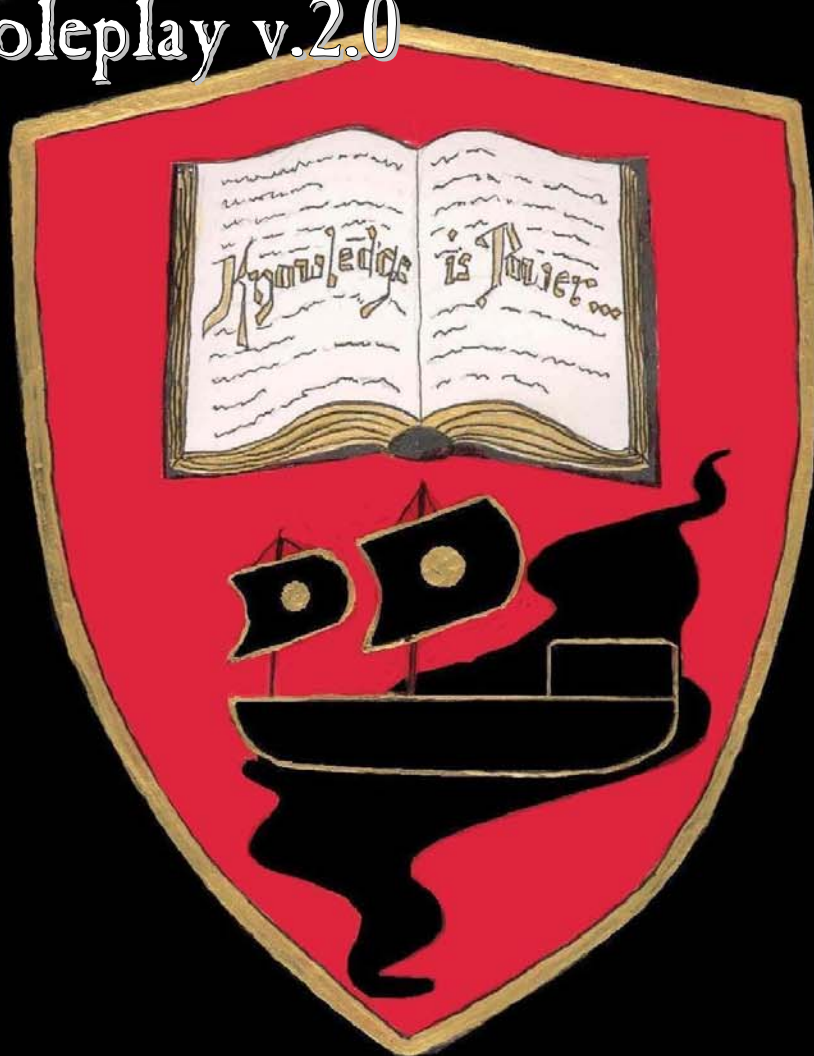




Three Brothers

A scenario for Warhammer
Fantasy Roleplay v.2.0





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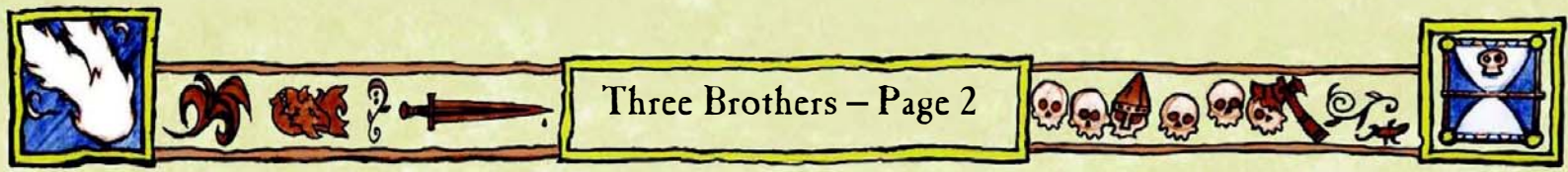
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Introduction

Introduction

"So going to Sylvania to battle the undead eh?", "A little cliché don't you think?"

"Schwarzwald is not Sylvania! It is on the border yes, but my brother is not some mindless puppet of the Carstein's.", "Our family has ruled our county for generations and fought against the undead times to numerous to mention, and still people would have us belong amongst those cursed lands!"

"Oh sorry sir! Did not mean to offend your family there, only trying to lift our spirits, so to speak, he he... what with the rain and the cold and that ominous looking cliff up there... is that a ruin of some sort I make out on top?"

"That would be the Castle Schwarzwald, my birthplace, you are referring to."

"Oh... well now you're a rich merchant you can afford to restore the place to its former beauty right sir"?! "And with your young brother with us here, it'll be like a proper family reunion now won't it?!", "I am sure the Graf will be very surprised to see that you brought your brother back at the head of a whole mercenary company, right sir?"

"Yes... quite surprised I would think.", "It has been a long time hmm?", "Something like six years now.", "Yes, six years and the whole place is falling apart!", "So much that dear Sigmund, the great and powerful Graf of Schwarzwald, had to swallow his pride and send for aid from me, his disgraced brother, the failed priest, the common merchant no less!", "To help him out in his dire need, well here I am, the loving brother, bringing not only the monetary aid he requested, but a whole mercenary company as well, and to top things, our dear lost younger brother, now a veteran commander of whole mercenary company!"
"Indeed, I think he will be surprised yes... I can't wait to see the look on his face".

The steady drumming of the rain on the helmets of the soldiers would now and then be interrupted by a loud whiney from the nervous horses, unsettled by the eerie closeness of the woods, or a curse from a soldier in the rear, whose boot had become stuck in the mud, as it was churned up by the horses and soldiers in the front of the long column slowly making its way up the road. A road leading through the black forest, up to the squat castle on the hilltop. "Nothing could make the life of a mercenary more miserable than rain," Stefan thought gloomily. In all his ten years of soldiery he had come to loathe the rain. One thing to die on the field of battle amongst the sweat and blood of ones comrades, but to get stuck, get sick, and die in some Sigmar forsaken part of the empire because of bad weather, A truly pathetic end to a man's life. "Well" he thought, "you will be spared that fate now won't you"? "If he doesn't kill you, the sight of her probably will". But he had taken the offer, and the lives of his men depended on him keeping his word, that and being able to pay them, so now he had to face his daemons, daemons he had been avoiding for many years. "Blast that Wilhelm, tricking him like that!", "Time to leave the past and heal old wounds indeed!", "Very romantic notion, bringing the brothers together to face a threat to our ancestral home, bah"! Irritated and disgusted Stefan urged his horse onward to the head of the column. "Better be the first through the gate." He thought, "Instead of hiding among my men, trying to stall the inevitable."

Introduction

Notes for the GM on Running the Scenario

This scenario is meant to be flexible. The core story of *Three Brothers* should be fairly quick to get through, apart from that, it is up to you, the GM, to decide what to include and what to leave out and how long you want it all to take. Also, I have provided 5 pre-generated characters in the appendix, for a fun evening where people can stab each other in the back and throw each other off cliffs without any hard feelings afterwards, but again it is up to you whether or not to use them.

If you are new to roleplaying or just want to run the scenario as straightforward as possible, then let the players get their mission, go to the mercenaries, travel to Schwarzwald, learn the story behind the brothers, hate the jester, go down into the tunnels to fight some skaven, go up again and decide which of the brothers they want to help (if any) and then resolve the climax accordingly. Doing it this way should take about 3-5 hours of play.

If you are more experienced in role playing and know what your players are like and what style they like to play, then you can adjust the scenario to suit your gaming style. If you and your players are into intrigues and drama, then skip the dungeon part and let the players spend a lot of time scheming behind each others backs, poisoning each other's food and drink, before coming to the end where most of the killing takes place.

Or if your players are into underground action and lots of fighting, send them into the tunnels fairly quickly, put some skeletons and extra skaven down there and leave the tunnels to the village open, then after finishing the skavens they can go into an undead village to do some carnage, complete with a daemon summoning evil lich at the end to vanquish. Then have them return and go to the climax where the players can run around on the rain slick surfaces of the castle in the night, during a thunderstorm, chasing a mad jester and rescuing fair damsels in distress.

Please note: I have cut the description and stats for the village of Holzzeig and the battle between mercenaries and undead out of the scenario, as it was another 5 pages to an already massive scenario and not essential to the plot. But if you *really* want it, drop me a line on Stefan@Laegteskov.dk and I'll send it to you, otherwise just make Holzzeig and its undead inhabitants up as you go.

In the end, role playing is about having fun so run this scenario in the way you think you would have most fun playing it.

The Structure of the Scenario

The scenario is divided into three different parts.

The first part is a short introduction to the different characters during a meeting with Wilhelm, an uneventful trip to meet the mercenary company, the tense meeting of Wilhelm and Stefan, and lastly a dreary miserable journey to Schwarzwald.

The second part is the setup where the players and all the characters meet each other and tensions start to rise, as a lot of old emotions surface and all manner of dirty tricks and awful secrets are revealed, such as the prodigious use of poisonous beverages, secret meetings a quick trip to the family tomb and lots of "good intentions" gone wrong.

The third and last part of the scenario is where it all comes together and it will be seen whether Schwarzwald will become the setting for a terrible tragedy or if the brave players can manage to save the day (and their own lives) and thwart the evil scheme, thus turning tragedy into...erh...well, something not quite so tragic.

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Either way, Schwarzwald will never be the same.

The scenario should take a long session to finish, or two smaller ones, but it can be shorter or longer depending on how much or little the players want to investigate and intrigue. The intro part should take about an hour but can be extended with encounters on the way. The second part should take the bulk of the session where the players learn the story behind the brothers and have to figure out who the real bad guy is. The third and last part being a fast paced climatic end, where some people will die and some people live, all during a great storm on the slippery parapets of an old crumbling castle, filled with shadows and hidden daggers.

As for the plot of the scenario, it is basically three different tragedies:

- A usurpation tragedy about Wilhelm's bid for power.
- A love tragedy about the misfortunes of the lovers Stefan and Liselle.
- A revenge tragedy about either Sigmund avenging his wife's infidelity or Stefan avenging the death of Liselle by Sigmund's hand.

It is written for a group of players in their second career but it can be played by any type of group with a little adjustment.

The player characters' hook is a handsome offer by a wealthy merchant, at a time when they are between adventures in a large city. The merchant wants them to act as couriers, bodyguards and servants on a journey to a small county named Schwarzwald near Sylvania, which is plagued by the undead. The merchant Wilhelm Schwarzwald, the younger twin brother of the current Graf, Sigmund Schwarzwald, needs the players to close a deal he has made with a mercenary company, to cleanse the undead threat, basically bringing them the rest of the company's payment. Wilhelm is thoroughly paranoid about his position as Guild master, which is why he has hired complete strangers to help him in this task, he is sure that the rival guilds want him dead and the only servant he trusts and will bring out of town with him is his manservant Manny. This mercenary company and the players are then to rendezvous with Wilhelm and his servant and together travel to Schwarzwald, where the mercenaries will battle the undead and Wilhelm be reunited with his brother, simple, except that Wilhelm is a man with a plan. He detests his brother and the fact that he had to join the church of Sigmar as a lowly initiate, instead of being the Graf of Schwarzwald, only because of a few minutes of difference in their time of birth. Now he seeks to rectify that mistake and to do that he has set several things in motion.

1. Wilhelm has planted a spy/potential assassin within castle Schwarzwald in the form of a nasty jester.
2. The mercenary company is actually led by Wilhelm and Sigmund's younger brother Stefan, who fled to Tilea after he had an affair with Sigmund's wife. In Tilea, he became a mercenary and worked his way up the ranks until he became captain of the Iron Talon mercenary company. Wilhelm found this out by way of his merchant network and now he has hired Stefan's mercenaries to help Sigmund fight the undead plague. Neither Stefan nor Sigmund know any of this. Stefan only knows he has been hired by a very rich merchant and Sigmund has only requested funds to hire mercenaries with.
3. Wilhelm intends to reunite the brothers and then sow strife between Stefan and Sigmund, hopefully getting them to fight each other over the woman they both love.
If Stefan kills Sigmund then Wilhelm is the new Graf.
If Sigmund kills Stefan he will have the Jester kill Sigmund and blame it on vengeful mercenaries.
And if they kill each other, then so be it.
This is, of course, only going to go as planned if there is no interference from outsiders such as the players.

Chapter 1: Personae Dramatis

Chapter 1: Personae Dramatis

Major NPC Character Profiles

Captain Stefan Schwarzwald

Mercenary Captain

WS	BS	S	T	Ag	Int	WP	Fel
59	60	52	60	49	40	46	61
A	W	SB	TB	M	Mag	IP	FP
3	19	5	6	4	0	6	3

Description: Stefan is a handsome man with a dashing smile. He has blue eyes, black hair and an expression of earnest interest in whoever he is talking to. His rugged life as a mercenary has only enhanced his appearance, giving it character.

Skills: Strategy/Tactics +20, Animal Care +10, Charm +20, Command +20, The Empire +20, Concealment, Consume Alcohol, Dodge Blow +20, Follow Trail, Gamble, Gossip +20, Intimidate, Perception +20, Read/Write +10, Ride +20, Scale Sheer Surface, Battle Tongue +20, Thieves' Tongue, Secret Signs Scout +10, Silent Move, Reikspiel +10, Tilean.

Talents: Disarm, Etiquette, Lightning Parry, Luck, Master Gunner, Mighty Shot, Quick Draw, Rapid Reload, Resistance to Magic, Seasoned Traveller, Sharpshooter, Sixth Sense, Specialist Weapon Groups: (Fencing, Gunpowder, (Parrying, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Stun, Sure Shot, Trick Riding.

Trappings: Destrier with Saddle and Harness, Sword, Main Gauche, Medium Armour (Full Mail Armour), Noble's Garb, Pair of pistols with 20 shots, Mercenary company.

Stefan is the tragic hero in this scenario. He is basically a nice guy who got bored. The third son, he was always meant to be the spare, the one to take over in case one of his brothers died. So after he did some time as a pistolier in the Elector count of Averheim's army he came home with not much else to do. As he was always rash and restless, eager for action, he started doing highway robbery for fun. In his alter ego as the Raven he used to hold up coaches going through the county, not for the money but for the thrill. He used to rob kisses from fair maidens, the breeches of pompous merchants. Harmless pranks more than real crime. This changed when he held up the coach bringing his brother's future wife, Liselle. They fell in love, had a brief affair, which was then found out by Wilhelm. Liselle convinced Stefan that they should confess rather than being found out, but before he got the nerve to face Sigmund, left never to return, leaving Liselle to explain it all to her husband. He has made quite a career for himself as a mercenary. He has a great reputation for courage in battle and has earned the respect and admiration of most of his men, which is why he can command a mercenary company at the age of 27. He is an emotional coward though, especially when it comes to his brothers. Whenever he is around them he becomes five years old, mumbling and stuttering when he talks and believing most of what they tell him. He is remorseful about his betrayal but does not know what to do about it. As a decent person who will do the right thing eventually, he is rather straight forward and boring as character. But that's up to you as a GM to decide when you portray him.

Chapter 1 – Personae Dramatis

Master Merchant Wilhelm Schwarzwald

Guild Master

WS	BS	S	T	Ag	Int	WP	Fel
51	53	43	47	54	56	49	50
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	0	7	3

Description: Wilhelm is a man of a bit more than average height; he has a rather ugly scar on his chin from an argument with a fellow adventurer over some money. He has covered it with a neatly trimmed goatee. A big guy, not so much in height but he is heavysset and in good physical condition even though it's been a long time since his adventuring days.

Skills: Academic knowledge: (Astronomy, History, Theology), Blather, Charm +20, Command, The Empire +20, Drive +10, Evaluate +20, Gossip +20, Haggle +20, Heal, Perception +20, Prepare Poison, Read/Write +20, Ride, Secret Language: (Guild Tongue), Speak Languages: (Tilean, Classical, Estalian, Reikspiel), Trades: (Calligrapher, Merchant, Apothecary).

Talents: Command, Dealmaker, Etiquette, Lightning Reflexes, Linguistics, Marksman, Public Speaking, Quick Draw, Specialist Weapon Groups: (Fencing, Parrying, Gunpowder, Crossbow), Super Numerate, Warrior Born.

Trappings: 1,000 GC, Dagger, Guild, Town House and Warehouse, Sword, Hammer of Sigmar medallion, Riding Horse with Saddle and Harness, Wax, Writing Kit, Full plate armour, Brace of pistols w. 20 shots, 5 Vials of poison (3 Henbell, 1 Arsenic, 1 Spider Spittle).

Wilhelm is the Evil Mastermind behind the sinister plot to overthrow the Graf of Schwarzwald. A self made guild master at the age of 35. He has short black hair and green piercing eyes. Other than that, the most obvious thing about Wilhelm is that he is paranoid; he wears his full plate armour most of the time and always carries his two pistols around loaded. This paranoia has grown from a long adventuring career and trading in some of the goods of questionable legality that has started him on his lucrative merchant career. It is actually not unfounded as there are a lot of people who want to see him dead. Among others his rival guild masters. They have sent Manfred in as a spy and possible assassin a long time ago to ensure they had the option to be rid of him if they wanted to, and it is about that time. Wilhelm is apart from his apparent paranoia, also a nice man, pleasant to people around him, laughs easily and likes to help other people. He also likes the power of paper, how something that is written down can give a person so much power, so he writes a lot. Making sure he has copies of everything neatly organized. He is capable of forging most types of documents. He is a natural schemer and quick to turning anything into an advantage, like the fact that it was Liselle who wrote the letter not Sigmund. If they players feel they need to stand up to his evil plan and rid the world of him they will have several things impeding his destruction. **1.** He is by no means an easy kill, a paranoid ex-adventurer in full plate with guns. **2.** He will not be proven guilty in any wrongdoing without proof, and even then Stefan is likely to take his part anyway. **3.** Stefan and his company are being paid by him, which gives them a rather good incentive for helping to keep him alive. **4.** He has Malucius to help him if all else fails. He would actually be a better Graf than his brother, and if you feel that that would be a fitting end to a scenario where the players decide to back him up that's fine. They still have to thwart Manny though. Oh, and it is he who has supplied Heinrich with the books on Daemonology, this is one of the ways he has made his fortune, riverboats and forbidden literature. A bureaucrat at heart, he makes copies of all his documents. Wilhelm says "Excellent!" and "Great stuff!" much too much.

Chapter 1 – Personae Dramatis

Graf Sigmund Schwarzwald

Noble Lord

WS	BS	S	T	Ag	Int	WP	Fel
62	58	53	52	48	59	51	53
A	W	SB	TB	M	Mag	IP	FP
2	17	5	5	4	0	5	3

Description: Sigmund is the identical twin of Wilhelm, except from the fact that he is clean shaven with long hair and Wilhelm has short hair and a goatee. He tends to have a vein in his temple throb and get pale cheeks when he is angry, which he is a lot these days.

Skills: Academic Knowledge: (Genealogy/Heraldry +20, History, Strategy/Tactics), Animal Care, Animal Training, Charm +20, Command +20, Consume Alcohol, Dodge Blow +10, Gamble, Gossip, Perception +10, Read/Write +20, Ride +20, Secret Language: Battle Tongue, Speak Languages: (Breton, Classical, Reikspiel).

Talents: Etiquette, Marksman, Master Orator, Night Vision, Public Speaking, Savvy, Schemer, Specialist Weapon Groups: (Cavalry, Fencing, Flail, Parrying, Two-handed), Strike Mighty Blow.

Trappings: Best Craftsmanship noble's Garb (worn), Dagger, Heavy Armour (Full Plate Armour old and worn) only worn when expecting combat, Schwarzwald family long sword (magical, it grants 1 extra attack and has the impact quality), Shield.

Sigmund is the oldest of the three brothers. His reign has so far been rather unsuccessful; his wife unfaithful, his county stricken by plague and famine, with undead rampant and unchecked in his village, his army all but annihilated, he is pretty sure that he is unable to produce an heir to his county and now his two brothers return to witness the state things are in. This all leaves him in a very bad mood. He tries very hard to conceal this, but it is painfully obvious. He tries to act calm and collected even though a lot of his conversations are made with clenched teeth, most of the time he will be in his room, pacing back and forth or lying on his bed. He is still a powerful fighter, especially with his family's heirloom sword, its magical powers lending him a considerable advantage in combat; also he is stronger and fitter than Wilhelm due to his more rugged lifestyle. He likes to go hawking but can't at present. He actually likes Malucius because he is one person whom he can say is more broken than he is, he also appreciates the fact that he speaks his mind.

Grafin Liselle Schwarzwald

Noble Lord

WS	BS	S	T	Ag	Int	WP	Fel
41	43	34	32	48	62	55	69
A	W	SB	TB	M	Mag	IP	FP
2	15	3	3	4	0	3	2

Description: Liselle is a beautiful dark haired woman with brown eyes and a mind of her own. Slim in build and of obvious Tilean blood, she still has some traces of accent.

Skills: Academic Knowledge: (Genealogy/Heraldry +20, History, Strategy/Tactics), Animal Care, Animal Training, Charm +20, Command +20, The Empire +20,

Evaluate, Gossip +20, Perception +20, Prepare Poison, Read/Write +20, Ride +20, Speak Languages: (Breton, Classical, Reikspiel, Tilean) Trade(Gardening).

Talents: Etiquette, Master Orator, Public Speaking, Savvy, Schemer, **Trappings:** Best Craftsmanship noble woman's dress, Dagger, 2 doses of Belladonna Poison.

Liselle is the reason Sigmund and Stefan had their falling out, she had a brief love affair with Stefan, which was discovered by Wilhelm. She confessed it to Sigmund and Stefan left to find his fortune as a mercenary. She has still not produced an heir to the Graf, which is actually Sigmund's fault, a fact she has discovered by some rather straightforward experiments with the maidens of the castle. She is fed up. If her letter to Wilhelm did not bring help and some change then she planned for Sigmund to have an accident at his next hawking. She has a Tilean grandmother who has been so kind as to provide her with some special books on flowers to help a quick demise for the count. She was very smitten by Stefan and completely heartbroken when he abandoned her. When he comes back she is unsure whether to forgive him or poison him. As it is, she despises Sigmund for his weakness, she is very suspicious of Wilhelm since he is a wealthy merchant and she absolutely loathes the Jester, but Sigmund seems to keep him just to spite her. She uses a very particular perfume made from flowers in the garden; it is often possible to tell if she has just left the room by scent alone.

Chapter 1 – Personae Dramatis

Malucius the Jester

Wilhelm's Assassin

WS	BS	S	T	Ag	Int	WP	Fel
52	70	35	46	78	61	59	58
A	W	SB	TB	M	Mag	IP	FP
3	15	4	4	5	0	12	3

Description: Malucius is a short feral man in a faded multicoloured jester suit. It is without bells on though, as he has those on leather straps that can be removed for stealth. His hair is black, greasy and wild; he has purple eyes and a perpetual evil grin on his face.

Skills: Blather +20, Charm +20, Common Knowledges: (Tilea, Empire), Concealment +20, Disguise +20, Evaluate +20, Gamble, Gossip +20, Haggle, Hypnotism, Lip Reading, Perception +20, Performer: (Actor, Storyteller, Knife thrower, Jester, Dancer, Contortionist, Acrobat, Juggler), Pick Lock +10, Prepare Poison, Scale Sheer Surface +10, Search, Secret Language: Thieves' Tongue, Secret Signs (Thief) +20, Shadowing +10, Silent Move +20, Slight of Hand +20, Speak
Languages: (Reikspiel, Breton, Estalian, Tilean), Swim.

Talents: Acute Hearing, Alley Cat, Flee!, Lightning Parry, Lightning Reflexes, Luck, Mimic, Public Speaking, Quick Draw, Savvy, Schemer, Seasoned Traveller, Sharpshooter, Specialist
Weapon Groups: (Entangling, Parrying, Throwing), Street Fighting, Streetwise, Suave, Swashbuckler, Sure Shot, Marksman, Fleet Footed.

Trappings: 6 Doses of Poison(2 Bottled Love, 2 Arsenic, 1 Henbell, 1 Spider Spittle) , 6 Throwing Knives, Jester's Out fit, Dagger, Dice, Forged Documents (from Wilhelm), Lock picks.

Malucius is not his real name, but he is a genuine jester, although not a very funny one. He is also a spy and assassin for Wilhelm and about the vilest human being you would be so unfortunate to come across. He has had a long successful career as someone willing to do anything for money. He is constantly and excessively provocative, with pranks that are mean and vicious. He takes a cackling glee in a prank well done and will push anyone to the end of their tether and beyond. This is also reflected in his entertainment, a favourite trick is to juggle knives and then throw them at targets. If he can get a female assistant to help him in the trick all the better, he will then start off with the classic act of throwing daggers between arms and legs, but the last thing he throws will be a rotten tomato aimed straight in the face of his assistant, after splatting, he will gleefully exclaim: "see how she blushes at my uncanny skills with the blade!" to the cheers of all who likes a good honest joke (like ogres and mercenaries).

To help him stay alive while being a vicious provocateur, he usually flees when people have a go at him, until things have calmed down. As he is very mobile, an acrobat in a place where most sane people are afraid to jump around too much, on the roofs and parapets he can usually get away easily. Failing an escape he will, if cornered turn completely pathetic, starting to cry, apologising in an extremely grovelling way with snot running out of his nose and wetting himself to seem even more pathetic and useless. A strategy that usually works on even the most determined dwarf with his honour severely breached. He is very deadly in combat though, but won't fight anyone before he is either ordered to or has no other choice, or in the end if your players really want to see him dead. He bounces around and throws daggers very accurately and quickly. Daggers usually coated with a potent poison, he likes to paralyze people instead of using deadly drugs, because then he can humiliate them and run away before they come to. When I play tested the scenario I had him successfully paralyzing the dwarf protagonist, he then shaved the dwarfs beard off and went around with it on his face until he finally glued it to the backside of a dog. (See the last page for the scene).

This character is meant to be the contrast to Wilhelm's evilness as a schemer and mastermind, Malucius is the base kind of evil, he is mean, direct, cowardly and disgusting. If the players hate him, then he is portrayed correctly. If they love him, then they are probably a bit disturbed, but ok. He is not meant to dominate the scenario but he is something to focus on, to keep things from going off into too much weltsmerz and misery. Feel free to give him any outrageous accent, the more fake the better, to irritate people.

Chapter 1 – Personae Dramatis

Prominent Characters in the Iron Talon Mercenary Company

Luther Stahl

Sergeant, leader of the Iron Talon swordsmen,

WS	BS	S	T	Ag	Int	WP	Fel
55	53	46	50	49	50	42	39
A	W	SB	TB	M	Mag	IP	FP
2	17	4	5	4	0	0	3

Description: Luthor is a champion swordsman and gristled veteran of a hundred skirmishes. Also somewhat of a drunken gossip when off duty, he likes to talk about battles won and lost, deeds foul and fair, the other people around him and what their problems are. He was actually the Sergeant at arms at the Schwarzwald court but he followed Stefan when he fled. He knows the whole story about the three brothers past, as seen from his point of view.

Skills: Consume Alcohol +20, Dodge Blow +10, Gamble, Gossip +20, Intimidate +20, Perception, Secret Language (Battle Tongue) +10 Speak Language (Reikspiel, Tilean).

Talents: Disarm, Menacing, Resistance to Poison, Specialist Weapon Groups (Fist, Parry, Two handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Wrestling.

Trappings: Bottle of Craftsmanship Spirits, Sword, Shield, Full Mail Armour, Breastplate, Old Worn Uniform.

Gulfang Greataxe

Stefan's ogre bodyguard.

WS	BS	S	T	Ag	Int	WP	Fel
58	43	66	60	39	22	42	29
A	W	SB	TB	M	Mag	IP	FP
4	30	6	6	6	0	0	1

Description: A great big ogre wearing chain mail and carrying a two handed axe proportionate to his size. Gulfang is very intimidating which suits Stefan fine. He is also very loyal, big and strong and allowed to eat anyone who tries to hurt Stefan, which has led to some problematic situations in past. Gulfang is a good bodyguard and rarely leaves Stefan's side unless specifically told to do so.

Skills: Consume Alcohol +10, Dodge Blow +10, Gamble, Gossip, Intimidate +20, Common Knowledge(Ogres), Perception, Secret Language (Battle Tongue) +10 Speak Language (Reikspiel, Tilean, Grumbart).

Talents: Disarm, Menacing, Resistance to Poison, Specialist Weapon Groups (Fist, Parry, Two handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Wrestling.

Trappings: Bottle of Craftsmanship Spirits, Ogre Sized Great Axe, Full Mail Armour, Very Smelly Uniform.

Augen Todenman

Lieutenant, Ex-Outlaw Chief
Leader of the black feathers.

WS	BS	S	T	Ag	Int	WP	Fel
52	53	49	54	45	42	41	53
A	W	SB	TB	M	Mag	IP	FP
3	16	5	5	4	0	0	1

Description: A tall lean man with black hair and eyes, always squinting at the people he talks to as if sizing them up. He is loyal to Stefan in the extreme, a closed mouthed no nonsense guy, he knows Wilhelm from their past exploits but they had a falling out caused by Wilhelm's growing paranoia, he knows stories about Wilhelm dealing in forbidden books. He won't talk to Wilhelm, but it will be obvious that they know each other. He was hanged once but survived, hence his nickname.

Skills: Academic Knowledge (Strategy/Tactics), Animal Care, Command, Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gamble, Gossip, Intimidate, Perception, Ride, Scale Sheer Surface, Silent Move, Reikspiel.

Talents: Disarm, Lightning Parry, Mighty Shot, Quick Draw, Rapid Reload, Rover, Specialist Weapon, Group (Parry, Cavalry, Crossbow), Strike to Stun, Sure Shot, Very Resilient, Very Strong.

Trappings: Bottle of Craftsmanship Spirits, Crossbow with 40 Bolts, Crossbow Pistol, Dagger, Horse with Saddle and Harness, Sword, Buckler, Sword-breaker, Unit of Troops/Band of Outlaws.

Chapter 1 – Personae Dramatis

Pieter Van Den Todd

Talented hireling wizard,

WS	BS	S	T	Ag	Int	WP	Fel
41	33	36	42	47	61	52	44
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	4	3	0	2

Description: Pieter is a dashing figure with long blonde hair and a cheery expression, quite the opposite of his dark brooding brother. He was expelled from his College of Wizardry in Altdorf for radical ideas concerning the nature of magic. He can help with magical artefacts found and the nature of certain books of Heinrich's. His brother is the famous Kriak.

Skills: Academic Knowledges: (History +10, Magic +20, Daemonology), Channelling +20, Charm +10, Common Knowledges: (Marienburg +10, the Empire +20), Gossip +20, Magical Sense +20, Perception, Read/Write +20, Ride +10, Search, Speak Arcane Languages: (Arcane Elf, Magick +20) Speak Languages: (Classical, Reikspiel, Marienburg), Swim.

Talents: Aethyric Attunement, Arcane Lore, (Celestial), Dark Magic, Fast Hands, Hardy, Luck, Meditation, Petty Magic (Arcane), Strong-minded, Very Resilient.

Trappings: Staff w. Crystal Ball on top, Black Robes w. Stars Embroidered, Sword, Spell Books, Horse w. Tack, Barding and Harness.

Kriak Van Den Todd

Lieutenant, a fighter of great renown,
Leader of the Scythe, the heavy cavalry,

WS	BS	S	T	Ag	Int	WP	Fel
70	43	61	60	57	40	47	29
A	W	SB	TB	M	Mag	IP	FP
3	22	6	6	4	0	9	0

Description: He is dark and brooding taciturn in the extreme, a cold blooded killer, complete with the bad guy scar running down his face across his eye. These two brothers originate from Marienburg. It was Kriak who managed to get his brother into an Altdorf College, and later got him out again after his scandalous declaration, claiming that magic is evil no matter who wields it. Both brothers have a Marienburger accent.

Skills: Strategy/Tactics +20, Animal Care +10, Command +20, Common Knowledge (The Empire) +20, Consume Alcohol +20, Dodge Blow +20, Gamble, Gossip, Intimidate +20, Perception +20, Read/Write +10, Ride +20, Languages: (Battle Tongue +20, Reikspiel +10, Tilean), Swim

Talents: Disarm, Etiquette, Hardy, Lightning Parry, Lightning Reflexes, Menacing, Quick Draw, Resistance to Magic, Seasoned Traveller, Sixth Sense, Specialist Weapon Groups: (Cavalry, Two-handed, Flail), Street Fighting, Strike Mighty Blow, Strike to Stun, Strike to Injure, Very Strong, Very Resilient, Warrior Born.

Trappings: Destrier with Saddle Harness and Barding, Sword, Shield, Heavy Armour (Full Plate Armour), Unit of Heavy Cavalry

Chapter 1 – Personae Dramatis

Giovanni Da Miragliano

Master gunner and engineer,

WS	BS	S	T	Ag	Int	WP	Fel
35	48	26	40	39	70	42	39
A	W	SB	TB	M	Mag	IP	FP
1	15	2	4	4	2	5	1

Description: A chatty elderly man from Tilea, he has a long singed beard and a leather cap with built in earplugs, which he often forget to take out. He is in charge of the cannons and the powder production. Giovanni has kind runny eyes and hands that are so stained with different colours to make them

completely splotchy. He is a Leonardo Da Vinci type tinkerer, who knows a lot about everything, especially alchemy. He joined because he has heretical ideas about the human body (bacteria, surgery and medical science). He is a very skilled alchemist so he knows about all manner of poisons and their antidotes. He ends all his sentences with "Yes?"

Skills: Academic Knowledges: (History, Geography, Alchemy +20, Magic +10, Engineering, Science, Astronomy), Channelling +10, Charm, Charm Animal, Common Knowledges: (Tilea, Plants, Animals, the Empire), Evaluate, Gossip +10, Haggle, Heal Wounds, Intimidate, Magical Sense +10, Perception +20, Read/Write +20, Search +10, Speak Arcane Language: (Magick +10), Speak Languages (Classical, Breton, Tilean, Estalian, Reikspiel, Marienburg, Eltharin, Khazalid), Swim.

Talents: Aethyric Attunement, Dark Lore (Necromancy), Fast Hands, Hedge Magic, Lesser Magic (ANY), Linguistics, Mighty Missile, Petty Magic (Arcane), Petty Magic (Hedge), Resistance to Magic, Very Resilient, Linguist, Strong Minded, Savvy, Rapid Reload, Master Gunner, Sure Shot, Sharp Shooter, Mighty Shot, Specialist Weapons Groups: (Gunpowder, Engineering, Cannons).

Trappings: Hochland Long Rifle w. 20 Shots made out of Gold, Alchemist's Laboratory, Sturdy Leather Clothes, Apron, Flasks of Acid and Bases, Numerous Poisons and Antidotes, Books on Science and Alchemy, Writing Kit, 2 Cannons w. Crew.

Wilhelm's Manservant

Manfred "Manny"

The Manservant/Assassin,

WS	BS	S	T	Ag	Int	WP	Fel
72	66	45	51	68	53	53	52
A	W	SB	TB	M	Mag	IP	FP
3	17	4	5	5	0	12	3

Description: Wilhelm's most trusted servant, the only one of his servants who is allowed to accompany Wilhelm on his trip. The reason why Wilhelm trusts him is because he has known him for a very long time, and also because that he thinks Manny is simply too simple. He is always not understanding

his orders completely, using dumb insolence; being helpful in the wrong place and saying the wrong thing at the wrong time. It is all an act though; he is an actor and spy for a rival guild in the town where Wilhelm has his guild. He has been told to kill Wilhelm when he has the chance, which will be after the climax when everything is nice and confused. Manny says "umm" a lot.

Skills: Blather, Charm, Common Knowledges: (Tilea, the Empire), Concealment, Disguise, Gamble, Gossip +20, Haggle, Lip Reading, Perception, Performer: (Actor +20, Storyteller), Pick Lock +10, Prepare Poison, Scale Sheer Surface +10, Search, Thieves' Tongue, Secret Signs: (Thief), Shadowing, Silent Move, Sleight of Hand, Speak Languages: (Reikspiel, Estalian).

Talents: Acute Hearing, Alley Cat, Flee!, Lightning Parry, Lightning Reflexes, Public Speaking, Quick Draw, Savvy, Schemer, Sharpshooter, Specialist Weapon Groups: (Entangling, Parrying, Throwing), Street Fighting, Streetwise, Suave, Sure Shot, Marksman, Fleet Footed.

Trappings: 5 Doses of Poison (4 Dark Venom, 1 Heartkill), 3 Throwing Knives, Servant's Clothes, Dagger, Lock picks.

Chapter 1 – Personae Dramatis

Prominent Characters of Schloss Schwarzwald

The castle is not very populated at the moment even though it easily fitted several hundred people at any given time during its prime. As it is there are only a few handfuls of people left to keep the keep, which is showing. Even at the current disrepair it fits the whole mercenary company without problem, but there is little room for more people, making the castle seem empty and crowded at the same time.

Werner Bäüme,

The Gardener,

WS	BS	S	T	Ag	Int	WP	Fel
31	31	34	25	22	38	28	36
A	W	SB	TB	M	Mag	IP	FP
1	14	3	2	4	0	0	0

Description: Werner is a small serious looking old man. Meticulous about his work, he wears a brown stained shirt he always has a pair of rose scissors in one hand and a garden scoop in his back pocket. Werner is the man who takes care of the Grafin's private garden, although they have had to use

some of it for vegetables to make ends meet, he is old and weary but his eyes still work fine, and he spends most of his time in the garden, most of the time hidden from view, because of his work. He has a tendency to repeat himself e.g. retelling same stories or just sentences "Mighty cold today it is, mighty cold it is".

Skills: Blather, Common Knowledge (the Empire), Dodge Blow, Drive, Gossip, Perception, Speak Language (Reikspiel), Trade (Gardener)

Talents: Acute Hearing, Etiquette, Hardy, Very Resilient.

Trappings: Rose Scissors, Garden Scoop, Gardener's Outfit w. Bottom Hanging Out.

Frau Bäüme

The cook,

WS	BS	S	T	Ag	Int	WP	Fel
45	23	31	41	31	28	37	22
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	0	0	0

Description: Elsa Bäüme is a big flush old woman with a perpetual frown on her face. Most of her temper fits at the moment are to do with the new jester whose presence if continued for much longer will cause her a fatal stroke. She has a wicked tongue and speaks her mind, and she does mind. She

is usually well informed of the goings of the castle as her husband and grandson tell her most of what they see and hear around the castle. She has a very direct approach to conversations, often interrupting people and taking offence easily.

Skills: Blather, Common Knowledge (the Empire), Drive, Gossip +20, Haggle, Perception, Speak Language (Reikspiel), Trade (Cook)

Talents: Acute Hearing, Etiquette, Hardy, Very Resilient, Warrior Born.

Trappings: Big Wooden Ladle, Worn White Dress (used to be white that is), Apron, Sharp Tongue.

Dieter Bäüme

The Stable boy/Scullery boy.

WS	BS	S	T	Ag	Int	WP	Fel
25	33	26	27	39	31	27	34
A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	5	0	0	0

Description: Dieter is a young boy about 12, smallish with red cheeks and a runny nose. He is the grandchild of Werner and Elsa; he does most of the menial task around the castle, which means he spends a great deal of time trying to avoid being seen and put to work. He has many hiding places in the castle and

knows how to navigate the trickier parts of the deserted areas, his eyes and ears also work quite well.

Skills: Concealment, Dodge Blow, Gossip, Perception, Speak Language (Reikspiel).

Talents: Acute Hearing, Fleet Footed.

Trappings: Ill-Fitting old Clothes, Runny Nose.

Chapter 1 – Personae Dramatis

Minor NPCs

The Iron Talon Company

Iron Talon infantry

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP
43	33	36	30	31	30	32	25
2	14	3	3	4	0	0	0

20 Swordsmen, 20 Pikemen,

Skills: Common Knowledges: (Tilea, the Empire), Dodge Blow, Gamble, Gossip +10, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean).

Talents: Disarm, Strike Mighty Blow, Strike to Stun, Sturdy, Warrior Born.

Trappings: Dagger, Sword, Medium Armour (Mail Shirt), Shield. (Pikemen have a pike instead of sword)

Iron Talon Handgunners

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP
33	40	36	30	31	30	32	25
1	14	3	3	4	0	0	0

20 men strong,

Skills: Common Knowledges: (Tilea, the Empire), Dodge Blow, Gamble, Gossip +10, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean).

Talents: Disarm, Rapid Reload, Mighty Shot, Sturdy, Marksman.

Trappings: Dagger, Sword, Handgun and 10 Shots, Medium Armour (Mail Shirt).

Black Feathers,

Crossbowmen (former outlaws)

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP
35	41	32	33	39	31	29	29
2	15	3	3	4	0	0	0

10 Men,

Skills: Animal Care, Common Knowledge (Tilea, the Empire), Concealment, Dodge Blow, Gossip, Haggle, Perception, Ride, Scale Sheer Surface, Search, Secret Language (Battle Tongue), Secret Signs (Thief), Silent Move, Speak Languages (Reikspiel, Tilean), Swim.

Talents: Disarm, Night Vision, Rapid Reload, Sharpshooter, Strike Mighty Blow, Streetwise, Strike to Stun.

Trappings: Crossbow with 10 Bolts, Dagger, Sword, Medium Armour (Mail Shirt), Shield.

The Scythe,

Heavy cavalry

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP
55	53	46	50	49	50	42	39
2	17	4	5	4	0	0	0

8 men strong,

Skills: Academic Knowledge: (Genealogy/Heraldry, Religion, Strategy/Tactics), Animal Care, Animal Training, Common Knowledge: (the Empire), Dodge Blow +10, Gossip +10, Perception, Ride +10, Secret Language (Battle Tongue), Speak Language (Breton, Reikspiel).

Talents: Coolheaded, Etiquette, Lightning Reflexes, Specialist Weapon Group (Cavalry, Flail, Two-handed), Strike Mighty Blow.

Trappings: Destrier with Saddle and Harness, Sword, Full Plate Armour, Horse with Saddle and Harness, Lance, Shield.

Ravens,

Pistoliers

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP
45	38	36	38	39	30	37	39
1	14	3	3	4	0	0	0

6 men of outstanding skill and courage,

Skills: Animal Care, Charm, Command, Common Knowledge: the Empire +10, Consume Alcohol, Dodge Blow, Evaluate, Gamble, Gossip, Perception, Read/Write, Ride +10, Secret Signs (Scout), Speak Language: Reikspiel

Talents: Etiquette, Master Gunner, Public Speaking, Quick Draw, Rapid Reload, Savvy, Sharpshooter, Specialist Weapon Group (Gunpowder, Parrying), Strike Mighty Blow, Sure Shot, Trick Riding, Very Resilient.

Trappings: Sword, Light Warhorse with Saddle and Harness, Main Gauche, Pair of pistols with 20 shots, Full Mail Armour.

2 cannons bearing the dwarven rune of fire

Crewed by 8 strong men plus the master gunner/engineer, they are howitzers which mean they can be used as both conventional cannons and as mortars.

4 Supply wagons filled with food and stuff they don't want to carry. Each is teamed by four horses, a driver and a guard. Use swordsmen stats for the crews.

The company has a total of 100 men.

Chapter 2 - How the Plot Unfolds

Chapter 2: How the Plot Unfolds

Synopsis

Wilhelm has received a letter from his brother, the Graf of Schwarzwald, asking him for a loan, to pay for mercenaries to help clear out an infestation of undead in a nearby plague stricken town. Wilhelm is delighted with his brother's plight and decides to hire their younger brother, who has recently formed his own mercenary company: "the Iron Talon". Wilhelm wants the players to go to Stefan and secure his services then meet up with him and travel to Schwarzwald. It is his plan to use Stefan and Liselle's old love affair to prove Sigmund unsuitable for ruling over Schwarzwald. Wilhelm is going to use manipulation to rekindle the love affair while at the same time pretending to be Sigmund's trusted brother, but actually setting the lovers up for Sigmund to witness. He hopes this will trigger Sigmund into doing something rash that will condemn him and most likely kill him (if he doesn't die of this Wilhelm has an assassin to clean up). This will be enough to elevate Wilhelm to the title of Graf while seeming completely innocent of any malfeasance.

Order of Events

The following scenes are the main storyline. They are the scenes that make up the tragedy play part of the scenario. It is possible that they might not all be included, if the players decide to act on things they see or learn. But if the players just sit back and decide to do nothing, then these scenes are the ones they will go through in the unfolding of the Schwarzwald tragedy.

Opening Scene: Wilhelm's Offer

The players are approached by Manny, a short miserable man who umm's his way through an offer for the players. He will introduce himself as a servant of the rich and influential guild master Wilhelm Schwarzwald. Wilhelm is looking for a group adventures to help him out with an errand. The details will be given if they agree to go and meet him in his home *See Chapter 3: Wilhelm's Home*.

When the players arrive at Wilhelm's home they will find Wilhelm busy behind his desk writing a letter. When the players enter he will briefly look up go: **"ah you're here, excellent!"** he will then finish the letter fold it and seal it and finally pass it to Manny. He then looks up at the players and begins his briefing:

"Good, good, you look like a group of capable people, great stuff! Now what I am offering is a well paid assignment for a group just as yourself, you see I find myself in a predicament; I have just recently received a letter from my brother. He is the Graf Sigmund of Schwarzwald, have you heard of him? No? No why would you, it is a small place near the border of Sylvania, it is not in Sylvania mind you. Well my brother has recently been having some troubles with the undead, and with the storm of chaos and the general state of the empire at the moment, he has found himself in need of the means to purchase some mercenaries, to rid our ancestral home of these troublesome living dead. I know what your thinking, and don't worry I don't want you to go a battle these undead, no actually I have taken the liberty to hire a mercenary company for my dear brother. Now what I need is a group of trustworthy people, such as yourselves, to help me finalize the deal and then travel with these mercenaries to rendezvous with myself and poor Manny there. After that I would hire you as my personal bodyguard and servants, as I plan to travel with the mercenaries to Schwarzwald. You see it has been a long time since I last saw my brother and I thought it would be a nice gesture to turn up in person with the help he has asked for. Now as far as your job is concerned, it should be relatively straightforward, you take the papers and payment to the mercenaries, accompany them to rendezvous with me, then escort myself and Manny to Schwarzwald for a family visit. The mercenaries deal with the undead and we return here. The only thing I expect of you is to make sure that I remain unmolested and do some small errands from time to time. For that I will pay you all 10 Crowns now and another 50 Crowns on my safe return here and give you all a personal reference which will open some doors for you in the city. I will have Manny here see to our room and board along the way, so you needn't worry about that either. And I know what you're thinking, why not just take the money and run? Yes, well I would have thought that anyway, when I was still adventuring, let me tell you, cut a few corners where you can eh? But let me assure you that that would be a mistake. As it is I have already seen to one payment of the mercenaries and I would not hesitate to send them out to find you and the rest of their money, I also have a great many contacts around here so you would find it rather difficult to spend your ill gotten gains, ha ha! Mind you, it doesn't hurt to consider every opportunity does it? Can't blame a guy for trying eh? Excellent! Great stuff! So, do we have an accord?"

Chapter 2 - How the Plot Unfolds

If the players ask: "Why them and not some of his other servants?" He will give an evasive answer about needing them to see to things here while he is gone. If they press the matter he will admit that he doesn't quite trust the people in his service, as he suspects quite a few of them to be spies from other guilds or worse. Strangers are the only way to avoid bringing spies home with him.

Scene 1: Arriving at the Mercenary Camp

The players arrive at the Iron Talon mercenary camp after an uneventful two day journey. *See Chapter 3: The Army Camp.* They can pick up some rumours about the company on their way. The guards at the gates will ask them their business in an open and friendly manner, when they mention the payment they will be led straight to the HQ where Stefan is talking to Giovanni about different types of gunpowder. After the guards present the players he will greet them with a smile and ask them to sit down, whether they want something to eat or drink. He will ask them if they had any trouble finding them and about their journey, only after making sure they are comfortable and some small talk will he get down to business. The players have with them the final contract for the company and a large sum of money. The money is a quarter of the total sum, with another quarter in the next town. There they will rendezvous with Wilhelm, who has the rest of the cash. Stefan will read through the extensive contract slowly and carefully, hmm hmm-ing and nodding, then he will have Giovanni read through it and finally call for Pieter to read it as well. When they are done they will briefly discuss some details with each other, Giovanni will shrug and say ok, while Pieter will be enthusiastic about it, as it is a generous offer. Stefan will then accept the terms of the contract, sign his name at the bottom and receive the payment. He will then call in Luthor and give the order to begin dismantling the camp and move out.

Scene 2: Meeting Wilhelm

In the next town they will rendezvous with Wilhelm and Manny. The company sets up camp outside the town and the players go into the town to meet with Wilhelm and bring him to the camp. Wilhelm is actually waiting for them outside "The Red Lion Inn" in the town square. He is still in his full plate armour with a several weapons visible on his horse. He will follow the players into the

camp where they will go inside the HQ for the two brother's first meeting in several years. Stefan is very surprised. First he is very happy, then suspicious, then sullen, as he realizes where exactly it is they are going. Wilhelm is happy and enthusiastic and talks about how glad he is to see Stefan again and how good it is to be able to put the past in the past. He talks about how he may have tricked Stefan into accepting the contract, but it is all because he wants to heal the family's wounds, rejoin the brothers and save their home together as a unit. Stefan is quiet through this speech and in the end shrugs and agrees that maybe it is time to patch things up, he does not look very happy about it though. Stefan then gathers his lieutenants and presents them to Wilhelm. Wilhelm will greet Luthor who is an old friend from Schwarzwald as well, he knows about Kriak and his reputation, but when he comes face to face with Augen he becomes stiff, nods and says "Augen" then go on to the others. Augen will look angrily at Wilhelm and stand there silently. After presentations Wilhelm hands over the rest of the payment and tells the players to join him in the Red Lion in town. At the inn Luthor comes in later with some of the men for a drink. He invites the players over to join him. After a few cups, a couple of games of dice, he becomes quite chatty and tells the story of Stefan, Liselle and Sigmund. He also mentions that Augen had a fall out with Wilhelm. The next morning they all leave for Schwarzwald.

Scene 3: Arriving at Schwarzwald

Depending on which city they are travelling from to begin with the journey to Schwarzwald will take a different amount of time, but it is uneventful, tiresome and boring. The road up to the castle winds up a hill side with evergreens on each side pressing in on the path, the forest is claustrophobic and dark. When the castle finally comes into view it is a less than pleasing sight. The roofs have visible holes in them, and when they enter the courtyard it is clear that the castle has seen much better days, for one thing the barrack is missing its roof altogether and the stables are only slightly better off. *See Chapter 3: Schloss Schwarzwald.* Wilhelm and the players are some of the first through the gates together with Stefan. They are be greeted by Sigmund and Liselle together with the unimpressive remnants of the castles guard, all of them to old or crippled

Chapter 2 - How the Plot Unfolds

to have participated in the Storm of Chaos. Sigmund is Wilhelm's identical twin but looks older and more worn, a vein in his temple is visibly throbbing when they approach him. Upon seeing Stefan he pales and red dots appear on his cheeks. He does not say anything though. Liselle stands on his right side a step behind, she also remains silent, although she gasps audibly when she recognizes Stefan. Wilhelm then dismounts, and goes to embrace his brother, exclaiming:

"Sigmund you look great, gods! How long has it been? What? five years! How time flies!"

Sigmund will then interrupt him by saying:

"What are you doing here"

sounding very little pleased. Wilhelm begins to explain:

"I got your letter! As soon as I heard of the trouble here I went and hi..."

Sigmund interrupts him with:

"What letter!?", "I haven't written any letter?"

Wilhelm then pulls out a letter from his person with a puzzled look on his face, saying:

"This letter here. Didn't you write this? It has your seal on it?"

Then Liselle steps forward, curtsies and says:

"forgive me my lord, the letter was written by me, I am very sorry for my indiscretion but we need help! Otherwise Schwarzwald will perish!"

At this time a door flies open in the main building and the jester comes running out cackling with glee. The cook is screaming at him from behind and chasing him. She is completely crimson faced with a big wooden ladle in her hands, cursing the jester at the top of her lungs, using very colourful descriptions of what she thinks of him. He runs across the courtyard and nimbly jumps up on the wall of the barrack cackling all the way. She then tries to jump up and hit him with the ladle but failing completely she stands there dumbstruck below the wall with tears of anger running down her cheeks. The jester laughs at her and jumps around on the wall making rude gestures and bad limericks. She then gives up and start walking back inside lifting her arms up and exclaiming:

"Putting dung in the stew pot, the whole supper ruined! Now we have nothing to eat! And he doesn't even care! Oh yes great fun that is, going to bed on an empty belly!"

She will look at the people in the courtyard briefly then walk inside and slam the door. The jester will taunt her savagely while she's going inside calling out:

"Ha! A bit 'o flavour for ye food is all! The taste will be mighty better for it I think!" and:

"good thing you have your looks to rely on as yer cooking's not worth feeding the dogs with!"

Sigmund and Liselle will stand there doing nothing, saying nothing, but Sigmund's temple vein will be a bright purple. He will then look round and say:

"Welcome home to Schwarzwald brothers, since my wife has taken it upon herself to invite you all here, she can see to your needs."

He then turn on his heels and go inside. While he is walking a voice from among the mercenaries says just a bit too loudly:

"ope its not 'im whose gonna pay us, he don't look like he's got two pieces to rub together",

this will get some chuckles among the men, but Stefan blanches when he hears it and look tellingly at Luthor, who will then give the wise guy a whack on the head. It is too late though as everyone in the courtyard has heard.

As it is, Sigmund is completely humiliated; his brothers have returned to witness their home in ruins, the servants out of control, himself humiliated by his wife. Sigmund is *very* angry, but there is nothing he can do about it.

This scene is important because it sets the mood for the stay in the castle, and it sets Sigmund up in a position where he is so furious with everything that you can have him snap whenever you feel like it, although waiting to the climax scene before his does though would probably be best for effect.

Scene 4: The First Feast

The players are given quarters in Wilhelm's tower together with Manny and at this time they should go around and have a look at the castle and meet the people who live here or do whatever they feel like for a bit. After everyone has been allocated somewhere to sleep, the horses fed and all the other chores that need doing, Wilhelm and his men are invited to eat in the great hall, where a celebratory feast is going to be held. They players, Manny and Wilhelm occupy the right leg of horseshoe shaped table in the hall. Stefan and his officers, (including Gulfang) are placed on the opposite leg, and Sigmund and his servants occupy the middle part, note the Luthor has been given a seat at the high table. The feast itself will be a meagre one, with bread, cold smoked meat and three kinds of vegetables, all boiled to blandness. No one says anything for a long time, then, Sigmund gets up and yells:

"Jester! Come entertain us, for this is too grave a company."

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The jester then comes in through the double doors from the entrance hall, bowing and snivelling. He starts out by doing some acrobatic feats like somersaults and cartwheels then he does some slapstick, such as pretending to fall down, telling very bad jokes, all of them about Sigmund and all of them very personal, about his lack of an heir and his wife who's out of control etc.:

"I wouldn't say that Sigmund is a little slow, 'Cause he is alot!" that sort of thing. Then he'll juggle for a while, with knives, balls, bones, apples. As the grand finale he asks for a volunteer to help him with his knife throwing bit. As an alternate end to the act described in his character description, you can let him throw a knife that hits the volunteer squarely in the leg, seemingly on purpose even, as he is very skilled with his knives. Although make sure to have him very pathetically apologetic to the person afterwards. After the show everyone retires, the evening ending on an unpleasant note. You can let the players snoop around a bit more at this time; otherwise everyone just goes to sleep.

Scene 5: The Second Feast

The second evening at the castle there is another "feast", the menu being largely the same as the day before. During this the players get to see how things are escalating, with Sigmund finally beginning to show some emotion. The Jester entertains with a new play called the *Cuckold*, see Appendix. This is a play that Wilhelm wrote for the jester, with the goal to infuriate Sigmund further. It is a *bad* play and this should be further emphasised by the jester terrible performance of it. Every time he takes the part of the lover he will look at Stefan, with the wife he will look at Liselle and with the husband he will look at Sigmund. He will exaggerate everything ridiculously and do strange contortions when he is fighting/being affectionate with himself in the play. Liselle leaves halfway through it, crimson-faced with anger. A little while after that, Sigmund begins to grip his goblet very hard his knuckles going white and he even begins to grind his teeth. When the play finally ends, he gets up and throws his goblet full in the face of the jester while he roars: *"Get out you miserable creature!"* The jester then hurriedly runs off, cackling all the way, his nose bleeding violently so he sprays snot and blood while he bounces out of the hall. Sigmund sits down and continues to eat without a word, staring hard into his plate. Wilhelm, while this has been going on,

went over to Stefan and talked to him in a low voice. After the feast Stefan goes out into the garden to meet with Liselle. Wilhelm asks one of the players to go spy on them.

Scene 6: The Third and Final Feast

Where everything begins to disintegrate, all kinds of different poisons are put in all kinds of food and drink. Sigmund does not even appear at the dinner and Stefan and Liselle retire early disgusted by the Jester. Wilhelm has the jester poison both Stefan and Liselle and put together in Stefan's room. He also tries to poison Gulfang, but is unable to incapacitate him completely, he only becomes drowsy from the huge amount Wilhelm has put in his food. Wilhelm then goes to get Sigmund on the pretence that he wants Sigmund to stop behaving like an oaf and go to Stefan so they can talk things out. Sigmund eventually comes along and they go up to Stefan's room. If Sigmund find Stefan and Liselle together he says nothing. He turns around go up to his own room, don his armour, strap on his sword, go down into the garden and send someone to get Stefan. He stands there silently while thunder and lighting lights up the night sky the boom of the thunder becoming louder and louder. Wilhelm asks the players to take Liselle and put her in her own room, he then gives Stefan the antidote to the sleeping poison he has given him. As Stefan wakes up Wilhelm tell him that Sigmund has gone mad and has threatened to kill Liselle and that Stefan needs to go down into the garden and stop him. Stefan, being groggy and confused from the poison, agrees and puts on his gear. He then goes down into the gardens where he comes face to face with Sigmund, mad with anger and with murder in his eyes. At this time it is dramatically appropriate that a final lightning bolt strikes the tallest tower followed a rainstorm drenching everyone outside, limiting the visibility to a few feet, making conversation almost impossible and making surfaces slippery imposing a -20 to Ag concerning running around the castles outer surfaces.

Scene 7: The Garden Show Down

All the hate and anger spills out. Sigmund charges at Stefan, sword raised high, screaming at the top of his lungs (Sigmund is affected by frenzy at this time). Stefan defends himself and a bitter fight ensues where Stefan, unable to break through to Sigmund has to fight his brother to the death, in

Chapter 2 - How the Plot Unfolds

the garden, in the rainstorm, close to the edge of a 200 feet drop. Wilhelm is there watching apparently trying to separate them but failing, he does not go near enough for him to be in danger. At this point the jester is doing a little work of his own, he is going to kill all of the inhabitants of the castle that he feels has wronged him, that being more or less every one of them, beginning with the cook and her family (and possibly the players depending on how they treated him). Manny prepares to do his real job and kill Wilhelm. He poisons his weapons and goes out into the garden as well. Daggers and poison and poisoned daggers abound in every shadow.

As for the players it is more or less up to them how this whole thing ends, if they do whatever Wilhelm tells them to and not much else, then everything Wilhelm has planned comes to pass. Stefan finally triumphs over Sigmund by pushing him over the edge. Liselle will wake up in the morning to a rather big surprise, Manny will attempt to murder Wilhelm, but he is killed by Malucius' poisoned blades and Wilhelm becomes the new Graf of Schwarzwald. The mercenaries and the Averheim troops will clear out the undead and the players will get a hefty sum of money (300gc) from Wilhelm for their "good" work, after all crimes does pay right?

Some alternate endings:

The players foil everything Wilhelm has planned as they learn of his evil nature. The showdown is between Wilhelm and his two brothers in the garden instead, with Malucius aiding Wilhelm and Gulfang aiding Stefan and Sigmund. Sigmund is then poisoned by his wife who tells Stefan to take the title as Graf instead. He agrees to save his home, and everything ends happily (well in a way). The players are rewarded according to their actions; they get a small monetary reward (50GC), the magic sword and some powerful new friends in this part of the Empire.

The players aid Sigmund making him aware of the plot against him. Liselle then poisons Stefan and blames it on Wilhelm. Gulfang will then try to kill Wilhelm, the rest of the mercenaries and Manny going after Wilhelm as well. Sigmund lives but is also poisoned by Liselle who then takes over the leadership of the county. She rewards or sends of the players depending

whether they are a danger to her or if they aided her.

Everyone Dies, Liselle is murdered by the jester pushed over the edge of the garden because the players foil some of the poisonings. This is blamed on Sigmund as a jealous act of fury. Stefan then tries to kill Sigmund who kills Stefan instead. Sigmund is then killed by the vengeful Gulfang and Wilhelm is killed by Manny. The players are sent off with what they have by Otto, leaving a county and a noble line that is no more.

Closing Scene: The Arrival of Captain Otto

Everything is settled with arrival of an Averheim contingent of troops led by Captain Otto Mannheim. He and his troops made a forced march to the castle trying to avoid getting bogged down in the rainstorm. He is wet, tired and in a bad mood. He will take charge of the situation, interrogate the players about what has happened and their role in it. He will send them off with the message that they are free to leave with what they have, but if they stay they are the prime suspects in a very serious murder case. He wants an easy solution to the Schwarzwald problem so getting rid of players and having someone as the head of the county is what he wants with no loose ends.

Intermissions:

Include as many of these elements as you feel like. It is not essential that every one of these scenes are played through, they are there to add intrigue, flavour and/or action.

Day 2:

Stefan and his officers are busy planning the upcoming attack on the village and spend most of their time in Stefan quarters. Augen and some of his men are sent to scout out the village. Sigmund is absent, spending most of his time in his room. Wilhelm is busy in his room, writing the play for the jester and forging an addition to the letter Liselle wrote. The addition says that Sigmund has forgiven Stefan and want to see him again and if Wilhelm knows his whereabouts.

Rude jesters

Have Malucius perform some pranks on the players and the other people in the castle, see the appendix for a list of suggestions. A good start is to have him climb up the fireplace in the players' room and scream like a banshee letting the

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confused players catch a glimpse of him going down the chimney cackling madly.

A trip into the dark

Wilhelm summons the players and asks them to go down into the tunnels under Schwarzwald and retrieve what they can from Heinrich's secret lab. He supplied him with some valuable books, books that might be resold. He tells them of the secret door that leads down there from the Schwarzwald crypt. Down here the players meet some skaven scum with wielding flamethrowers, and discover what kind of person Wilhelm really is. See Chapter 3: "Mines below Schloss Schwarzwald".

Wilhelm gives the jester a play.

One or more of the players see Wilhelm give the Jester the play he has been writing during the day. This will show the players that there is a connection between the two.

Stefan and Liselle meets

A secret meeting in the garden between Stefan and Liselle is witnessed and overheard by Werner, who tells his wife who tells Wilhelm and the players as she doesn't like the foreign woman and is afraid to tell Sigmund. Alternative have Wilhelm send one of the players to spy on them as described in scene 5. The meeting reveals that the love between the two still lives.

A fight

Some of the mercenaries break out in a brawl. For a while chaos ensues, as the officers struggle to break up the rowdy soldiers and everybody comes to watch it. A chance to do some snooping in peoples rooms.

Day 3:

As the weather has not improved and it looks like a storm is coming, the attack on the village is delayed until the next day. Most of the people wander about, most ending up in the garden at some point.

More of the rude jesters

Have Malucius do more of his pranks on the players and everyone else.

Liselle out harvesting

Have one or more of the players witness Liselle in the garden, with a book that clearly states that is a tome on poisonous plants. She is harvesting some

interesting herbs that are very deadly; she will claim that they are for her perfume.

The Jester doing naughty things

Have one of the players witness Malucius urinate in a bottle of wine and then put something else in another bottle. The first bottle with urin is for the players. The second with the poison is for Stefan. If challenged he will run away and throw the urin bottle at the person(s) challenging him.

Wilhelm up to no good

Have one or more of the players witness Wilhelm go into the kitchen and put something in a bottle of wine and something in the food for Gulfang. The bottle is for Liselle. If challenged he will first be off hand about the contents, saying it is medicinal, then he will attempt to be friendly and offer a reward for silence, then he will get angry and order the person(s) to mind their own business or they might get hurt.

What ifs

If the players do something unexpected (which they probably will) then that's fine. Go with it and see where it leads. I have provided a lot of NPCs to give you something to work with, if you need some magic intervention then use Pieter, if you need to thoroughly trounce someone, use Kriak, Gulfang and Luthor, if you need someone to tell the players what kind of poison it is the have been given and an antidote, use Giovanni, if you want someone to tell them about Wilhelm's past use Augen and his men. I like to be ready for the unexpected as a GM, by having some general tools available such as handy NPCs, even if half of them does not get used, then I have something for another session. The same applies with everything in this scenario use it or not, change as you see fit, it is ultimately up to you, the GM.

Experience Rewards

80 xp for surviving the Schwarzwald tragedy.

20 xp for every of the following people they manage to save: Sigmund, Liselle, Stefan, Wilhelm (meaning that the players actually want them to live and act accordingly).

40 xp for going down the tunnels, if they retrieve Heinrich's diary and defeat the skaven.

20 xp if they manage to defeat Malucius.

30 xp if they manage to defeat Manny and save Wilhelm's life.

10-30 individual xp for roleplaying.

Have fun and make it memorable.

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Wilhelm's Home

Wilhelm lives in an impressive townhouse in the expensive part of the city. Wilhelm's coat of arms is displayed above the front door. It depicts an open book on a red background with a black riverboat beneath it. The words "Knowledge is Power" are visibly written in the pages of the book. When the players agree to meet Wilhelm they will be led here. The house in itself is opulently decorated with thick carpets and all manner of showy items hanging on the walls. The players will be led to Wilhelm's study on the first floor where they will find him in a windowless room, sitting behind a desk facing the door. The walls are filled with bookcases and stacks of paper fill the desk. Wilhelm himself is sitting in full plate armour with a pistol visible on the desk within easy reach. He is writing something when the players are shown in, but he does nothing to hide it from view. Any literate players can make a simple read check to scan the upside down text. He is actually working on a letter to the Elector Count of Averheim, stating that a great undead threat is afoot in Schwarzwald and that he should send someone to investigate. Wilhelm will introduce himself and then proceed to explain the situation to the players. Refer to Chapter 3: "Wilhelm's Offer".



The Army Camp

This is where the players meet the mercenary company Wilhelm has hired. The camp itself is very tightly run, a square of freshly dug ditches surround the camp, the dirt from these forming



walls. Set into the dirt walls are sharpened stakes. There is a path going through the wall guarded by two men with pikes, and another two men, one on each side on top of the low walls, these two are armed with crossbows. Inside the walls the tents are erected in a grid system, with the HQ situated in the centre. The mercenary company's coat of arms is displayed from a banner by the command tent. It features a raven on a red background clutching a gold coin in its talons and holding a strip of parchment in its beak. The motto of the Iron Talon mercenaries is written on the strip. The motto is: "In Auro Veritas", meaning, "In gold there is truth", or as the soldiers prefer: "Gold doesn't lie". The camp holds just under 40 tents altogether, plus supply wagons, horses and a couple of cannons. The whole company is 100 men strong. Refer to "Arriving at the Mercenary Camp" scene.

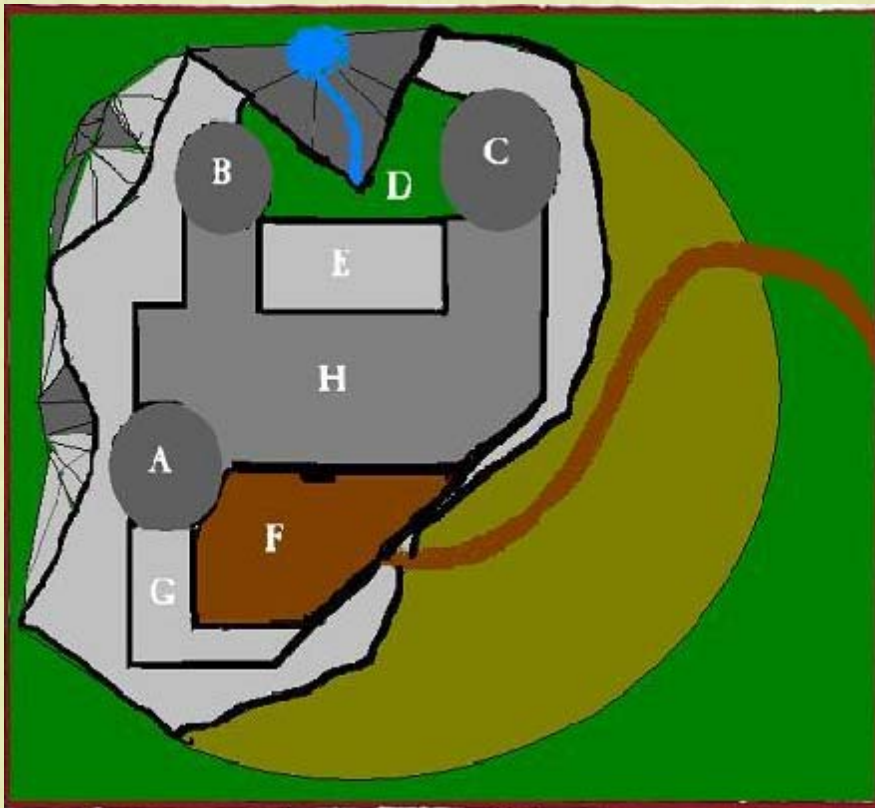
Schloss Schwarzwald

This squat castle on a cliff in a gods forsaken part of the empire was once tall and towering, an impressive fort overlooking the forest below. As it stands now, the outer walls and the superstructure of the castle is intact, but only about a third of the interior is habitable, since most of the roofs are full of holes, the ceilings and floors rotted and unstable. The castle in itself is in a triangular shape with three tall towers one at each point, with the southern tower rising a floor above the other two. The most striking feature of the castle, though, is the eerie yellow light seemingly coming from somewhere behind the castle, illuminating the structure and putting its features in a strange relief. This light comes from the garden where a large fiery orb burns day and night, providing light and heat for the plants. The orb was created by Heinrich the former court wizard on request by Sigmund, to give his wife a garden to relieve her homesickness and as a token of his love for her. Refer to Chapter 3: "Arriving at Schwarzwald".



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Schloss Schwarzwald - Top View



A - Sigmund and Liselle's Tower.

This is the tallest of the three towers rising 5 floors above the ground in comparison to the other two towers' 4 floors. It is the private quarters of Sigmund and Liselle; they sleep in separate rooms on separate floors of the tower. Sigmund has the floor below the highest and Liselle has the one below Sigmund's. This is the only tower that is in good repair, meaning that the roof is intact, there are no leaks and floors and ceilings are without holes. The layout of the floors is straightforward, a staircase spiral upwards inside the outer wall. Every floor is a single room for the occupant(s). There are two windows in each of these rooms, with a pair of shutters to keep out the worst drafts, there is also a fireplace in every room in the towers, with chimneys going up through the entire height of the towers connecting the floors and providing a different route between rooms. If someone wishes to climb up through the chimneys, it requires scale sheer surface or an Ag check -20 because of the cramped space, contortionists and Halflings suffer no penalty though. Also it is a good thing to make sure there are no fires going *before* climbing.

B - Stefan's Tower

This tower has seen better days. Stefan's tower has purposely been left to fall in disrepair. It is 4 floors high but only the lower two are liveable, with the upper two too damaged. The roof has several holes which have caused the floors and ceilings of the upper part of the tower to rot completely. It is still possible to go to the top and get a very good view of the gardens, terrace and the two other towers, although it requires a Ag check to avoid going through the stairs/ceilings, with failure meaning a leg has gone through and another check is needed to avoid falling through completely, causing a ten foot drop to the floor below. Stefan occupies the first floor of the tower, and Gulfang and Luthor occupying the ground floor. Stefan has access to the first floor terrace from his level. There is access to the garden and main hall from the ground floor.

C - Wilhelm's Tower

This tower is still in fairly good repair. The roof has a few holes in it, so the top floor is no longer safe to occupy, with the same restrictions as Stefan's tower. Wilhelm's quarters is the floor below the top one, from there he has an excellent view of the gardens, first floor terrace and the other two towers. The players will be put in the floor below Wilhelm's, sharing it with Manny. The floor below the players is occupied by Giovanni, Pieter, Kriak and Augen. There is access to the first floor terrace from the player's room and to the gardens from the floor below.

D - Liselle's Garden

This garden is lush and warm, thanks to the fire sphere created by Heinrich, it makes the whole garden overgrown and humid, with mist forming most of the time. The sphere itself is a ball of flame about a foot across, suspended atop of a 10 foot stone pillar in the middle of the garden. Because of the nature of the fire sphere the light in the garden is an eerie yellow, giving vision checks a -10. There are all kinds of exotic flowers to be

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found here and it is also somewhat of a maze because of the amount of vegetation. It is Werner's job to keep the garden in check, but since he is old and meticulous, it is well maintained but overflowing. Werner is more or less always out here somewhere, pottering about, most of the time out of sight though. There are three entries to the garden, one from each tower on either side and one from the main building.

E - 1st floor terrace

This terrace overlooks the gardens there is a low black painted iron railing that is beginning to rust, keeping people from falling into the garden. There are a couple of wooden benches out here that are in good repair. Sigmund likes to sit here and enjoy the view. Warming himself with a dram and the heat of the fire sphere coming up from the garden. There are three doors that lead to the terrace, one from each of the towers on each side, and a double door from the first floor of the main building. The whole garden, terrace, towers, scenery is very similar to a Shakespearean stage, like in *The Globe*, in its makeup.

F - Courtyard

This is where the first meeting of the three brothers takes place. There is nothing special about it, it is just a courtyard. The main entrance to the castle is on the north side, stables and barracks on the south and west.

G - Stables and Barracks

This used to be a decent stable and a comfortable barrack for about 50 soldiers. As it is now, it is usable as a stable after a little patching, but the barrack is without a roof, the supply wagons are put into the barrack, with canvas pitched over it as a makeshift roof.

H - Main Halls

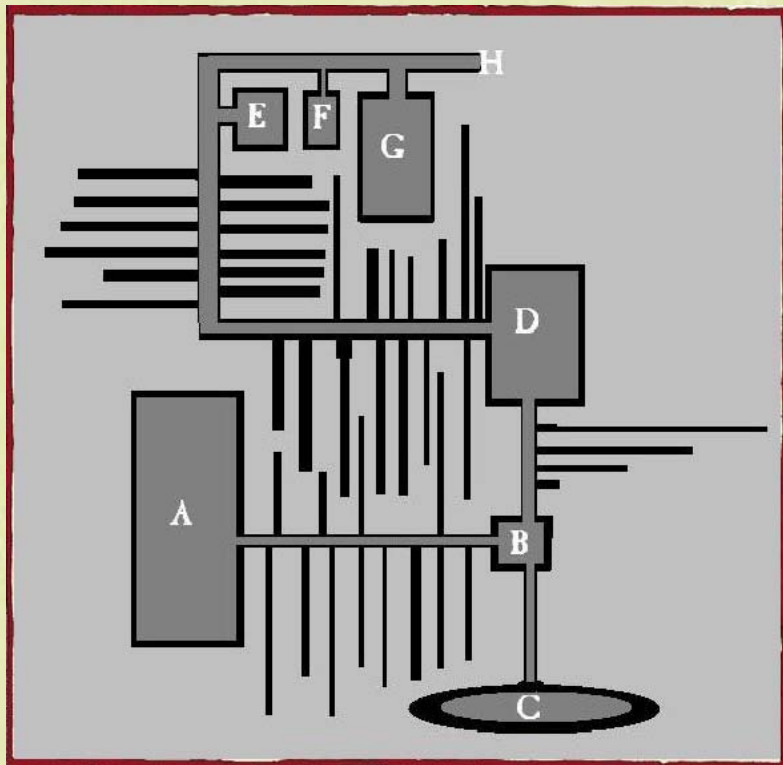
This is where everyone not lucky enough to have a tower room is put. The main building is two floors with numerous rooms on each floor. All the rooms on the ground floor are habitable, with some leaky ceilings here and there. The first floor is in bad shape though, there are many places where there are visible holes on the roof and the floors are unstable and rotted in many places. It is safe enough to walk around carefully on the first floor, but anything faster than a slow walk requires Ag checks with a -10 modifier for every increase in pace, a failed check results in going

through to the floor below, a eight foot drop. The mercenaries are put on the ground floor in the west wing. The inhabitants of the castle cluster around the kitchen and adjacent rooms in the southeast wing. Malucius has a hidden little nook on the first floor in the south eastern wing, he is also able to move unhindered everywhere in the castle without needing to check for Ag, making him very difficult to catch. This also applies for Dieter. The main dining hall occupies the centre of the building, with its ceiling reaching up through the first floor to the roof. The tables in the room have been arranged in a horse shoe shape. Sigmund and Liselle sit at the main table with Stefan and his officers placed on the left side and Wilhelm and the players on the right side. There are four doors to this room, one on each side that lead to the rest of the rooms on the ground floor, one in front of the room leading to the entrance hall. Finally there is a door behind table that leads to the stairs to the first floor, with the stairwell leading to the terrace and to the rest of the first floor rooms. This door is not immediately visible though as it is behind a large tapestry featuring the Schwarzwald coat of arms, which is three black pine trees on a red background, the middle one taller than the one on each side, with a fiery sphere above the trees. The sphere was added after Heinrich's masterpiece was completed.

Mines below Schloss Schwarzwald

Before Schloss Schwarzwald came into being the hill was home to a dwarven mine. This mine was stripped when the dwarves left, but the tunnels are still there, most of them in decent repair. When Schloss Schwarzwald was built they sealed of the lower tunnels and used the upper ones for storage and for the family tomb. Heinrich made his secret lab down in the lower tunnels and after he was interred in the family tomb, he rose from his grave, went down to his lab, got most of his equipment and set up shop in Holzzeit, which is where he resides at present. The tunnels go all the way down to the base of the cliff and it is easy to get from them and into the village. More recently the skaven whom Heinrich procured warpstone for his rituals, have sent a small group into the tunnels to get what they can from Heinrich's lab. They have brought with them a dreaded warfire-thrower. This is where the players must go if Wilhelm sends them to get Heinrich's stuff back.

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A - The Family Crypt

This is a big room cut from the rock. It used to be the dwarven assembly hall, but now it serves as the family crypt for the Schwarzwald family. At this point in time all of the alcoves that used to hold the Schwarzwald of bygone ages are empty, but since no one ever comes down here unless on business, this fact has gone completely unnoticed. The stone stairs up to the cellars of the castle are in the south end of the room, with the walls being covered with small alcoves, large enough to hold a human being fully outstretched, the ceiling is a bit low though, with the room being around 6 feet from floor to ceiling. The secret door is on the eastern side of the room, and consists of nothing more advanced than a wooden door painted over to blend in with the walls. The tunnel leading further down into the darkness is an old mine shaft. It has abandoned shafts on both sides, most of them blocked up with rubble. These shafts feature in all the rest of the tunnels and are all empty dead-ends (unless you, the GM, wants them to be otherwise). The main shaft is over 6 feet in height and wide enough for three people to stand next to each other, with the secondary ones being around 4 or 5 feet in height and half the width, making them uncomfortable for humans and elves.

B - Abandoned Guard Room

This room used to be a dwarven guardroom it is completely stripped of its interiors, there are no doors and only bare stone walls left. Heinrich had posted some skeletons here as guards, but at the moment they are lying in blackened pieces on the floor, courtesy of the skaven. There is a faint trail of a dark sticky liquid on the floor coming from the south and going up to the north tunnel. It is leaked fuel from the warpfire-thrower the skavens have brought with them.

C - Crevasse, Entry Point for the Skaven

This is where the skaven came in. The tunnel ends in a front of a large crevasse going down into darkness, it is several hundred feet deep, and there is seemingly no easy way down it. There is a hidden skaven tunnel some ways down it though, with a steep path going up to the underside of the edge of the tunnel entrance. It is only

possible to find this path by climbing down the side of the crevasse, which is difficult, requiring at least the climb sheer surface skill. The skaven warpfire-thrower team ripped the fuel hose when they climbed up unto the tunnel floor, which is the source of the sticky trail. There is nothing else of interest here.

D - Old Ore Processing Plant, Ruins

This could have been a base for Heinrich as it is more than 600 square feet and reach a height of more than 10 feet. But this large room is structurally unstable, the evidence of which is lying in great heaps on the floor. The trail of liquid continues through this room and out the western side and there is nothing else in the room but debris. The tunnel continues downwards and westwards with minor shafts on both sides, but as the players come up to a corner the can begin to make out whooshing sounds and some greenish yellow illumination coming from up ahead.

E - Empty Store Room

This room is empty, as it was never really used by Heinrich, but approaching this room the whooshing sounds and the green-yellow light becomes louder and brighter, it is obvious that it comes from up ahead of the tunnel, just around the corner. This room is an excellent place to duck

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into, if say, for instance there was to be a large explosion around the corner.

F - Another Storeroom, Not Empty

This storeroom is being cleared of its undead inhabitants and other contents for that matter, by an enthusiastic warfire-thrower team. Gleefully shouting curses and abuse at the room they are flaming. The other skavens in the group are standing well away from the warfire-thrower team with a look of concern on their rat faces. The fire thrower is visibly dripping fluids from a torn hose connecting the muzzle and the fuel barrels. Creating a puddle on the floor under the two skaven rattling the device. This could be very dangerous for the players, but as long as they don't charge in screaming they should be able to eliminate this threat relatively simple and dispose of some of the skavens standing guard if they play their cards right. They can even just wait for a while, the fuel under the rats will catch fire and the flamethrower explodes in a deafening roar, although if they do this none of the guards will be caught by the explosion.

G - Heinrich's Secret Laboratory

In this room Heinrich used to ply his trade as a necromancer and demonologist. He took most of his equipment with him when he moved down to Holzzeig, but there are a couple of items of interest left inside. At the moment though the room is being searched by a skaven warlock-engineer for leftover warpstone, magic items, books etc. he is the only one allowed in, as he does not trust his rats. After the explosion he will go out to check the damage, if he sees the players he will order his rats to attack, and fire his warlock pistol at them. If the players seem dangerous and determined he then bolts down the tunnel, hurling a lit bomb behind him to bring the already unstable tunnel roof down, blocking off pursuit (sealing the fate of his underlings as well, but that is what they are there for isn't it?).

The inside of the lab is a mess, the engineer has tossed most things around and the room is littered with all kinds of broken equipment. After a thorough search the players will find a compartment behind an empty bookcase. This space holds two things the players can use, Heinrich's old sword and his diary (see appendix), he left these here because he wanted them to be safe. The sword is magical, it bursts

into flame doing 2 points of extra fire damage, when the command word "Aqshy" is spoken out loud, the same word quenches the flames again. Heinrich got tired of the sword because it kept going off whenever he sneezed.

Note if you want to you can let the players fight the warlock-engineer instead, to allow them access to the village from here, but this is only if you want the players to go on a different path, focussing on action, instead of getting back to the intriguing up in the castle and the rest of the plot.

H - Tunnels Down to Holzzeig

The tunnels go all the way down to the foot of the hill, with an exit very close to the village of Holzzeig. This should only be of interest if you want the players to go into the village and fight bucket loads of zombies and skeletons.

The Undead Scourge of Holzzeig

Led by the newly risen lich Heinrich Feuerbrand, the village of Holzzeig has been annihilated by a magical plague and turned into an undead army. It was a small town of about 250 people; it mostly lived of its lumberyards. A stone wall topped by Wooden palisades enclose the town, although the wooden gates are open, with one of them broken of its hinges, so it leans against the wall. The streets are empty as all the inhabitants have been commanded to stay in the graveyard which is a walled in section of the town. Although a group of zombies have been put on guard duty by the inn which is where Heinrich has taken up residence. He has made his headquarter on the first floor of the inn and is confident in his ability to deal with any kind of threat with his considerable magical might and on the plague deterring most of the people who might come by. He only relies on his minions to warn him of danger and as a reserve, if things go out of control. As it is now, Heinrich's goal is to complete the summoning of a Great Unclean One, a greater daemon of Nurgle, and together with his plague ridden corpses carve an undead land of pestilence out of the Schwarzwald and neighbouring counties. Please note that he is a megalomaniac lunatic and that he will not be able to control a greater daemon, even if he succeeds in summoning it. If they do insist on going into the village feel free to create the layout of the village.

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Skryre Skaven Scouting Squad

Clanrats

WS	BS	S	T	Ag	Int	WP	Fel
33	33	36	30	41	27	22	20
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Description: These ratmen are smaller than the average human, standing about 5'' tall. They are dressed in dark red uniforms/rags, with a lightning bolt motif on their shields.

1 per player for a first career group, add a couple more for a more experienced group.

Skills: Dodge Blow, Perception, Scale Sheer Surface, Speak (Queekish, Reikspiel).

Talents: Disarm, Strike Mighty Blow, Strike to Stun, Night Vision, Tunnel Rat.

Trappings: Dagger, Sword, Medium Armour (Mail Shirt), Shield.

Maul Rat

WS	BS	S	T	Ag	Int	WP	Fel
43	33	46	30	43	25	26	21
A	W	SB	TB	M	Mag	IP	FP
2	13	4	3	5	0	0	0

Description: This is a bigger than average skaven wielding a great maul, he is a bare-chested black-furred skaven about 6'' tall and muscular, beware of the maul rat.

Skills: Dodge Blow, Perception +10, Scale Sheer Surface, Speak Languages (Reikspiel, Queekish).

Talents: Strike Mighty Blow, Strike to Stun, Specialist Weapon group: (Two Handed), Very Strong, Warrior Born, Night Vision, Tunnel Rat, Resistance to Magic.

Trappings: Great Maul, Dagger.

Warlock Engineer

WS	BS	S	T	Ag	Int	WP	Fel
32	43	37	46	51	47	32	34
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	6	0	0	0

Description: Squeekit is the leader of the clan Skryre group. He is a ratman with lighter fur than the others and a strange harness strapped to his body, he has a lens instead of his missing right eye.

Skills: Perception +10, Scale Sheer Surface, Speak (Reikspiel, Queekish), Read/Write, Trade (Gunsmith), Academic Knowledges: (Science, Engineering)

Talents: Flee!, Fleet Footed, Night Vision, Tunnel Rat, Keen Senses, Acute Hearing, Master Gunner, Sharpshooter, Mighty Shot, Specialist Weapon Group: (Gunpowder, Engineer).

Trappings: Warlock Pistol (same stats as an ordinary pistol except Dam 5 and experimental instead) 10 shots, blades on harness (like Hand weapon), Medium Armour (Harness), 2 powder keg bombs.

The Warfire-Thrower

This is a very dangerous war-engine. Luckily for the players the fuel-line connecting the fuel-barrels and the muzzle has been ripped, ensuring a very limited lifespan for it and its crew. Just long enough to clear out all of Heinrich's undead servitors and letting the players catch a glimpse of the awesome might of skaven weaponry. If a character is unlucky enough to find herself on the business end of it, it is almost certain death. I suggest having it cause 3 S5 hits with no armour protection every round and the effect causing a terror check on the people witnessing such a gruesome end. BUT this should not be relevant UNLESS the players were to be really stupid e.g. charging at it from down the corridor. It should be used as a dramatic effect, nothing more.



Appendix: Rumours, Handouts, Pranks and 5 Pre-generated Player Characters

Appendix: Rumours, Handouts, Pranks and the Player Characters

Rumours

The players can pick these rumours up on their way to the mercenaries and to Schwarzwald

The Iron talon mercenaries are a group of outlaws, mutants and worse, they are lead be a man who is said to be immortal because he has made a deal with the forces of chaos (mostly false).

Because of the weakened state of the imperial armies the enemies of the Empire are gathering their forces to attack the weakened Empire (probably true).

The undead have risen in greater numbers than usual and it is said that since the Graf has done nothing to prevent this, he is involved in it. Perhaps the vampire count rumours are true (false)?

If you rub yourself with the oil of garlic, then the undead will be unable to see you and vampires will recoil from you (false).

There has been no word from the village of Holzzeig since the Graf quarantined it because of the plague, it is said that the dead walk the streets freely (true).

Some of the young girls have gone missing, it is rumoured that the raven has returned from the dead to haunt the same roads in death as he did in life, and that his old habits of giving the ladies special attention is echoed in unlife but now he does not spare them for a kiss but sucks the life out of them instead and carries them away (false).

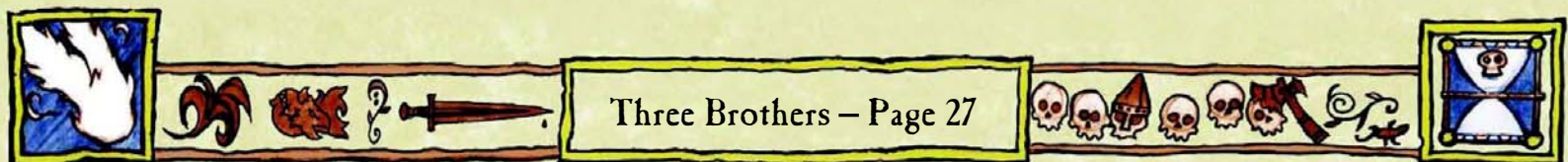
Old Feuerbrand created some pretty powerful magical items in his days and some of these are still not found as he hid them in his secret study, mind you that magic stuff is dangerous and uncanny and his death was probably deserved. Mixing like that, with stuff better left untouched (true).

The Graf has built an enormous garden to please his wife but she has still not given him an heir. It is said that she is cursed (true and false).

The Graf's brothers were driven away by his bad temper, if only Master Wilhelm had been made Graf everything would be so much for the better (probably true).

There are no soldiers left to guard the county, most of them were taken by the elector to Middenheim and the rest succumbed to the plague while enforcing the quarantine of Holzzeig (true).

There is a hideous hairy monster stalking the Schwarzwald forests, it is a vampiric creature half man half bear half fox, it is a hideous thing 15 feet tall with great fangs and claws, green glowing eyes and a terrible howl(utterly false, although if you felt in a nasty mood....).



From the Diary of Heinrich Feuerbrand

I am saddened by the departure of young master Wilhelm, he was of the three brothers the one I could most readily connect with, his inquisitive mind not set on the burden of leadership like his twin nor too eager for the action of physical adventures their younger brother so craves. I would have gladly tutored him in the ways of the eight winds had not his father demanded his initiation in the cult of Sigmar. May he find more happiness there than he has in Schwarzwald.

I have been troubled by the very unusual effects of some of my incantations of late. There is a strange shift in the wind Aqshy, I feel stronger as the winds blow, but it is an unnatural strength, never felt before.

I have received my answer from Altdorf, the currents of magic have increased slowly but steadily for years now and there have been storms further north, this troubles me greatly and I have written to Miragliano for assistance.

My left arm almost scorched completely by a simple spell!! Storms indeed, my powers have never been greater than now and I fear for the future, if this continues it may spell the rise of the unnamed ones!

There was word from the Sigmarite Cult apparently Wilhelm has left the path of the pious, his father was most aggrieved by the news, as am I, I had thought the blessings of Sigmar could keep Master Wilhelm safe in the ordeals I predict will be put in the future of the empire.

It is as I feared; my friend in Miragliano confirms it. The seer died while giving the dark prophesies, I hope they have secured the scripts for they could do great harm in the hands of those who follow the unnamed ones.

I have decided to turn my efforts to a use more appropriate for my skills; I have decided to maximize my destructive potential against chaos and its minions. I will not let harm come to this house and I will do anything in my power to combat the coming shadows. I have also received word from Master Wilhelm he has made quite a fortune on some of his adventures and now he seeks to bring me to him, he claims that I would be of better use in the civilized world and the rewards much greater, but my heart lies in Schwarzwald. I will write him even if his father has denounced him, as I hope his anger will fade.

Great progress, I have great advances in my studies of chaos, the wind of Aqshy is most potent in combating the daemonic forces, but I realise that until I am able to study and combat real daemons I can make little further progress, I have requested a tome from Master Wilhelm to aid me, he has found several books on the subject in his adventures.

A most disturbing experience, my first successful summoning and destruction of a daemonic creature! It had more power than I had expected but in the end my magic prevailed over the creature. I have identified it as plaguebearer of the rotting god. My studies are progressing beyond my wildest expectations, but my physique has begun to suffer the effects of my prolonged exposure to the forces of magic, as my magic strengthens my constitution deteriorates.

This will perhaps be my last entry as my body has been spent by my last summoning, but what power I have now at my disposal! Several daemons all at once were no match for my magical prowess. If only I could find a way to stave of this doom I have brought upon myself.

For many months I have pondered my dilemma while I have recovered my health. My friend in Miragliano has been most graceful in providing a solution and indeed a way to help me ensure my services for this noble house for years to come, but the solutions that he entices me to use fills me with dread.

To become a most hated undead creature, that is the choice I have finally made. It is my sacrifice that I will make to ensure this noble house has access to my magical might when combating the coming storm of chaos.

I will serve the Scwarzwalders as a lich. The tome my ally lent me has provided me with the tools necessary; I must only find the courage to embrace death and thereby defy it.

This will be my last living entry. If I am successful I will wake to new power once life has left my physical shell, If this is the case I will proceed with my plan to conjure forth a Daemon of Nurgle and challenge it to combat this will be the ultimate test of my magic strength and an opportunity to vastly increase my knowledge on combating the forces of chaos. There will be sacrifices off course, but the lives of a few hundred will ensure the lives of thousands to come. Years from now people will come to see the wisdom of my decision.

The cuckold

*I love you, you are an exquisite lover. Your touch is like fire and ice upon my gentle body.
Oh my sweet for too long have we been apart, let us enjoy this night to its fullest potential
My masculine hero, thy arms are strong by your valiant swordsmanship oh show me the art that
my husband has most forgotten.*

Oh yes my dove I will give you a taste of my swordplay be sure of that.

Knocking is heard.

My wife! Art though still of faint temperament? I have come to beg of your forgiveness.

Oh quickly in the cupboard do hide! He is not of great canny and will not find thee there.

Oh my man, do come in if thou art truly ready to beg of me my good forgiveness.

I am! I am! Now open thy door I beseech thee!

Very well you may enter but stay not long, for I am greatly fatigued by your transgressions of this day.

Of course of course, my dove my love, Oh pray do tell me do you feel that by this moon you will be needing my caress, for I have so sorely missed my wife in her companion role to keep my old tired bones warm at night. It has been almost five years now surely you must have found the courage to fulfil your wifely duties by now.

Oh fie! Is that all thou care to think and talk! Thou art an old pig I feel my feint return, be gone from my chambers! I wish not to gaze upon thou withered form, Begone! Thou dog of impure thought.

Very well my dear I'm am most humbled I will get my gown from yonder cupboard and be on my way.

Lover revealed!

What is this trickery? A barely clad man waiting in ambush in thy cupboard!? Oh a serpent by my bosom I have nurtured! And my most trusted lieutenant as well! Oh fie on me for being blind to the obvious! Oh fie on you both for your trickery!

Oh hush old fool! Thou art weak, blind and have lost what manhood you once possessed.

Oh the indignity, I feel my old strength so trickily robbed me return, the fires of passion rekindle my blood! Have at thee young knave! To think I trusted thou my life!

Ha thou art no match for me old man Thou will die by my hand and your lifeless eyes will gaze upon your wife and I celebrating our love and your possessions.

They fight and the young lover is stabbed.

Oh cruel fate to think of such strength in such feeble body, I am slain.

And now wife confess your sins and be saved!

Oh yes dear husband I confess and I repent come take me in your arms and forgive thy poor misguided dove.

They embrace; she stabs him in the back.

Take that thou evil monster to think I would ever touch your wretched frame and now that you have destroyed everything I ever found beautiful in this world! Fie on you! Let darkness swallow your decrepit husk.

Viper feel my steel and do harm no more.

He stabs her, they both die.

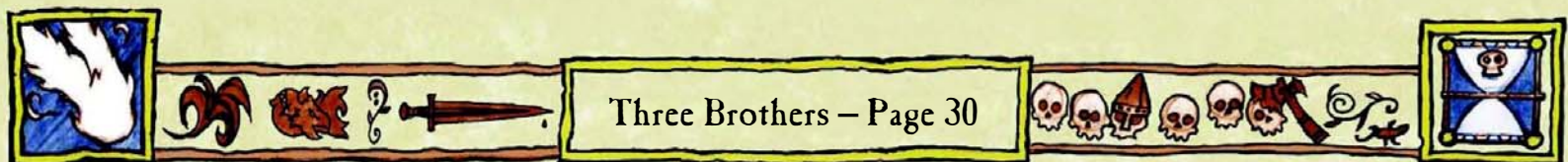


Appendix: Rumours, Handouts, Pranks and 5 Pre-generated Player Characters

Practical Jokes for the Jester to “Entertain” the Players with

This is a list of things you can have the jester do, to help the players like him more, or less. These things should not be limited to the players, though, everyone in the castle will get fed up with him pretty soon. The only persons exempt from his antics are Sigmund and Wilhelm.

- Rub a piece of poison ivy or oak inside the codpiece or other part of the victim’s clothing. It's incredibly hard to act like a tough guy when it looks as though you have some sort of irritating rash.
- Grease the top of the stairs for a quick way to get down for the victim.
- The old “bucket on the door” trick but substitute water with urine.
- Walk up, lift the victim’s robe or dress over their head and run away.
- Put a piece of trip-wire across a hallway perhaps just above some stairs.
- Have the jester urinate in someone’s food or drink (a favourite of his).
- Bombard someone with rotten fruit from a safe place above him/her.
- Use a couple of wedges to jam someone's room door shut during the night.
- Write "Property of Nagash" in indelible ink on their armour or weaponry.
- Take an almost empty bag of flour and place the open end under the door of the victim. Then, jump on the full part. Flour will cover their room and everything will be white.
- Whitewash the victim's mount.
- Get a sword hilt that looks very similar to the hilt on the victim's sword. Take the sword from the scabbard, and attach the new hilt to the scabbard so it looks like the sword is still there. When they next draw their sword, they will be posturing with a hilt minus blade.
- Spread rumours that the victim carries all of his gold on his butt. Then sit back and watch as everyone takes a pinch.



Appendix: Rumours, Handouts, Pranks and 5 Pre-generated Player Characters

Snorri Runk

Dwarven Protagonist, Ex-Bodyguard

WS	BS	S	T	Ag	Int	WP	Fel
52	20	42	60	34	23	36	21
A	W	SB	TB	M	Mag	IP	FP
2	15	4	6	3	0	3	1

Description: You are a young dwarf approaching middle-age. Heavily armed and armoured, a flat nose, broken times beyond count, and a scruffy red-brown beard is the face you show the world. A large pistol is visibly tucked in your belt.

Skills: Consume Alcohol +10, Common Knowledges: (Dwarfs, the Empire), Dodge Blow +10, Gamble, Gossip +20, Heal, Intimidate +10, Perception, Speak Languages: (Reikspiel, Khazalid) Ride.

Talents: Disarm, Dwarfcraft, Menacing, Grudge Born Fury, Quick Draw, Rapid Reload, Resistance to Magic, Stout Hearted, Specialist Weapon
Groups: (Gunpowder, Parrying, Throwing), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy.

Trappings: Medium Armour (Full Mail Armour), Heavy Armour (Breast Plate, Helmet), Axe, Buckler, Pistol with 10 shots, Knuckle-Dusters.

You:

Pragmatic, is probably the word you would use to describe yourself. Lazy is what others would, more correctly, describe him as. You have always been a lazy dwarf and that has caused him some trouble in the past. You would rather have other people do what you tell them to, so you don't have to do the work. But since you aren't able to and don't bother with charm, you use intimidation and violence instead. This tactic works most of the time and since you are a dwarf you are naturally a better fighter than most humans, which is why you like to hang around them, instead of other dwarves, who tend to be a lot harder to boss around. You used to be a bodyguard in Middenheim, but after your last boss got killed because of your negligence you skipped town and drifted south in search of easy money and new people to boss around. You just dodged the Storm of Chaos, but will tell people that you fought for Middenheim. You found a group that could use an extra axe-arm and though you don't really like them, you are too lazy to find another group. So you stick around and give a minimum of effort on the group's behalf. You have a pistol and like to use it to intimidate people though your skills with it are very limited.

The others:

You hate the elf, not only because he is an elf, but because he is such a miserable creature, he has no backbone or courage, he always backs down and he is lousy fighter in hand to hand combat. You tend to shout at him a lot and order him about all the time. Usually he does what he is told. As long as you are in the group you will tolerate his presence, but one day you are probably going to rid him of his miserable existence.

You also hate the mage, because he is smarter than you are, because he is an outspoken coward and because he is messing about with magic. You don't trust him and often tell him just that. As long as he is useful to the group he will be tolerated, but if he messes up, he will be a full head shorter.

Ernst is tolerable. He doesn't jabber and he can hold his own in a brawl. He is also good company for a drink or two. Though he is a bit too friendly with the elf, you can't blame a guy for his taste in friends.

That wench Etelka, she is not too bad actually, she is brave, skilled and stands up for herself. She can take care of herself and she doesn't put on airs. You tend to listen to her and if what she says make sense, then you'll follow her directions.

Appendix: Rumours, Handouts, Pranks and 5 Pre-generated Player Characters

Haerlis

Elven scout, Ex-Kithband Warrior, and broken soul,

WS	BS	S	T	Ag	Int	WP	Fel
28	67	26	29	58	45	36	41
A	W	SB	TB	M	Mag	IP	FP
2	13	2	2	6	0	5	1

Description: You are a young elf, a bit skinny, in simple yet elegant outdoors clothes. Blonde, blue eyes tall and mysterious, but also slightly slouched, eyes full of sadness.

Skills: Concealment +10, Common Knowledges: (Elves, the Empire), Dodge Blow +10, Follow Trail, Search, Outdoor Survival, Perception +10, Scale Sheer Surface, Silent Move, Speak Languages: (Reikspiel, Eltharin).

Talents: Excellent Vision, Night Vision, Rapid Reload, Sure Shot, Marksman, Mighty shot, Fleet Footed, Sharpshooter, Orientation, Rover, Savvy, Specialist Weapon Group: (Long Bow),

Trappings: Medium Armour (Mail shirt and Leather Jack, Elf Bow w. 40 arrows, Sword, Dark Green Cloak.

You:

You have more or less given up on life, during the Storm of chaos you and your Kith-band fell victim to an ambush by skaven. They unleashed a hellish fire spitting device upon you all, and only a couple of you escaped the flames, of them you were the only one to survive the ambush, but then came the worst part. The ones only wounded by the flames suffered terrible agony and then died, so to help them ease their pain you took their lives in a painless way. After having killed your friends you joined the humans of Middenheim in their efforts against chaos as a scout, but you are dead inside now every one you loved is dead. After the Storm you joined a group of adventures going travelling south just for the reason of getting away from what used to be your home. Your skills with the bow bring you praise from the others and although you may not be the best hand to hand fighter you usually let anyone near enough to find out. Although you are emotionally dead right now, you could be brought back to full vigour again if for instance you had to relive another encounter with fire-spitting ratmen.

The others:

You resent Snorri, he is the opposite of you in almost every way. He constantly bosses you around, but you put up with it because you can't be bothered to stand up to him.

Frederich is the most sensible in the group. He knows danger and wants to avoid it. This makes him a very competent if somewhat reluctant wielder of the aethyr. But he is human and humans are in constant peril from the forces of chaos, so you keep a close eye on him.

Ernst, he tries to hard to be your friend and he imitates everything you do in a sad attempt to be elf-like. You haven't the heart to tell him off though.

Etelka is actually the most pleasant of the group and the one you like to spend most time with. She gives you the space you need, she is a good listener and she has gone through something like what you have. She is the rightful leader of the group because she is sensible and intelligent, traits which you respect.

Appendix: Rumours, Handouts, Pranks and 5 Pre-generated Player Characters

Frederich Teugen

Journeyman Wizard and dabbler in the Dark Arts,

WS	BS	S	T	Ag	Int	WP	Fel
29	33	31	37	36	57	58	41
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	2	4	1

Description: You are a 32 year old Altdorfian wizard, a bit lanky. Blue eyes short brown hair, you dress in sombre colours and disappear in the background. You are usually soft spoken but very witty.

Skills: Academic Knowledges: (Magic +10, Daemonology), Channelling +10, Charm, Common Knowledges: (Undead, the Empire, Daemons), Gossip +10, Magical Sense, Perception, Read/Write +10, Ride, Search, Speak Arcane Language: (Magick +10), Speak Language: (Reikspiel, Classical +10, Khazalid).

Talents: Athyric Attunement, Arcane Lore: (Shadow) Dark Lore: (Chaos), Dark Magic, Fast Hands, Lesser Magic: (Move, Dispel), Meditation, Petty Magic (Arcane), Savvy, Ambidextrous, Very Resilient.

Trappings: Quarterstaff, Backpack, Printed Book, Grimore, Writing Kit, Sword, Dark Grey Robes and Cloak.

You:

They say that: "Once burnt ever careful", well you have been burnt. Magic is your life but it almost cost you your soul. Only because of sheer luck did you survive your brief encounter with the forces of chaos. As it is you had to flee Altdorf as your extra curricular activities were discovered by your spectacular failure to control a daemon you summoned. The daemon would have killed you if your master had not intervened. He died, you live. You met Etelka and Ernst going south and you joined with them as they did not seem to mind having a wizard around. You are very aware of the dangers of magic now, and your guilty conscious makes your life miserable. The others may call you a coward, but you are not. You use your brain and you know how dangerous it is to throw yourself into combat at the drop of a hat. That some of your more feisty companions haven't been killed yet is no proof that they won't. You are a daemonologist, but you have a conscience you started dabbling with the dark magic because of curiosity, not for lust for power. Trouble is, the forces of chaos do not care either way and now you are tainted. The only thing you can do is try to make the world a better place before you are doomed to perish, another victim of the enemy within. You know the lore of chaos but are very reluctant to use it though. If it is a matter of life or death though then...

The others:

Snorri is insane. You do what he wants and he leaves you more or less alone. He does not like you or trust you and you know that as things are now it won't work for much longer. You know he might suddenly attack you so you have taken some precautions. If he tries anything he will get a nasty surprise.

Etelka *seems* nice; she is certainly very clever and resourceful. You do think she is not being completely honest about herself and her motifs. You will follow her as long as she seems to be a competent leader, but you have no sense of loyalty towards her apart from that.

Ernst is strange guy he seems to be a certain kind of person, being big strong wielding a great big axe, but then he turns round and he is suddenly someone stalking through the woods unseen, sending deadly arrows into whatever he is hunting. You are not sure where to place him, and that makes you uneasy.

Haerlis is broken, you know that look in his eyes. He is not long for this world, which is a shame, but there is nothing you can do for him. You would like to learn more about the elves though, possibly something about their magic.

Appendix: Rumours, Handouts, Pranks and 5 Pre-generated Player Characters

Ernst Flachdach

Hunter and Ex-woodsman,

WS	BS	S	T	Ag	Int	WP	Fel
49	51	55	35	42	37	33	21
A	W	SB	TB	M	Mag	IP	FP
1	14	5	3	5	0	1	2

Description: Big, tall you are built like a tree. 26 years old, though most people think you are older because of your serious look on your face. Grey eyes, brown hair, a full beard, dressed as a huntsman but carrying a large axe as well you are an intimidating sight.

Skills: Animal Care, Concealment +10, Follow Trail +10, Outdoor Survival, Perception, Scale Sheer Surface, Search, Swim, Secret Signs: (Ranger), Secret Language: (Ranger Tongue), Silent Move +10.

Talents: Rapid Reload, Hardy, Specialist Weapon Groups: (Longbow, two Handed), Lightning Reflexes, Marksman, Rover, Fleet Footed, Sharpshooter, Savvy, Very Strong.

Trappings: Great Axe, Long Bow w. 20 Arrows, Light armour (Leather jack), Long Dagger, Antitoxin Kit, Dark Brown/Green Cloak.

You:

You have spent most of your life in the forests of the empire. Most people would say call you a loner but mostly that is because your size and appereance intimidates people, and since you spend so much time alone, you don't feel the need to talk as much as other people around you. When you do talk, you have usually given your words a great deal of thought. This sometimes surprises people you take your lack of communication as an indication of a lack of intelligence. You like so many others lost most of your friends and family during the storm of chaos so when you met Etelka and Haerlis travelling south you joined them just to get away from the home that had been taken away from you. Because they seemed to like you and for you making friends have always been difficult. You hate how people judge you by how you look dismissing you as an empty headed oaf. You are as quick and nimble as many people smaller than you and smarter than most of the people how judge you too quickly. You consider yourself a moral man and you hate being manipulated and being lied to.

The others:

You don't like the dwarf much, but he is good to have in a fight and he is usually good for a drink or two as well. His behaviour towards Haerlis and Frederich is beginning go grind you though.

Etelka is a good leader and has proven herself worthy of respect. You like as more than just a friend, but she seems disinclined towards you, and you don't want to force yourself upon her.

Frederich is a bit of a mystery, although by far the most intelligent in the group. You would take his word over Etelka's if it was a matter of something to do with knowledge or smarts. He is a bit cowardly though, which can be a liability.

You would really like to help the elf. He is broken by his past, but he is the only elf you have ever met though and he is everything you admire in them, graceful, silent an outstanding archer. If he could teach you

Appendix: Rumours, Handouts, Pranks and 5 Pre-generated Player Characters

Etelka Wissen

Sweet tongued blackguard, Outlaw, Ex-rogue,

WS	BS	S	T	Ag	Int	WP	Fel
42	39	33	39	38	41	38	53
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	5	0	1	3

Description: You are an attractive young woman, large brown eyes, a pretty face and friendly earnest demeanour. You are outfitted like a soldier, in medium armour a crossbow, sword and shield, but you most dangerous weapons are you smile and your clever tongue.

Skills: Animal Care, Ride, Blather, Charm +10, Evaluate, Gamble, Gossip +10, Haggle Concealment +10, Common Knowledge: (the Empire), Performer(Actor) Dodge Blow, Search, Perception +10, Scale Sheer Surface, Set Trap, Silent Move, Speak Language: (Reikspiel +10).

Talents: Rapid Reload, Luck, Street Wise, Public Speaking, Flee!, Fleet Footed, Sharpshooter, Suave.

Trappings: Medium Armour (Sleeved Mail shirt and Leather Jack, helmet), Crossbow w. 20 bolts, Sword, Shield.

You:

You are the leader of your little band of adventures. The others all like and respect you, but you wouldn't hesitate one second to sell them out, if given the right offer. You have always been a manipulator, from the time you worked as a bawd in Altdorf, luring drunken sailors into ambush with your waiting thugs and your time as a member of an outlaw gang when you had to flee the city with a price on your head. You sold the gang out to get a free pass and enough money to get away. Now you're travelling with this group hoping to strike it rich someday. You are resourceful, intelligent, charming and completely without a conscience. You will lead this flock to the slaughterhouse if it means you can get rich doing it. This is not to say that you wouldn't feel bad about it for a while, but you have been used so many times yourself so you have come to a philosophy of "rather you than me".

The others:

Snorri is the one you like the least. He always messes up your plans with his stupid antics, waving that gun around like the idiot he is. But he is useful, he can get people to do what he wants them to and he is absolutely lethal in hand to hand combat.

Frederich is too clever; he is the one most likely to see through your guile. But as he is also very useful, as he is a skilled wizard, you will have to keep on good terms with him. You are usually careful around him, thinking about what you say and how you act.

Ernst is a bit of a simpleton. He is big, strong and wields a great two handed axe, but he tries to be like the elf, practicing with his longbow, stalking around the woods. He should get some sense into his head and focus on his stronger sides instead of attempting to cover his weaknesses.

Haerlis is such a mess. If it wasn't for his skills with the bow, it would almost be a kindness to put him out his misery. But he is a good scout, a great shot and he does what he is told, when he is told. Also he is very comfortable to be around since he seems indifferent to the fact that you are a woman, something you have never encountered before, a nice change.

