confession from Katherina she will accuse Edwin of being a smuggler who stole skulls from cemeteries in Sylvania. Edwin, in response will tell that she is a vampire (nothing to please Udo). Other reaction will depend on who is the most convincing (opposed charm tests for NPCs, the PCs are free to think what they want). For sure, Valaria will want Edwin and maybe Boris dead. A fight between the two groups (Edwin and Boris vs Valaria and Udo). Then she will be ready to stick with other characters to survive the night. Valaria is a good candidate to be a PC.

Character 8: Kargun Rorikson (Bounty hunter and Ex. mercenary)

At first, Kargun will focus on arresting Galranan, the pointed ears thief. Then when daemonettes will start to appear, he will realise that something bigger is at stakes and something bigger means big money ! He will gladly stick with Aldric saying he is ready to help him especially if there is a reward. During the evening, he will try to recover the piece of stolen art hidden in the wood elf backpack but won't hesitate to kill Galranan. Kargun is a good candidate to be a PC (if no player plays Galranan).

Character 9: Galranan Fairwater (Vagabond and thief)

Galranan is in his depressive state and everything happening during the night is likely to bring him deeper in his despair. On the other hand, Galranan is far from being ready to give his life without a good fight. He will stand with Gothar Krebs as much as he can and try to use his long bow at its best. If he learns that Kargun is after him he will want to flee on his own in the forest (and most likely becomes a new daemonette). Galranan is a good candidate to be a PC (if no player character plays Kargun).

Character 10: Gothar Krebs (Friar, Ex. Zealot)

Gothar, seeing the first daemonette, will see the whole evening as a mission giving to him by Sigmar himself to banish the evil of this world and to support other PCs using the healing powers he has. Gothar will suggest to explore the inn and 'find where the chaos lovers hide'. Gothar can be a good PC if you feel one player can roleplay him well!

EXCHANGING SECRET INFORMATION WITH PLAYERS

- YOU'VE GOT MAIL -

An interesting tool for this scenario is to give to players, once in a while, secret notes on what their character sees while not telling it outloud to other players. This can create suspicions between players and add to the fear of the scenario. Of course, to succeed the scenario working together is part of the success but players don't have to know that from the start. In return, give to your players paper so that they can write to you secret messages too. This will also add to the global feeling of distrust between characters. Of course this is optional if you prefer to see players working together to solve the plot.

GETTING INFORMATION FROM NPCs AND PCS

- YOU TALK FIRST -

The guests do not trust each other and feel that what ever information they give this could well be used against them. Consequently, there should be no such think as asking to a guest : 'Tell me what you know' and receiving full details of everything the guest knows. At best, on a successful charm test at -30%, the character will receive the answer : 'You speak first' and if the NPC learned something interesting, did not feel that the character lied or tried to hide something, received answers to questions he asked and a second charm test is succeed (no negative modifiers) then the NPC might be interested enough to divulge information he has, but never something that could put him in danger.

How is it possible to get information then ?

The first way is by asking trivial questions : 'Where do you come from ?', 'What is your job ?', 'I suggest that everybody says who he is and why he came here.' or similar questions. Not all guests will answer (GM's choice or fellowship test) but many are likely to give general 'official' answers with no detail that could be bad for them. This will be a start for getting further information and for an analysis of the situation.

The second way is to ask specific questions in front of other guests. This is likely to make all guests afraid of the characters and the same question is likely to be asked to the character but this can give good results. Another way is to search the victims and look in their backpack and so on. Intimidating characters can be a good way to learn more (Udo will love to do the job if his mistress asks him to do it).

As a general guideline, let the players search for information. It is for them to solve the plot.

SLEEPING
- OPTIONAL RULES -

All the guests and coachmen had a long day and as the evening and night passes, fatigue will be felt. Also the special events of the evening will cause even more stress and fatigue. It is likely that nobody will want to sleep during the night and special (optional) rules can be used for this special scenario.

For this scenario, passed midnight, all characters, guests and coachmen lacking sleep will need to pass a toughness test every hour. If the test is failed, Agility, Intelligence and Will Power will be decreased by 5% (cumulative) until rest is taken. A failure by more than 30% on the toughness test, means that the 'victim' falls asleep against his will during the next hour (if it makes sense, exact moment decided by the GM) but can be awoken normally by others or by a strong noise.

Sleeping voluntarily is possible if a successful coolness test is made (one attempt possible every thirty minutes). For each thirty minutes of rest, a toughness test can be made. If one test is successful, the 'sleeper' has recovered enough to be unaffected by fatigue for D3 hours per thirty minutes of sleep, and recover from negative modifiers caused by fatigue (5% per thirty minutes of sleep). If failed, recovery will be good for only half an hour. Those effects are cumulative if more sleep is taken. The sleeper will wake-up by himself (without strong noise or the like) after thirty minutes of sleep on a failed coolness test, but can continue to sleep if a second coolness test is succeeded.

ENDING THE SCENARIO

There are many ways to end the scenario. Among them there are :

1. All the characters are dead
2. All the cultists and beastmen are dead
3. A few characters managed to flee from the inn

ALL CHARACTERS ARE DEAD

- REST IN PEACE -

At the beginning of the scenario, the GM should tell to his players that the scenario is very deadly and not everybody will survive the night. Worst, it is far from impossible that none survive the night. The last PCs dying will see the face of the last daemonette taking control of his body and learn that this night was only the beginning and more horrors await the next guests who dare step into the 'Rest in Piece Inn'

ALL THE CULTISTS AND BEASTMEN ARE DEAD

- REST IN PIECES -

With clever strategies and team work, by attacking the cultists and beastmen in small groups or by preparing a clever last stand considering the best ways to use the inn for their own protection, the PCs have some chances of surviving and killing all the cultists and beastmen. If they find the ritual room and spoil the ritual this will also increase their chances of surviving the night.

If they survive and kill all the cultists, a road wardens patrol with a witch hunter will stop at the Rest in Peace Inn at noon the following day. They will get information from whoever survived the night. Survivors will get a small reward in money for having destroyed a chaos cult. This is for sure the best happy ending the scenario can have.

ESCAPE

- RUNNING WITH THE DEVIL -

Perhaps not the nicest way to end the scenario but not the worst neither. Indeed, PCs managing to escape the inn is part of the scenario. Of course this option is not easy in itself. First when trying to flee the PCs will have to survive one or two shots of crossbows (don't forget cultists in the trees see partly what happens in the inn). Then they will have to face three beastmen (one gor and two ungors) in the wood. Then, a pursuit is likely to happen between the PCs a few beastmen and one or two chaos hounds. If the PCs survive this escape. The GM should congratulate them since they succeeded in staying alive. The GM can then give them a new character sheet to complete the scenario with the other players (if there are still some characters alive in the inn).

Later in the morning, they will cross a patrol of road warden including a witch hunter. They will be able to share what they know to the witch hunter but it will be too late. The cultists, knowing it is a matter of time to get caught will decide to leave the inn some using the trade boat of Dagmar, some using the coach and/or some by joining the chaos champion and hiding in the woods never to be found again... well at least for a few months.

THE END