



-- The Adventure --

Beneath the Surface – is a non-linear adventure set in the League of Ostermark in the village of Elbing - But with a little effort any small village in the Empire can do!

The adventure has a central plot but several smaller plots have been included. Please feel free to dismiss those you dislike and add the ones of your own!

-- The Central Plot --

Three weeks ago the village priest Bernd Junghaans mysteriously disappeared and since then the village have been struck by some tragic accidents. A lot of gossip have been flourishing in Elbing but still no one knows what is the cause of the disappearance of Bernd.

Bernd has been killed by Andreas Blicher, a local horsemERCHANT. The motive for the killing was jealousy because Andreas was madly in love with Bernd's wife, Frau Ilse Junghaans. After committing the murder he panicked and did not know what to do with the body. Therefore he went to his loyal henchmen/thugs, called Felix Bühmenfelt and Jörg Bauer and bribed them to get rid of the body. Together Felix and Jörg took the bribe and dumped the body of Bernd in the village's pond with some heavy stones tied to the legs of the dead man. The body of Bernd sank to the bottom of the pond and was taken by a submerged stream to a hidden cavern where it began to rot. The spirit of Bernd would not rest and soon after it began to haunt the killer and his henchmen.

Felix was the first one who had a rendez-vous with Bernd Junghaans. The mere sight of the rotten carcass of Bernd frightened him so much that his hair turned white and he lost his mind and ability to speak. Felix, now the village fool spends his time drinking rohtgut for his bloodmoney and talking gibberish to the people he meets. Bernd's revenge on Andreas Blicher is more sophisticated.

His spirit haunts the stables and causes terror in his horses. The stress and the presence of his angry, undead soul results in stillborn or mutated foals, which will lead to the ruin of Andreas in the long run. Jörg has not yet experienced any hauntings but it will happen during the adventure.

What Andreas, and everybody else do not know is that Frau Ilse Junghaans is a follower of Slaanesh and is the brain behind it all. Her plan is to cast a blasphemous Slaanesh spell that will give her mighty seductive powers. The ingredient for the spell is the holy symbol of a murdered Sigmarite priest. Therefore she seduced Andreas Blicher and tricked him into killing her husband! The central plot of the adventure is therefore to investigate the disappearance of Bernd Junghaans and prevent Ilse in completing her research and casting of the spell. She intends to cast the spell at the next full moon in a ruined stone circle deep in the forest – she thinks the chance of succes is greater if the spell is cast at the right time at the right place. When the characters arrive in Elbing there is 7 days to the next full moon.

There is no classical entry to the adventure since no one hires the adventurers to find Bernd Junghaans. The adventurers have to observe, talk and interact with the inhabitants of Elbing and in this way discover the evil act!



The Staring Cow



-- The Revenant --

The angry spirit of Bernd Junghaans can not find rest in Morr's realm before it has taken its revenge on the people who killed him and dumped its body in the village pond. Therefore it has risen from the dead in the form of a revenant, a spirit of revenge. The spirit of a revenant will not rest before it has fulfilled its vengeful oath or a priest of Morr has ordered it to rest by prayer. The sight of the revenant is terrifying one in the form of Bernd's bloated, rotting carcass fettered in rusten shackles. His hands has changed to sharp talons and a fiery, vengeful fire burns in his rotten eyesockets.

Revenant							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	25	40	42	30	42	38	18
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	4	0	0	0

Skills

- Concealment • Perception • Scale Sheer Surface • Strike Mighty Blow

Talents

- Natural Weapons • Night Vision • Terrifying • Undead

Special Rules

- **Rebirth:** If a revenant is killed before it has fulfilled its oath it will rise again. The only way it can be destroyed is by fulfilling its oath or by being laid to rest by a Morr priest. It will rise again the next night.
- **Terrifying Appearance:** The mere sight of a vengeful revenant is a terrifying sight. If a person, who the revenant wishes to kill because of its unholy oath, sees the revenant he/she must make 2 succesful WP tests. If both are unsuccessful the person loses his/her sanity (like Felix Bühnenfelt). Unless a Fatepoint is spent. If 1 of the 2 tests are succesful nothing happens and the person is immune to the effect in the future.
- The spirit becomes a revenant because of a strong desire for revenge. The spirit do not get a divine insight which is why Bernd is not haunting Ilse Junghaans – it simply do not know of her foul double-dealing!



The Revenant of Bernd Junghaans

-- Arrival in Elbing --

The main reason of travelling to Elbing is because the player characters are heading towards Heffingen where they are going to participate in the yearly horse festival. On their way to Heffingen they travel through Elbing where they have to stop for the night. They seek out the local tavern in search of food, ale and lodging. Elbing is a small village build around a single dirt track. The village consists of 35 half-timbered huts, houses and farms in various states of repair. Elbing is a small village with population of 56 (adults, not counting children), situated on *the veldt*, a large grasssteppe perfect for horse-breeding which naturally is the source of wealth for Elbing.



-- The Village Council --

The village does not have a mayor but a council that makes all the important decisions. The members of the council are: Bernd Junghaans (Village Elder), Manfred Reifsneider, Laila Oppenfrantz and Dieter Brauer. If there is an equality of votes in an important voting the Village Elder's vote counts double. The council has determined that if Bernd Junghaans do not show up within 2 weeks a new Village Elder must be elected among the members in office. A new member among the village's inhabitants have to be selected since the council consists of 4 persons.



-- The Staring Cow --

One of the largest buildings in the village is the local tavern, called "The Staring Cow". The tavern is build in 2 storeys and has a central drinking and eating hall in the lower storey with a bar opposite the entrance. Behind the bar is a door leading to the kitchen where his wife Emanuelle do the cooking. The upper storey consists of the private quarters of the Lalderman family (Karl 30, Emanuelle 33, Elsebeth 9, Markus 3) and 10 small rooms which is for rent. The wife and children of Karl Lalderman are very submissive to Karl. They will do as he says and will not contact the characters.



Sign of "The Staring Cow"

When the characters enter the tavern Karl Lalderman is in a fretful mode. His wife has told him that something odd is bustling about in the basement where he keeps his food, ale and wine. He went down looking only to discover that some giant rats have moved into his basement and turned it into their nest. Always been frigthful of vermin he barricaded the trapdoor to the basement. Now he can not get new supplies from his basement. Therefore he lightens a little up when he sees the adventurers enter his tavern – hoping to strike a deal with them!

He will invite the group into his kitchen and tell them about the little problem of his. If they clear out the basement he will become a lot friendlier towards the characters and offer them free rooms and food during their stay in Elbing.

The Basement

The steep, wooden staircase leads into the dark and damp basement. On a succesful challenging (-10%) perception test the characters can hear the noise of the rats. The rats have entered the basement by gnawing a hole on the outside of the tavern and will now fight to defend their new lair.

Giant Rats (10)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	0	31	30	42	14	18	5
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	7	3	3	6	0	0	0

Skills

• Concealment • Perception (x2) • Silent Move • Swim (x2)

Talents

• Keen Senses • Natural Weapons (teeth) • Night Vision

Notes

There is a 10% chance of any wound caused by the vermin will be infected "The Green Pox" (WFRP p. 136).

If the characters kill the rats they will discover several half-eaten chunks of ham dangling from the ceiling. On a winerack is 20 bottles of poor bretonian redwine and 7 bottles of good reikland riesling. In some beer kegs they find 2 kegs of Averlandisher Dobbelbock Dunkel, 1 keg of Bechafen hefe-weisbeer, 1 keg of dwarfen mountain stout and finaly 1 keg of Bugman's XXX lager.

The Drinking Hall

When the characters enter the tavern there will be several guests since it is the central meeting place for the people of Elbing and the travellers passing through. By the time the characters arrive there will be d10 random persons from the village (not including Dieter Brauer the brewer, a group of horse dealers and the insane Felix Bühnenfelt drinking rotgut.

The horse dealers are playing cards and drinking wine. They are in town because they use to buy horses from Andreas Blicher. They were told he had none to sell which made them wonder since they could hear them in his stable. They will ask the characters if they have any horses for sale or if they would like to join their game of cards.



-- Further Investigations --

You the GM has a strenuous job to do - you must keep the adventure going! Some players may not even have seen the plot yet – but some clues have been given already like:

- The insane Felix Bühnenfelt says things like “Bernd”, “revenge” and “Morr”.
- Andreas Blicher the village’s horse dealer will not sell his horses.
- Andreas Blicher’s horses are noisy at night.
- Felix used to work for Andreas Blicher.
- The Sigmarite priest Bernd Junghaans have mysteriously disappeared 3 weeks ago.
- Something large is roaming in the woods.

It can be a difficult job to run a non-linear investigative adventure. In the following I will describe some key locations, various houses and shops and Elbings NPCs. Some of these places will lead to smaller plots. In the section “Random Rumours” I have listed various rumours. Some of the rumours are pure nonsense but some of them can be true – it is up to you the GM! If your players follow a line not intended in this adventure, don’t worry! Afterall it is called Warhammer Fantasy *Roleplay*!

-- The Horsefarm of Andreas Blicher --

The characters might want to pay Andreas Blicher a visit. He lives alone outside the village on a horsefarm. The horsefarm is in a general good state of repair but signs of neglect are beginning to show. No horses are out grazing which is highly unusual this time of year.

If the characters do not sneak in then Andreas Blicher will meet them with his blunderbuss ready demanding to know what they want. His henchman Jörg Bauer will stand behind him with a scythe. A challenging (-10%) perception test will reveal that the scythe is dripping with some green substance (actually grass-sap!). Andreas looks tired and does not want to chit-chat with the adventurers.

If they ask him why he did not sell his horses to the horse dealers he tells them to mind their own business. It has nothing to do with them – which happen to be the truth!

If they make a more gentle approach and do not sound accusing Andreas will listen to them. If they are behaving sensible he will invite them inside his house telling Jörg to get back to his work on the grass field. Inside he will offer them something to drink and tell them a modified part of his story.

He will tell them that a most horrifying undead creature stalks his stable at night and is scaring the nine hells out of his horses. He has been trying to fend off the unholy abomination but it scared him to much and he had to flee. He will tell them that the undead creature did not follow after him and it seems only to be after his horses. It is about to ruin him since he can not sell the terrified horses to the horse dealers he use to do business with. Some of the horses have been scared to death and he had to sell them to the local butcher, Gert Pötz. He is willing to pay the characters 50 gc each if they can stop the unholy abomination in haunting his stable.

Andreas Blicher have not seen the characters before and therefore he do not tell them that he knows who the undead creature is and why it attacks his farm. He sees the characters as a way out of his trouble without revealing anything.

If the characters accept the job – Andreas will not participate in the fight. He will tell them that he is too scared to face the undead creature again. The revenant will fight the characters if they choose to fight the it but they will be its new enemies. It knows it will be “reborn” the next night and can continue its quest for revenge.



The Horsefarm of Andreas Blicher



-- Ilse Junghaans --

Ilse Junghaans is a secret follower of Slaanesh. Her devotion to the Lord of Pleasure started when she was 16 years old and was a student at the university in Nuln. Here she met other students and together they began worshipping Slaanesh under the leadership of the teacher Bernhard Dechamps. The young students were easy to lead into corruption and temptation because all of them wanted an easy way to satisfaction and pleasure. The chaos cult, called "The Sisters of Instant Pleasure" went on in secret for about a year until it suddenly met a violent and brutal finish when the witch hunter Klaus von Richter and his henchmen attacked the cult in the middle of an orgy dedicated to the Lord of Pleasure. "The Sisters of Instant Pleasure" were burned at the stake together with their leader Bernhard Dechamps. Ilse escaped the pyre because she was ill and bedridden the day the cult was assaulted. She left the school with some of Bernhard's unholy books. She has been studying these books over the years and is now researching a blasphemous spell which will make her almost irresistible and allow her to seduce and manipulate her way up on the social ladder. Her unsuspecting husband Bernd and her lover Andreas were just a set of tools in her evil plan.

Ilse has a secret room in the basement of her house which serves as her study and a temple dedicated to the Lord of Pleasure.

In the village she acts as a woman in grief and will talk to the characters in a most obliging and friendly manner. If she discovers the characters are investigating her she will abandon her plans for a while until they give up. If they start investigating her house she will try to kill them in secret. If the characters are being too smart for her she will flee the village – and have her revenge later!

She is almost finished in her research of the spell and if the characters do not stop her in completing it she will cast it in the stonecircle at the next full moon in 7 days. Afterwards she will leave the village and head for Bechafen where she will try to seduce the elector count Wolfram Hertwig by the use of her spell. The spell she researches is described on page 8.

-- The Gang of Robbers --

A gang of robbers has its base in Elbing. The members of the gang are: Hansi Bertold the grocer, Karlo Lotti the Blacksmith and Berti Vogts the carpenter. The gang has only robbed merchants who travel alone. When the gang attacks they are disguised as beastmen which usually scares the merchants away without a fight. Until now nobody has been killed in the attacks and since the booty is so low it has not yet caused the attention of the roadwardens. The gang attacks in the early morning when the light is low because their disguises are poor and they do not want the merchants to see through them. If the merchant sees through their disguises they have to kill him since they are afraid of the punishment given to highwaymen! The gang members use to go to "The staring Cow" and talk with the foreign merchants in a friendly manner over a beer or two. By acting friendly and interested in their business they get the information they need: what is their cargo and are they well defended – without causing suspiciousness. One of the members sneaks into the merchant's wagon and removes possible hidden weapons just in case the merchant does not run away and intent to defend his cargo.

The gang has a secret hide-out in the forest in an old abandoned bear cave where they store their booty, weapons and disguises. They hide the entrance with branches. Only one in the village knows of the gang and it is the innkeeper, Karl Lalderman. He buys stolen beer, spirits and wine from them and sells it in his own inn. Once a month he tells his wife that he is going to Heffingen to buy new supplies but instead he travels to the secret hideout where he stays for two days before he returns home with a wagon full of stolen beer, spirits and wine. The booty Karl can not sell in his tavern is sold in Hansi Bertold's shop. So far nothing has gone wrong for the gang and Karl Lalderman.





If the party for some reason goes into the forest and one of the characters has the skill follow trail then roll a secret skill test for the character. If the test is succesful he discovers the tracks of a wagon. If the tracks are being followed it leads directly to the secret hide-out. The hide-out currently contains:

- 1 blunderbuss with the initials H.S. (Helmuth Schilling) on the butt. The blunderbuss was removed from his wagon the night before the gang attacked him.
- 2 weeks of rations (air-dried ham and fruit).
- 1 keg of Bugman's XXX lager.
- 2 large barrels with Reikland riesling from the chateau of Pieter van Haagen.

If the gang and Karl is being discovered by the characters they will try to bribe them into silence. If the characters do not take the bribe the gang will try to kill them e.g. by poisoning.



-- The Old Hag in the Woods --

In the forest lives the old Gerda Mümmelmann. She was once married to a charcoal burner but he died many years ago. Gerda lives alone and is skilled in the use of herbs and plants therefore she acts as the village's healer. The pregnant women of the village use to call her for aid if they have a hard delivery. Her little cottage is full of strange herbs, jars and bottles, small stuffed animals etc. The cottage is full of woodcarvings of strange woodland creatures and men with antlers. Some people in the village mistakes her for being a witch – a fact she is aware off and uses as a security against young bored ruffians and thieves.

She is not a witch but instead a follower of the Old Gods. She likes to live in peace and harmony with the nature around her. If the characters come to her house she will be wary but not unfriendly.

She is a friend of Jürgen Fitztanck the hunter and is worried about his tales of something large that lurks in the forest since she can sence it too. She thinks it is a creature of punishment send from the Old Gods as a punishment for their decadent lives and lack of worshipping.



Gerda Mümmelmann

If the characters are being friendly to her she will loosen up and offer them some food and drink.

She has nothing of value besides strange herbs and plants (which requires the trade of apothecary or heal skill to make use of). In her lean-to is the old trade tools of a charcoal burner. Next to the lean-to is a small pigsty with 3 pigs.

-- The Village Militia --

The village is protected by it's local militia. The leader of the militia is Ralph Wechsler a retired, crippled war veteran from the elector count's army. Besides Ralph the militia consists of 5 local men: Günther Fitztanck, Manfred Reifsneider, Tobias Pötz, Heinrich Brauer and Tomas Brauer. The militiamen meet every Saturday to practise the noble arts of sword fighting, fire extinguishing and maching in step! It is not an over-burdened job to be in the militia. Sometimes you have to follow a local drunkard home or calm down the foreign merchants. Ralph Wechsler is proud of his job and takes it very seriously – after all he knows what lurks in great forests of the empire! He thinks it is just a question of time before the beastmen and mutants will attack the city itself! A small group of beastmen already attacks the foreign merchants! Furthermore Jürgen Fitztanck says something large lurks in the forest....

If the characters talk to Ralph Wechsler he will be very interested in foreign rumour and gossip. He



will be friendly and if he sees any potential in the characters he wil ask them to settle down in Elbing and join the militia. If they refuse he will ask them to teach his men some of their tricks! He thinks Jörg Bauer is a real pain in the ass and would like to beat him up but he is afraid of loosing his position. He knows that Jörg has some powerful backing in Andreas Blicher!

Ralph has lost his leg because of a wound which got infected and it had to be amputated. As a wounded war veteran he recieves his monthly pension granted by the elector count but it is nowhere near enough to keep him alive. Therefore he has settled down in Elbing as the leader of the militia. He is looking for a wife and he will try to charm any decent looking female character in the party.

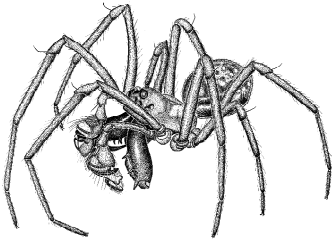
-- The Klausner Family --

Jürgen and Dorteia Klausner have spread the rumour that their child “Tobias” is gone. In fact they are hiding their son in their basement bacause he have begun to mutate because of the chaos the revenant radiates. Tobias have bathed in the village pond and have unfortunately come a bit to close to the revenant’s lair. Long tentacles are beginning to sprout from his arms and legs and the desperate parents try to hide their son from the outside world. If the characters find their son in their basement they will ask for mercy and beg them not to tell anyone.

-- The Creature in the Forest --

Jürgen Fitztanck the hunter will contact the characters if they do not contact him. He is worried because he has on several occasions found some tracks of an enormous creature deep in the forest. He will ask them if they are able to help him kill it if he can track it down. He thinks it is the creature that have taken the poor Klausner child. If they accept the mission he will join the group and lead them to the spot deep inside the forest where he last saw the tracks.

The creature is a giant spider that have made a nest near the village. So far it has not killed any inhabitants of the village but it is just a matter of time.



Jürgen will lead them deep into the forest and start following the tracks. After a while gigantic cobwebs start to appear and it becomes clear to all what lurks in the forest. Some of the cobwebs has large animals like deer trapped inside them. In one of the nearby trees the giant spider lurks and waits for the right moment to attack. The characters have to make a succesful perception test agains the spider’s concealment. If the the spider wins it attacks the surprised characters from above. It will try to poison one of the characters and run away with him instead of fighting the other party members.

If the characters outmatch the spider you can make it a mating pair! If the characters kill the Giant Spider their reputation will increase in the village. There is no sign of Tobias Klausner at all.

Giant Spider							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	0	41	44	60	15	35	5
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	25	4	4	6	0	0	0

- Skills**
- Concealment (x2) • Perception (x2) • Silent Move (x2)
- Talents**
- Frightening • Keen Senses • Natural Weapons (mandibles) • Night Vision

Notes

Armoured Skin: The chitinous exterior of the giant spider provides 2 Armor Points on all locations.

Poisonous Bite: A Giant Spider’s bite is poisonous, but the poison is intended to paralyze prey for later consumption rather than kill. A target bitten by a Giant Spider must make a Toughness Test or be paralyzed for 1d10 rounds. Paralyzed characters can take no actions and are considered to be helpless.

Wall Climbing: Giant Spiders can clamber up and down walls (or trees) with their their sticky feet, just like normal spiders. They can climb at their normal movement rate.



-- Bernd's Revenge on Jörg Bauer --

One night the revenant will come to the house of Jörg Bauer. The undead spirit of Bernd will put his cold undead hands upon the belly of the sleeping, pregnant Hilda Bauer. Poor Hilda will start screaming and after a few seconds her heart will stop beating because of the shock. Jörg will wake up and when he realizes what has happened he will start screaming and try to wake up his wife. The revenant will leave the house laughing while it shakes its heavy rusty shackles.



The heart-broken Jörg can not stand the loss of his wife and unborn child, so he jumps out of the balcony with a rope around his neck – hanging himself. Here he is found dangling in the early morning. Bernd has taken his revenge on Jörg Bauer.

If the characters investigate the bedroom of the Bauer family they will find traces of water on the floor and the body of the pregnant Hilda Bauer in the bed. She has the mark of a hand frozen upon her belly and a horror-struck expression upon her face. A successful follow trail test will lead the characters the village pond where they disappear in the water.

--The Underwater Cave--

If the characters manage to dive in the deep, murky waters of the pond. They might be able to find the underwater cave in the village pond.

The characters will on a successful hard perception test sense the current of an underwater stream. If they follow the underwater stream it will lead them to the underwater cave where the rotten corpse of Bernd Junghaans lies trapped.

For swimming and diving in the murky waters of the pond – use the rules in the WFRP rulebook page 136 and page 27 of The WFRP Companion.

The water in the pond is infested with reikworms (see page 28 in the WFRP Companion).

The spirit of Bernd Junghaans will stop haunting if it is taken to the surface and laid to rest by a follower of Mórr. It is necessary to get hold of the body if the characters want to put the spirit of Bernd to rest. If the characters kill the revenant in battle it will rot away in few seconds and return the next night (A character who witness the rotting of the decomposition of the body must make a successful WP test or receive 1 insanity point).

-- The Spell of Ilse Junghaans --

Ilse has been studying the blasphemous magics of Slaanesh for years. She is currently studying a spell in one of the unholy tomes she took from her teacher back at the university of Nuln.

Tongue of Seduction

Casting Number: 18

Casting Time: Full action

Ingredient: The holy symbol of a murdered Sigmarite priest

Description: You become very sexual attractive and your words fill your victim with lust.

The target is entitled to a will Power test to resist the spell. On a failed test the victim acts upon your desires. If you command the victim to do something that is downright out of his nature the target receives another will power test to resist the effect.

-- Experience Point Awards --

Expose the heresy of Ilse Junghaans	75 xp
Putting the spirit of Bernd to rest	40 xp
Expose the gang of robbers	25 xp
Killing the thingy in the woods	25 xp
For completing a minor quest	10 xp



-- Random rumours --

- The meat from the butcher has tasted strange the last few weeks
- I went out one night a week ago to scare away a fox in my henhouse. Suddenly I overheard a discussion between a woman and a man. I'm pretty sure the two were Andreas and Ilse! I did not know Ilse had an interest in horses!"
- When the hunter Jurgen Fitztanck gets drunk he usually starts talking about something large roaming the woods. It is the raiding beastmen I tell you!
- It is a damn shame for the Klausners! Loosing their only child to the thingy in the woods.....
- I'm sure I heard a child crying from inside the Klausner's house. Perhaps he has come back to haunt the place?! As a punishment to the parents for not looking after him!
- I tell you one thing! One day Ralph Wechsler is going to beat the s... out of Jörg Bauer. How long is he going to listen to his slander?
- I've heard that Ralph cut off his own foot to get a ticket home from the battles at Bechafen during the Storm....and a lifelong military pension!
- I tell you....Dieter Brauer's new brew "The Dead Horse" is still capable of delivering a good kick! – and it taste well too!
- I've heard that Ralph lost his leg to a chaos mutant who bit it off while he was defending the elector count's daughter!
- I tell you it is the old hag in the woods who have taken the Klausner's child! Turned him into a pretty stew I think...
- I have the rights to half the money Andreas Blicher gets for his black stallion at the market in Heffingen since his horse was mated with my stallion – but the Son of Altdorf thug denies it!
- The fastest horses for sale in Heffingen are Karl von Reichmark's riding horses. They are almost silent because their hooves never touch the ground!
- I've heard that the lord of Heffingen, Margrave Richard Dornier is an assassin for the Elector Count.
- I've heard that Felix Bühmenfelt lost his sanity in a game of chess versus a forest spirit!
- I've heard howling from the forest – it is from the hunter Jürgen! He is a child of Ulric....
- Treemen are guarding the forest so do not chop the trees but gather the wood on the forest floor instead!
- The church is the oldest building in the village and is build by the ancient elves!
- The old Helmuth Pötz is a bit too fond of his animals – if you know what I mean!?
- The miller puts sand in the meal to increase the weight!
- The cabinetmaker Rolf Frohlich has a twin but they are never seen at the same time....
- The thatcher Otto Kuhn uses rotten straw so the rooves remain leaky.
- Glasses is the secret sign for followers of Chaos. It is how they recognize eachother!
- You can create mice by mixing some water and grain. Put it in your shed and wait for three weeks. Sometimes they are created faster!
- The bark of the trees is wrinkled because they are standing outside in the rain – just like human skin becomes wrinkled in water!
- The local rooks in the forest are as smart as humans! In fact some say that the rooks in the rookery is the inhabitants from a cursed village.
- The local Margrave, Richard Dornier demands the first night with the newly wed bride in the other villages where the girls are prettier!





Appendix I

Gallery of Characters

Jörg Bauer (Bodyguard – ex Thug)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	29	44	33	40	28	42	39
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	3	4	0	2	0

Skills

- Common Knowledge - The Empire • Consume Alcohol
- Dodge Blow • Gamble • Gossip • Heal • Intimidate
- Perception • Secret Language- Thieves Tongue
- Speak Language - Reikspiel

Talents

- Coolheaded • Disarm • Resistance to Poison • Specialist Weapon - Parrying - Throwing • Street Fighting • Focused Strike • Strike to Stun • Strong-minded • Very Strong

Personality



Jörg Bauer, 25, is a brutal person who will do almost anything for money. Currently he works for Andreas Blicher who pays him well. He is feared in the village – and he loves it! It gives him a feeling of power and respect. The only soft spot he has is his pregnant wife Hilda Bauer.

Trappings

Knuckle-dusters, handweapon, buckler, 2 throwing knives in belt, leather jack (AP body 1, arms 1), purse with 10 gc.

Information

Public

- The village's militia is a bunch of sissies who wet their pants.
- The innkeeper, Karl Lalderman, has an affair with the Old hag Gerda. Since when has the road to Heffingen been through the forest, heh? Strange taste for older, ugly women, heh?!

Private

- Andreas Blicher sell some of his dead horses to Gert Pötz.
- He desires to be the leader of the local militia.

Secret

- he knows that Andreas Blicher killed Bernd Junghaans, and that Bernd now haunts his stables. Together with Felix Bühmenfelt he dumped Bernd's body in the pond.
- He knows that Andreas Blicher had an affair with Ilse Junghaans.

Andreas Blicher (Seduced horse dealer)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36	45	37	34	44	50	51	41
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	3	5	0	2	0

Skills

- Animal Care • Animal Handling • Charm • Common Knowledge - The Empire (×2) • Drive • Evaluate
- Gossip (×2) • Haggle • Perception • Read/Write Reikspiel
- Ride • Secret Language - Guild Tongue • Speak Language - Reikspiel • Trade – Horse dealer

Talents

- Dealmaker • Fleet Footed • Marksman • Savvy • Super Numerate

Personality



Andreas Blicher, 37, is a selfish, unmarried person. He is madly in love with Ilse Junghaans and does not realise that he was just a tool for her. He is crushed by the fact that she does not want to see him again but thinks she will come back when her bad conscience is gone. They are so perfect for each other!

Trappings

Hand weapon, good quality clothes, purse with 12 gc. (In his house he has a further 20 gc), 10 scared riding horses in the stable.

Information

Public

- Dieter Brauer wants to be the new leader of the village council. That is why he sells his ale so cheap – it is easier to be elected if you are popular!

Private

- He would like Jörg Bauer to be the village's militia leader. (His power in the village would increase if his friend came to power!)

Secret

- He desperately tries to hide the fact that he killed Bernd Junghaans. He will do almost everything to get rid of his undead annoyance!



Felix Bühnenfelt (Village idiot)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	10	25	22	20	10	15	10
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	2	4	0	0	0

Skills

- Blather • Consume Alcohol

Talents

None

Personality



the rotgut he has

Felix Bühnenfelt, 26, was once a feared ruffian in the pay of Andreas Blicker. Felix is now but a shadow of his former self. Together with Jörg Bauer he dumped the body of Bernd in the village pond. One night nearly 3 weeks ago the spirit of Bernd paid him a visit which resulted in the loss of his sanity and ability to speak. His hair turned white and he now spends his time talking gibberish and drinking rotgut in a corner of "The Staring Cow". Due to

lost his sight.

Trappings

Bottle of rotgut, purse with 4 gc, bad liver.

Information

If the characters make a very hard (-30%) perception test they will be able to understand the words "Bernd", "revenge" and "Morr".

Commoner

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	32	30	31	29	32	26	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills

- Animal Care • Common Knowledge – The Empire
- Consume Alcohol • Drive • Gossip • Perception
- Speak Language- Reikspiel • Trade – Any one

Talents

- Acute Hearing • Dealmaker • Resistance to Disease
- Rover • Resistance to Magic • Savvy

Jürgen Fitztanck (Hunter)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	46	37	35	39	35	40	35
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	3	4	0	0	0

Skills

- Common Knowledge - The Empire • Concealment
- Follow Trail • Gossip • Outdoor Survival • Perception
- Scale Sheer Surface • Search • Secret Language - Ranger Tongue • Secret Signs – Ranger • Set Trap • Silent Move
- Speak Language - Reikspiel

Talents

- Hardy • Marksman • Rapid Reload • Rover • Specialist Weapon - Two-handed • Very Resilient • Very Strong

Personality



Jürgen Fitztanck, 25, is a quiet, shy person. He is a follower of Taal & Rhya and likes to visit the old Gerda Mümmelmann in her hut. He is unmarried and to shy to talk to younger women. When he finally makes a move he is always stinking drunk and starts talking about his bow and marksmanship – not the best way to find a wife!

Trappings

Good quality longbow, 2 animal traps, antitoxin kit, leather jerkin (Body AP 1), 1 gc, various furs.

Information

Public

- A large creature is living in the woods. Perhaps it is the creature that has taken the young Klausner son!

Private

- I have seen Dieter Brauer deep in the forest with a small purse in his hand...I wonder what he is up to!
- Gerda Mümmelmann is no witch – just an old shy follower of Taal & Rhya who likes the peace of the forest!

Secret

- If you chew an oakleaf from one of the oaks near the old stone circle with your right molars while you are saying a prayer to Mórr you will be able to put the living dead to rest!



Horse dealers (3)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32	42	37	30	32	43	34	43
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	0	0

Skills

- Animal Care • Charm • Consume Alcohol • Drive
- Evaluate • Gamble • Gossip • Haggle • Perception • Ride
- Speak Language –reikspiel (x2) –breton

Talents

- Dealmaker • Savvy • Suave • Specialist Group (Entangling)

Personality



The horse copers are a bunch of smart asses travelling from the city of Bechafen. They are certainly not trustworthy when it comes to dealing with horses. They will flirt with every woman in the tavern and talkative with the characters.

Trappings

Best craftsmanship clothing, hand weapon, whips, purse with 40 gc each.

Information

- The latest news from Bechafen
- Andreas Blicher, the local horse dealer had no horses for sale, which makes them wonder because they use to deal him and they could hear horses in his stable. Furthermore he seemed tired and unfriendly.

Ilse Jungaans (Widow, Cult Acolyte of Slaanesh)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	37	34	29	46	62	32	60
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	2	4	1	0	0

Skills

- Academic Knowledge – Daemonology • Channeling • Charm
- Common Knowledge – The Empire • Disguise • Gamble
- Gossip (x2) • Magical Sense • Performer – Dancing
- Read/Write • Speak Arcane Language – Daemonic • Speak Language – Reikspiel

Talents

- Aethyric Attunement • Dark Magic • Etiquette • Inured to Chaos • Keen Senses • Night Vision • Petty Magic – Chaos
- Savvy • Streetwise • Suave

Personality



Ilse has a selfish personality who is obsessed with self-indulgence. She will stop at nothing to gratify her inner secret desires. She is morally bankrupt but until now she has managed to hide her true personality for the villagers of Elbing. She is the beauty of the village and many is the male-inhabitant of Elbing who send her secret admiring and lustful glances. Her plan is to travel to Bechafen and seduce the elector count by the use of a blasphemous spell she is researching.

Trappings

Black widow outfit, the townhouse of Bernd, 7 gc, various Slaaneshi tomes, best quality dagger, religious symbol of Slaanesh. Mutation: A total of 5 extra toes (2 on the left and 3 on the right foot.

Information

Public

- She tries to blend in the “normal” population of Elbing. Therefore she knows some of the random rumours.

Private

- She knows all of Andreas Blicher’s private and secret information because she has seduced him into telling them.

Secret

- She is a secret follower of Slaanesh. It is very unlikely that the characters will get this kind of information from her unless they are skilled in the art of torturing!



Karl Lalderman (Innkeeper)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	42	34	39	46	39	36	34
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	3	4	0	0	0

Skills

- Blather • Charm • Common Knowledge - The Empire
- Consume Alcohol • Drive • Evaluate • Gossip (×2) • Haggle
- Perception • Read/Write - Reikspiel • Search
- Speak Language - Reikspiel (×2)

Talents

- Dealmaker • Etiquette • Resistance to Disease • Savvy
- Strike to Stun • Sturdy • Suave

Personality



Karl Lalderman, 30, is a greedy, unfriendly person. He knows he has some power in the village by the fact he own "The Staring Cow". He has a tendency to exploit other people for his own good. He has no dreams of starting somewhere else because he feels like he is the king of Elbing.

Trappings

Innkeepers outfit, purse with 2 gc, Dagger, Blunderbuss.

Information

Public

- Karl knows almost everybody in Elbing, so he is able to tell the characters every common known thing in Elbing.
- Dieter Brauer the Brewer piss in his ale and he uses bad ingredients (false; Karl has a grudge against the brewer because he sells his ale to the people of Elbing, making him loose profit)
- The village has suffered some tragic events lately. First the disappearance of Bernd, the village's Sigmarite priest and lately the insanity of Felix Bühmenfelt and disappearance of the young Klausner.
- The hunter Jürgen Fiztanck claims that something large roams the nearby woods.

Private

- Jürgen Fiztanck the hunter likes to be praised for his marksmanship. This is often an easy way to get a discount on his brought down animals.
- Karl wonders why Felix Bühmenfelt has a huge amount of money
- Karl has heard a rumour from a farmer called Peter Oppenfrantz, who is a neighbour to Andreas Blicher that Andreas' horses often makes a lot of noise at

night, like they are in panic. It is about to turn him crazy because of lack of sleep.

Secret

- If one of the characters befriends him or if he gets a hold on one he will ask/have him to destroy Dieter Brauer's brewing tools. He will only do this if he really trusts the character(s).
- He knows of the outlaw gang since he sometimes buy stolen beer, wine and spirits from it. If he is confronted by this he will say he was forced to buy it or the tavern would be burned to the ground (false).

Militia (Militiaman – ex. peasant)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	39	35	40	42	25	33	29
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	3	0	0	0

Skills

- Animal Care • Charm • Common Knowledge - The Empire
- Concealment • Dodge Blow • Gossip • Outdoor Survival
- Perception • Performer- Singer • Search • Set Trap
- Silent Move • Speak Language – Reikspiel • Swim • Trade
- Bowyer - Farmer_

Talents

- Excellent Vision • Acute Hearing • Hardy • Rapid Reload
- Strike Mighty Blow • Very Strong • Specialist Weapon
- Two-handed

Trappings

Tattered uniform, rusty halbard





Gerda Mümmelmann (Initiate of Taal)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	30	25	28	28	45	43	39
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	4	0	0	0

Skills

- Academic Knowledge – History – Theology • Charm
- Common Knowledge - The Empire • Gossip • Heal
- Perception • Read/Write - Reikspiel • Speak Language - Classical - Reikspiel

Talents

- Excellent Vision • Acute Hearing • Public Speaking
- Strong-minded • Suave

Personality



Gerda, 68, is an old withdrawn person. She is a follower of Rhya and serves as the village's midwife and healer. She is aware of the fact that many young people of village fear her but she uses the fear as a way of getting peace!

Trappings

Animal furs, sickle, various dried herbs, warts on nose.

Information

Public

- Something large roams the forest. It is a punishment to the village from Rhya for not paying her respect!

Private

- She knows the location of the hidden stone circle.

Secret

- Ilse Junghaans and Jürgen Fitztanck is the only villagers who show their respect to Taal and Rhya at the old stone circle (she saw Ilse at the stone circle while she was examining the area for magical energies and wrongly thinks she is a follower of Taal and Rhya)

Ralph Wechsler, Militia Captain (Soldier – ex. Watchman)							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	40	34	36	26	42	36	37
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	3	0	0	0

Skills

- Academic Knowledge – Law • Animal Care • Common Knowledge - The Empire • Dodge Blow • Drive • Follow Trail • Gossip (x2) • Intimidate • Perception • Search • Speak Language - Reikspiel

Talents

- Coolheaded • Disarm • Night Vision • Savvy • Specialist Weapon – Gunpowder • Street Fighting • Strike Mighty Blow • Strike to Injure • Strike to Stun • Sturdy

Personality



Ralph, 41, is a hard working man. He is very proud of his job and takes it very seriously. Perhaps a bit too serious for the villagers! He is a well trained soldier who served the colours of the Elector Count of Bechafen. Unfortunately he lost his left leg in a battle against a band of raving beastmen. Ralph is a bit of a charmer and is very fond of women!

Trappings

Sword, firearm with ammunition, shield, Full Leatherarmour (AP 1 All locations), Uniform, 4 gc.

Information

Public

- He knows of the tragic events that have struck the village.
- A good beastman is a dead beastman!
- A good mutant is a burned mutant!
- The village council ought to make a decree that ordered all youngsters above the age of 16 to join the militia for a minimum of three months.

Private



- Jörg Bauer is a bad person who deserves a public flogging.
- If a person is bad he is most likely to mutate!
- The village is in need of a priest to increase the moral and religiousness of the village

Secret

- The secret ingredient of Dieter Brauer's brew "The Dead Horse" is a herb Jürgen Fitztanck gathers for him in the woods.

Appendix II The Village Map



The Inhabitants of Elbing

#	Inhabitant	Age	Occupation	Special	Family	Stats
1	Anton Bauer	55	Cattle-breeder		Jörg's father (#2)	Commoner
1	Imme Bauer	53	Cattle-breeder		Jörg's mother (#2)	Commoner
2	Jörg Bauer	25	Andreas' henchman	Victim of the revenant	Son of Anton & Imme (#1)	Special
2	Hilda Bauer	23	Washerwoman	Pregnant	Daughter of Elsebeth & Otto Kuhn (#15)	Commoner
3	Hansi Bertold	48	Grocer	Secret robber	Leopold's father (#4)	Commoner
3	Anna Bertold	46	Grocer Assistant		Daughter of Adolf & Eva Lotti (#19). Sister to Karlo Lotti (#39)	Commoner



4	Leopold Bertold	26	Baker		Son of Hansi & Anna (#3)	Commoner
4	Gerdafeld Bertold	22	Baker Assistant		Daughter of Günther & Irene (#10). Sister to Jürgen (#11)	Commoner
5	Felix Bühmenfelt	26	Village Idiot	Victim of the revenant	Descents from Heffingen	Special
6	Andreas Blicher	37	Horse-breeder	Killer of Bernd, loves Ilse (17)	Descents from Bechafen	Special
7	Dieter Brauer	48	Brewer	Council member	Heinrich's father (#8) Tomas' father (#9)	Special
7	Amanda Brauer	49	Brewer Assistant		Heinrich's mother (#8) Tomas' father (#9)	Commoner
8	Heinrich Brauer	22	Brewer Apprentice	Member of the militia	Son of Tomas & Amanda (#7) Brother to Tomas (#9)	Militia
9	Tomas Brauer	26	Cooper	Member of the militia	Son of Tomas & Amanda (#7) Brother to Heinrich (#8)	Militia
10	Günther Fitztanck	47	Farmer	Member of the militia	Father to Jürgen (#11) & Gerdafeld (#4)	Militia
10	Irene Fitztanck	46	Farmer		Mother to Jürgen (#11) & Gerdafeld (#4)	Commoner
11	Jürgen Fitztanck	25	Hunter	Friend of Gerda (#23) - "Quest"	Son of Günther & Irene (#10) & brother to Gerdafeld (#4)	Special
12	Rolf Frohlich	37	Cabinetmaker		Descents from Heffingen	Commoner
13	Arne Klausner	65	Retired Leatherworker		Father to Jürgen (#14)	Commoner
13	Elsebeth Klausner	60	Retired Dyer		Mother to Jürgen (#14)	Commoner
14	Jürgen Klausner	32	Leatherworker	Hides mutant child	Son of Arne & Elsebeth (#13)	Commoner
14	Dorthea Klausner	26	Dyer	Hides mutant child	Descents from Dürben	Commoner
15	Otto Kuhn	44	Thatcher		Father to Kirsas (#16) & Jörgine (#26)	Commoner
15	Elsebeth Kuhn	46	Washerwoman		Mother to Kirsas (#16) & Jörgine (#26)	Commoner
16	Kirsas Kuhn	20	Weaver		Daughter of Otto & Elsebeth (#15). Sister to Jörgine (#26)	Commoner
17	Ilse Junghaans	23	Grieving Widow	Slaanesh chaos cultist	Descents from Nuln	Special
18	Karl Laldermann	32	Innkeeper	Buy goods from the robbers	Descents from Eisental	Special
18	Emanuelle Laldermann	33	Innkeeper Assistant		Daughter of Helmuth Pötz (28). Sister to Gert (#29) & Tobias (#30)	Commoner
19	Adolf Lotti	60	Sheep-breeder		Father to Karlo (#20) & Anna (#3)	Commoner
19	Eva Lotti	58	Sheep-breeder		Mother to Karlo (#20) & Anna (#3)	Commoner
20	Karlo Lotti	39	Blacksmith	Secret robber	Son of Adolf & Eva (#19). Brother to Anna Bertold (#3).	Commoner
20	Karoline Lotti	44	Serving wench		Descents from Brunfahre	Commoner
21	Gerhard Luftspringer	52	Cartwright		Father to Alberich (#22) & Vibe (#25)	Commoner
21	Adelind Luftspringer	50	Cartwright Assistant		Mother to Alberich (#22) & Vibe (#25)	Commoner
22	Alberich Luftspringer	29	Barber		Son of Gerhard & Adelind (#21). Brother to Vibe (#25)	Commoner
22	Karlotte Luftspringer	27	Barber Assistant		Daughter of Jacob & Käthe (#27). Sister to Andreas (#26)	Commoner
23	Gerda Mümmelmann	72	Initiate of Taal	Many thinks she is a witch	No relatives	Special
24	Peter Oppenfrantz	51	Farmer	Neighbour to Andreas Blicher	Father to Tomas (#25)	Commoner
24	Laila Oppenfrantz	48	Farmer	Council member	Mother to Tomas (#25)	Commoner
25	Tomas Oppenfrantz	25	Farmer	Member of the militia	Son of Peter & Laila (#24)	Militia
25	Vibe Oppenfrantz	26	Farmer		Daughter of Gerhard & Adelind (#21). Sister to Alberich (22)	Commoner
26	Andreas Pelzkopf	31	Farmer		Son of Jacob & Käthe (#27). Brother to Karlotte (#22).	Commoner
26	Jörgine Pelzkopf	25	Farmer		Daughter of Otto & Elsebeth (#15). Sister to Kirsas (#16)	Commoner
27	Jacob Pelzkopf	53	Furrier		Father to Andreas (#26) & Karlotte (#22)	Commoner



2 7	Käthe Pelzkopf	51	Furrier's Assistant		Mother to Andreas (#26) & Karlotte (#22)	Commoner
2 8	Helmuth Pötz	66	Farmer		Father to Emanuelle (#18) & Gert (#29) & Tobias (#30)	Commoner
2 9	Gert Pötz	44	Butcher	Sells mutated horsemeat	Son of Helmuth Pötz (29). Brother to Emanuelle (#18) & Tobias (#30)	Commoner
2 9	Lisa Pötz	45	Butcher's Assistant		Parents are dead. Sister to Jutta (#31)	Commoner
3 0	Tobias Pötz	30	Militia	Member of the militia	Son of Helmuth Pötz (29). Brother to Emanuelle (#18) & Gert (#30)	Militia
3 1	Carlomann Reifsneider	38	Shoemaker		Son of Manfred (#32)	Commoner
3 1	Jutta Reifsneider	39	Shoemaker Assistant		Parents are dead. Sister to Lisa (#29)	Commoner
3 2	Manfred Reifsneider	60	Retired Cooper	Member of militia/village council	Father to Carlomann (#31)	Militia
3 3	Berti Vogts	23	Carpenter	Secret robber	Descents from Nagenhof	Commoner
3 4	Ralf Wechsler	41	Militia Captain	Retired war veteran	Descents from Bechafen	Special
3 5	Sebastian Weinkopf	39	Miller		Descents from Heffingen	Commoner