

WARHAMMER
FANTASY
ROLE-PLAY

ONE SHOTS OF THE REIKLAND



◆ Five Rapid-Fire Adventures in the Grim and Perilous Old World ◆

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COME DROWN WITH ME



ADVENTURE SUMMARY

Deep beneath the recently excavated Weissbruck canal, an ancient war-chief sleeps away the eternity of death. Above, the rise and fall of lock water slowly erodes the packed earth above his resting place. All things that sleep may awake, however, and if the cause of that waking is a deluge of filthy canal water, then it is unlikely to be pleasant.

Come Drown With Me uses the Hartsklein Lock and Lock Keeper's House (**Buildings of the Reikland**, page 10). While you do not need that book to run this adventure, the extra details found there will be useful for adding extra colour to the adventure.

The Characters are travelling the Weissbruck canal when something inexplicable occurs. Upon leaving the Hartsklein Lock, they arrive straight back at it, as if they have travelled in a circle. To make matters worse, the undead begin to crawl from the canal depths! The house of the lock master, Henrietta Garland, appears to offer shelter, but it too is overcome with a haunting presence.

The construction of the Weissbruck canal came perilously close to defiling the tomb of an ancient Unberogen chieftain, Kurgorn Three-eyes. His resting place is directly below Henrietta's home, and the repeated rising and falling of the lock's waters has finally weakened the ground sufficiently to flood the tomb. Furious at the disturbance, Kurgorn spat a mighty curse upon the land above, cutting Henrietta's home and the lock off from the rest of the living world, and infusing the area with an aura of fury and death.

GETTING STARTED

Before playing this adventure, read it from start to finish at least once. When you feel comfortable with the material, you're ready to begin.

The well travelled Weissbruck canal joins the Bögen and Reik rivers. It allows ships to avoid the taxes of Carroburg, making it very popular. There are any number of reasons the Characters might be travelling the canal, such as pilgrimage to Altdorf, travel to the Skaag Hill mines for work, or guarding one of the many merchant barges that use the canal.

If you are running this adventure as a once-off, simply choose a suitable reason for the Characters' presence on the barge based on their careers. If you are dropping this adventure into an ongoing campaign, it makes a good diversion during a trip to Altdorf in pursuit of work, or for any of the reasons given above. If you wish to move the location of the adventure to suit your campaign, it could take place on any recently built canal or artificially diverted riverway.





PART ONE: A LONG GOODBYE

It's a cold, foggy morning, and the Characters are saying their goodbyes to Henrietta Garland. Skilled Riverfolk Characters may have been helping her with lock gates to speed things along, and Henrietta is quick to offer helpful travellers one of her excellent vegetable pies for the trip. Henrietta is a very chatty Halfling, and her pratter may challenge even the most patient listener. She is ultimately a friendly and warm person, however, and listens intently to what others have to say. When at last the locks are properly flooded and the gates open, she waves the Characters on with a cheerful and buoyant farewell. *'Do come back soon!'*

Henrietta and her home are quickly swallowed by the fog, and the Characters on the boat may well be settling down for a quiet journey, when the boat lurches suddenly. They've struck something! Anyone on deck can see the boat's prow has suffered minor damage from hitting a set of lock gates. But the next gate isn't for miles. Then they hear the unmistakable voice of Henrietta Garland coming from up ahead. She's angry.

'You nincompoops! You half-baked pies! If you've damaged the gates, I swear on all the pastry in Mootland I'll ... I ... Wait. What?'

Her confusion is obvious. She looks to the other side of the lock, where she had just waved goodbye to the Characters' barge, and back at the Characters, impossibly on the opposite side. Everyone has a moment to express their confusion before being disturbed by a deep and gurgling moan rising from the waters. A pack of zombies (**WFRP**, page 328) lurch from the water, attempting to clamber into the barge and up the canal walls, their tight, leathery flesh draped in river weeds and mud.

With the heavy fog and the added confusion of what just happened, the normally slow zombies will likely surprise the Characters (**WFRP**, page 169). There is at least one zombie for each Character, and more erupt from the water each round, certainly enough to overwhelm the Characters given time. Should Characters attempt to hide below deck, the creatures begin to tear the barge to splinters. Henrietta will cry to the Characters to join her at the house, giving them a round or two before she slams the door shut in fear. Should they flee anywhere else, they stumble through the fog for a few moments before arriving right back where they started, much as their barge just did. If they dive into the water, grasping hands make swimming extremely difficult — they must make a **Challenging (+0) Swim Test** each round or gain an Entangled condition as a Zombie grabs them. This could quickly become fatal.

Once the survivors make it inside, Henrietta shuts and bars the door. Solid iron bars across the windows prevent the undead getting in, though smashed glass gets everywhere. Henrietta, breathing heavily, offers them food and rest (and a stiff drink). She welcomes them upstairs to the parlour, and helps tend any wounds. As she works, an elaborate clock with a humorous depiction of a Middenlander urinating on an Orc strikes noon.

The room suddenly darkens, shadows bleed out from corners and under furniture. The Characters feel an incredibly malevolent presence. As abruptly as it appeared, it's gone, the perfectly normal silence all the more tense for what came before.

Henrietta, shaking and white, stammers: *'What in Esmeralda's name was that?'*

Outside, the walking dead continue to moan, their numbers growing steadily.





AN UNKINDNESS OF RAVENS

The Characters may take a moment to focus on the bizarre circumstances they find themselves trapped in.

Characters may make an **Average (+20) Perception** Test to notice that the zombies are particularly strange-looking; their flesh is leathery and shrivelled, their tattered clothes are made of crude cloth and animal furs, and their armour and weapons bear strange designs. A Character succeeding at a **Difficult (-10) Lore (History, Theology, or Reikland)** Test will recognise the clothing and weaponry as very early examples of Unberogen smithing — the ancient tribe that birthed Sigmar over 2,500 years ago.

This revelation confuses Henrietta, who says:

'I hear some barge-captains say the folks who built the canal, they dug up some old graves or some such. Didn't think much of it 'til today! If we can get away, we could get soldiers up here to check it out all proper like.'

Henrietta is bewildered by how the barge might have ended up on the wrong side of the lock, but is certain that magic is somehow involved. She has no knowledge of magic at all, though is quite certain all the same. If the characters have already realised that they cannot escape on foot, this fact will only worry Henrietta even more.

After the Characters have spent a little time recuperating and discussing their predicament, have them make a **Challenging (+0) Perception** Test. Any who succeed notice the zombies' soft moans have stopped, and the sound of cawing can be heard from the roof. The undead are still outside, and will attack any who venture out, but each is now standing still, staring upward at the roof. Characters who go up to the watchtower (or who are foolish enough to risk going outside!) will see that the building is covered in large ravens, cold-blue flames flickering where their eyes should be, each staring intently at anyone who looks at them. This Unkindness of Ravens is clearly unnerving but won't attack unless the Characters do so first. Even if destroyed, they return from the fog to perch on the roof as soon as nobody is watching.

The Unkindness is a manifestation of Kurgorn's rage at the defilement of his tomb. As Kurgorn's strength grows, his influence spreads through the house. He focuses his ire focusing on the nearest living souls who might be responsible for this travesty. Eventually the zombies resume their battering at the door and walls of the building, their numbers growing to the hundreds. Make it clear to the players that, should they simply sit and wait, death will surely find them. Their only hope lies in exploring the house and confronting the evil head on.

PART TWO: WADING IN

For the duration of the adventure, any Character who rests — for example to get rid of a *Fatigued* condition — must make a **Challenging (+0) Endurance** Test or find sleep impossible to resist. Any Character who sleeps suffers a terrible nightmare. (See **Nightmare Visions**, page 8.)

4. THE OFFICE

The office is a claustrophobic room for anyone other than Henrietta or another Halfling. The floorboards creak ominously with every footfall, and once-fine green paint is flaking off like peeling skin — much to Henrietta's horror. Characters entering the office must make a **Challenging (+0) Cool** Test. Any who fail soon hear the sound of distant battle, and begin to see blood seeping from the walls in ever-increasing torrents. Characters may dismiss this as a hallucination, especially if others passed the Cool Test and see nothing, but once the blood rises above their heads, any Character who can see it will begin to drown (**WFRP**, page 181) until they leave the room. Survivors are inflicted with one *Fatigued* condition which remains until they rest.

6. THE CELL

This is a small room with a wide wooden door. The door has a small viewing port with iron bars across it so people can see in (if they're taller than Henrietta). Anyone looking in through the view port should make a **Challenging (+0) Cool** Test. Success or failure, they see a dead body in Unberogen garb, hanging from a noose tied to the rafters. If they open the door, then:

- ☠ If the person opening the door passed the Cool Test, the room is empty save for Henrietta's gardening tools and some potted mushrooms.
- ☠ If they failed the Cool Test, the body is still visible. It twitches, screams, and throttles whoever opened the door. The character gains a *Fatigued* condition and loses 1 Wound each round they are held by the apparition, and must make a **Challenging (+0) Cool** Test at the start of each round. Once they pass, the vision disappears, and they find their own hands around their throat.

7. THE SITTING ROOM

Anyone in the sitting room hears low whispers in an ancient tongue. Characters instinctively feel the words are hostile. Characters who try to rest in this room must first pass a **Challenging (+0) Cool** Test to ignore the whispering.



8. THE STOREROOM

Henrietta's supply of meat, vegetables, and other food succumbs to rapid decay. The stench of rot is overpowering, requiring an **Average (+20) Endurance** Test to remain in the room for any length of time, increasing to **Challenging (+0)** and finally **Hard (-20)** as the minutes pass.

9. GARDEN

Characters entering the garden are attacked by the Unkindness of Ravens. The birds peck free chunks of flesh and swallow them greedily. Any Character that loses at least one wound to the ravens begins to understand their caws. Each screeches about a different part of Kurgorn's life, from leading his people to victory over neighbouring tribes, to swearing fealty to the great chieftain Sigmar, through to his death at the hands of a Orc warband who fled destruction at the Battle of Black Fire Pass.

10. PARLOUR

The ceiling of the Parlour looks like a surface of water as seen from beneath, with ship hulls passing by above. Characters must make an **Average (+20) Cool** Test when they first witness this surreal scene. Any who fail immediately begin to drown (**WFRP**, page 181) until they leave the room, gaining a *Fatigued* condition as they do so. If a character dies in this way, their body 'floats' up toward the ceiling before disappearing from view — treat their unnaturally rising corpse as having **Terror (1)** while this occurs.

11. BEDROOM

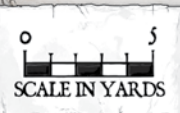
The room stinks like a stagnant pond. Anyone standing for more than a few seconds in the bedroom must pass a **Challenging (+0) Toughness** Test or become subject to *Nausea* (**WFRP**, page 189) as their stomach fills with the rancid slimy waters leaking into Kurgorn's tomb. Characters so stricken have a chance to contract *Gallop Trotts* (**WFRP**, page 187).

HARTSKLEIN LOCK



All arrows point up stairs

Second



KEY	
1 Weir	8 Storeroom
2 Lock Gate	9 Garden
3 Lock	10 Parlour
4 Office	11 Bedroom
5 Lockroom	12 Kitchen
6 Cell	13 Watchtower
7 Sitting Room	






12. KITCHEN

Any Character in the kitchen hears a choir singing abysmally: a character who makes a **Difficult (-10) Lore (History, Theology, or Reikland) Test**, or who has been wounded by the Unkindness of Ravens, can understand an Unberogen battle song about a wise and far-seeing leader who fought against, and eventually with, Sigmar himself. In the reflective surfaces of spoons, ladles, and the like Characters can see the room filled with a throng of dead Unberogen warriors, their withered flesh lending a rasping, monstrous quality to their song. A Character who sees this horde surrounding them must make a **Cool Test** as if witnessing a Terror 2 monster.

OTHER EVENTS

These events advance the plot in one way or another and are not tied to any specific room. Combine them however you like with the other rooms in the house, and the Characters will gain a little understanding of what's happening, and how to get Kurgorn Three-Eyes to rest in peace again.

-  **Get Out!** – Messages in Classical appear as if drawn in condensation or blood on the walls and mirrors in the hallway, next to the stairs. If none of the Characters can read Classical, Henrietta has a rudimentary understanding, and can translate some of the words. The messages are threatening accusations: 'Drowners of the dead!' or 'The earth will consume you!' or similarly unpleasant messages. Some are quite graphic in detail, and Henrietta flat out refuses to translate these if asked.
-  **Headbanger** – The characters hear the sound of fighting from the garden. If they go outside (the ravens are, suspiciously, not present), they see a man just left of the doorway (where the staircase inside meets the wall), dressed as an Unberogen, beating the head of a man from another tribe against the stone wall. With a wet crunch, the front of his victim's head caves in completely. The Unberogen triumphantly shouts, '*For Kurgorn Three-Eyes!*', before the unkindness of ravens bursts from the smear of gore dripping down the wall.
-  **Nightmare Visions** – Any Character who sleeps in the house will suffer terrible nightmares of being buried alive. Soil is placed atop them, then stone, and at last a tall wooden house. Finally, they are half drowned as water begins to flood into their grave. Any who have this dream awake with their mouth full of wet soil that stinks of the canal. Those who pass an **Average (+20) Initiative Test** will recognise the house as being the lock house – those who achieve +2 SL or more will be able to recognise that the site of their grave was beneath the stairwell.

PART THREE: DESCENT INTO DARKNESS

The Characters will hopefully deduce from the terrifying events that whatever's happening, the answer lies underneath the house. Though she's loath to allow it, Henrietta's floor must be ripped up, to see what's underneath. Sure enough, after hours of work, or less if they think to use Henrietta's gardening tools or know where to look from **Nightmare Visions**, above, the Characters uncover a dusty set of flagstones. A single large stone sports a pair of handles so it can be lifted. Beneath is a thin, winding stairwell descending into the darkness. Characters without *Night Vision* will require torches to descend, or make a **Hard (-20) Athletics Test** to avoid tripping and falling 1 yard in the dark (WFRP, page 166).

Some 70 feet below the surface, the stairs end and open up into a chamber, with inexplicably lit torches in the walls casting everything in an eerie pale-blue light. A skeleton sits atop a granite throne in front of them. The skeleton is dressed in more embellished versions of the tattered furs and leather of the zombies above. A crown of lead sits on his brow, a brilliant-green gemstone set in the middle, with a smaller shard of obsidian set within it, like the pupil of a third eye. Foetid, muddy water that stinks of the canal dribbles from the cavern roof, carving a channel into the modest piles of gold, silver, and precious stones, and into the ancient dust settled over everything.

The skeleton is Kurgorn Three-Eyes, and he is *angry*. Savvy characters may be able to reason with Kurgorn — those who show respect, who sympathise with Kurgorn, or who can address him in Classical are likely to be heard out. Luckily, any who lost wounds to the ravens can understand and be understood by Kurgorn. Perhaps they can offer to repair the tomb, plug the leaks, and seal Kurgorn back up? He's not evil, *per se*, just very eager to go back to sleep. On the other hand, destroying him will work just fine too, and come with the added bonus of looting the grave goods in his tomb! These include gems, gold, and silver artifacts worth 5D10 GC, as well as Kurgorn's own trappings.

Should the Characters fail to realise that Kurgorn is beneath the house, the ancient chieftain will eventually come to them. After several days trapped in the house, the Characters will be startled by the sound of cracking stone and shattered wood coming from beneath the staircase. Kurgorn, accompanied by a retinue of eight zombies, bursts forth from the earth to have his revenge upon the living. Have the Characters make a **Challenging (+0) Endurance Test**. Due to the terrible conditions of the Lockhouse, each Character will be suffering from two *Fatigued* Conditions, -1 for each SL achieved on the Endurance Test. In addition, Kurgorn is in a particular foul mood, and all **Fellowship** Tests to deal with him are made at -20.

CONCLUSION

The only ways to escape the lock are to either talk Kurgorn into returning to his rest or destroy him. This will cause the fogs to lift, the ravens to vanish, the zombies to collapse, and the house and lock to return to the Old World. If Henrietta survives, she will be eternally grateful to the Characters, who will certainly never have to pay her part of the Weissbruck lock fee ever again. Though she will happily tell passersby of the time she was saved from the undead by the crew of a river barge, tall tales are many on the river and few will believe it.

Should Henrietta not survive the adventure, her lock house will be taken over by her next of kin, Harold Garland, a particularly dour Halfling with rarely more than a grunt for travellers.

REWARDS:

The following Experience Points should be awarded at the end of the adventure, plus any standard awards you offer at the end of each session:

- 50 XP for having a good time roleplaying
- 50 XP for convincing Kurgorn to return to his rest
- 25 XP if they dug up the stairway before the event Nightmare Visions
- 25 XP for saving Henrietta
- 25 XP for destroying Kurgorn
- 15 XP for retrieving Kurgorn's crown

NPCs

HENRIETTA GARLAND

Henrietta is in her 90s, positively antediluvian by Human standards, but for a Halfling she's merely 'getting on a bit'. She is just shy of 3-ft tall when wearing her favourite hat, her stooped back costing her near 6 inches of height. She considers herself lucky in her position: it's an interesting job with a great house. She gets to tend her garden, bake delicious pies, and smoke her pipe, which is all any Halfling really wants out of life.

On the rare occasions someone is heartless enough to threaten her, Henrietta is a crack shot with her sling. She's not as fit and strong as she used to be though (years of pipe smoke hasn't helped), so she wouldn't last long in an extended fight.

HENRIETTA GARLAND – HALFLING TOLL KEEPER (BRASS 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	25	45	28	31	34	25	35	45	35	45	9

Traits: Size (Small), Ranged (Sling) +7

Skills: Bribery 55, Gossip 65, Perception 44, Ranged (Sling) 75

Trappings: Pipe and Tobacco, Sling and 12 Lead Bullets

UNKINDNESS OF RAVENS

A manifestation of Kurgorn's fury at the desecration of his tomb. If destroyed or driven off, it re-forms and returns after a few minutes.

UNKINDNESS OF RAVENS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
2	25	—	6	15	25	40	—	15	20	15	10

Traits: Fear 2, Fly 150, Skittish, Swarm, Weapon (Beak and claws) +1

Special: Characters wounded by the ravens gain the ability to read, understand and speak rudimentary Classical. This ability does not last beyond this adventure.

KURGORN THREE-EYES, SEMI-DECEASED UNBEROGEN CHIEFLING

Long before the Colleges of magic, some practiced beliefs and customs that would be considered heresy today. Ancient leaders of the tribes were sometimes interred in tombs with the bodies of honour guards and servants, ready to rise from their sleep if disturbed. Kurgorn Three-Eyes is one such chieftain.

He stands almost 7-ft tall with black, leathery hide stretched tight over his bones. His empty eye sockets sport two pools of sky-blue flame, and his armour and weapons are pitted with age and corrosion. A warrior-warlock from a more brutal time, he was roused from death by the canal flooding his tomb. Little remains of Kurgorn's sanity, but he is cunning and powerful, and his long unlife has given him a unique perspective on the flow of time, which enabled him to drag the Lockhouse above out of the world. Unlike most wights, however, Kurgorn just wants to go back to sleep, which he'll do as soon as he exacts vengeance for the defilement of his tomb, or is otherwise placated.

KURGORN THREE-EYES, SEMI-DECEASED UNBEROGEN CHIEFLING

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	75	—	40	50	30	30	30	45	55	25	19

Traits & Talents: Armour 3, Champion, Dark Vision, Fear 3, Painless, Spellcaster (Arcane, Necromancy), Undead, Weapon (Sword) +8

Trappings: Band of the Three-Eyed

Band of the Three-Eyed:

This band of lead and stones was made long ago by means since forgotten. It grants any who wear it the ability to see the winds of magic (as per the *Second Sight* Talent) but also blinds them while worn. Kurgorn himself, unnatural fiery eyes blazing in his skull, is not subject to this drawback.

Spells (Necromancy): Reanimate, Screaming Skull, Vanhel's Call

◆ THE LOCK-IN ◆



ADVENTURE SUMMARY

A quiet night at the bar, a few drinks, a warm fire, and passable company — what could possibly go wrong. There's even talk of a new, and notably enthusiastic, Witch Hunter travelling the region, so honest, Sigmar-fearing folk have even more reason to rest easy. Time for a well deserved, restful evening at the Pouncing Pegasus.

The Lock In uses the Pouncing Pegasus map (**Buildings of the Reikland**, page 7). While you do not need for to run this adventure, the extra details found there will be useful to adding extra colour to the adventure.

The Characters are tucking into their dinner when Malthus Brunner the Witch Hunter arrives with a sizeable mob of zealots. Malthus denounces the inn and all the sinners inside and gives the inhabitants until dawn to submit themselves to his judgement peacefully, after which he will burn the entire place to the ground.

As patrons panic, several events occur. Escape attempts end in comic failure at best. Some vote for a scapegoat, others pray for deliverance, a Dwarf starts a bar fight, and a large bear is released. While trying to keep everyone from murdering each other, the Characters discover that there really are cultists in the inn.

Tensions are high and time is tight. The Characters must work fast: one cultist is revealed, but the others have an escape plan. If the cultists can get to the top of the inn's watchtower, they can summon a Daemon to carry them away.

If the Characters stop the cultists, they can hand the whole group to the Witch Hunter and save the inn. If not, Malthus absolutely will burn the inn to the ground to be on the safe side — after all, Sigmar will know his own.





GETTING STARTED

Before playing this adventure, read it from start to finish at least once. After you feel comfortable with the material, you're ready to begin.

This adventure works equally well as a one-shot game or part of another campaign. It may be cliché, but more than one band of would-be adventurers got their start over one too many drinks. Inns are vital social hubs and meeting places, and they are often situated along dangerous roads to provide respite from bandits, Beastmen, and worse.

Altdorf is the Empire's capital, and Bögenhafen is a critical trade stop. Both provide a wealth of opportunities and reasons to travel between the two. If your game isn't set in the Reikland, not to worry! There are inns along every major road in the Empire, and a quick name change here and there will make the Pouncing Pegasus fit right in on the roads to Talabheim, Middenheim, or anywhere else.

FELLOWS OF THE CLOTH

Malthus is an experienced Witch Hunter. Unfortunately, experienced Witch Hunters see heresy everywhere they look. Malthus acknowledges no god bar Sigmar, so non-Sigmarite Priests won't convince him of much. But what if a Character is a Priest of Sigmar? They're on the same side, surely? Well, yes and no. There are orders and sub-orders within the cult, and some of them are extreme enough to declare another heretical over even trivial points of doctrine.

If a Sigmarite Priest, Warrior Priest, or similar Career tries to reason with Malthus, he just points at one of the Character's items denoting their faith, pronounces it to be damning evidence, and denounces them as adhering to a heretical offshoot of the true Sigmarite church. Of course, the true faith just happens to be Malthus's own sect.

A SHOT OF SOMETHING STRONG

The Characters may well think it prudent to introduce Malthus to the working end of a crossbow. However, there are some factors they should consider. First, Malthus has an army of followers who would gladly throw themselves in front of a bullet, or bolt, for Sigmar's champion. Then, of course, the mob is very large, and ironically the only thing keeping them from overwhelming the inn is the Witch Hunter. Another problem is that shooting at a Witch Hunter is proof enough for almost anyone that you had something to hide. And lastly, Malthus himself is an excellent shot and melee fighter, well able to defend himself.

As the old Witch Hunter saying goes, 'whatever doesn't kill me has made a grave mistake'.

PART ONE: KNOCK KNOCK

The adventure begins in the taproom. After a long day, everyone is sitting down to a well-earned hot meal and tankard of ale. The large room is almost full. Joli is busily serving drinks, food, and cheerful banter. Give the Characters time to exchange pleasantries with strangers, and generally feel relaxed. It's warm, comfortable, and everyone is having a good time.

Small wonder then that the patrons fail to notice the approaching mob. Characters not engaged in chatting may attempt a **Difficult (-10) Perception** Test to notice the shouting outside. If that fails, the half-brick smashing through the window to plop messily in their bowl of stew will certainly garner their attention. Amid uproar, someone is certain to wander outside to see what's happening. They quickly find a large and well-armed mob surrounding the inn and occupying the courtyard, hurling stones and abuse. From the passenger gate next to the taproom, the Characters spot the two Helgas, crossbows in hand, not aiming but ready to fire. If Characters ask the guards what's going on, they shrug and reply:

'Angry mob, mate. Crept up in the dark before lighting the torches, so we couldn't close the gate in time. You get them sometimes, thinkin' the baron who raised their taxes is in here. They'll run out of steam after a couple hours. They so much as step foot inside, then Helga an' I will sort them out, don't you worry.'

When the crowd finally does go quiet, it is to let Malthus speak. Stepping forward, he motions for silence from the crowd, and calls for the inn's patrons to listen to him. He has a clear voice that carries well, and the mob hangs on every word every word.

'Inhabitants of the Pouncing Pegasus, I am Malthus Brunner, humble servant of Almighty Sigmar. The stench of evil is about you! This house and those within are guilty of harbouring the vilest heresy, the most abhorrent sin, and I come unto you this night with righteous judgement! Surrender yourselves peacefully, and your trials shall be swift and painless.'





In response, one haughty merchant steps up and calls the Witch Hunter's bluff.

'Hogwash and nonsense! If I'd known some blathering braggart would be camping outside, I'd have kept riding to the next inn! I am a tax-paying citizen of Altdorf and I'll have you know I'm a close personal friend of—'

He's cut off by the crowd surging forward, grabbing him and his bodyguard. The guard shoots two, but sheer numbers win out, and he and the merchant are dragged away from the front door. Should the Characters try to intervene, the surge of the crowd pushes them back inside the inn. Malthus beckons for the merchant and bodyguard to be dragged over to him and forced to their knees, and calls for quiet again.

'You see? The guilty flee like rats, showing their crimes to the world! No sinner can escape the wrath of Sigmar's holy servants!'

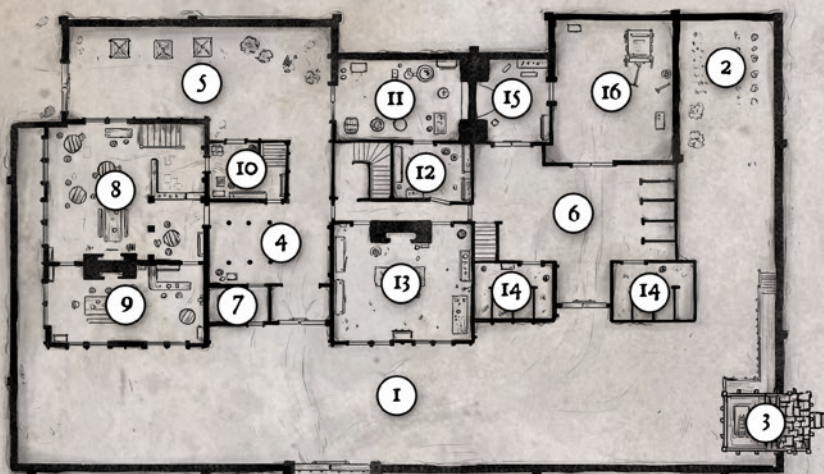
With that, he draws a pistol and shoots the guard on the spot, to much cheering from the crowd. The merchant, painted with the insides of his late employee's head, is dragged screaming into the crowd, where a makeshift pyre is being built. Malthus turns back to the inn.

'This is the price of filth and heresy! Make your peace with Almighty Sigmar this night, for I put the torch to this den of sin at the light of dawn!'

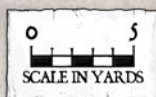
He then disappears into the crowd, shouting for more firewood and stakes for the unbelievers.

The guard who assured them it would blow over loudly mutters *'Well, bugger.'*

THE POUNCING PEGASUS



Ground



First



All arrows point up stairs



KEY

- | | | | |
|----|-------------------|----|-----------------------|
| 1 | Outer Courtyard | 14 | Stables |
| 2 | Vegetable Garden | 15 | Smithy |
| 3 | Wooden Watchtower | 16 | Coach House |
| 4 | Tunnel | 17 | Balcony |
| 5 | Rear Cortyard | 18 | Gallery |
| 6 | Inner Courtyard | 19 | Common Room |
| 7 | Porter's Office | 20 | Private Room |
| 8 | Taproom | 21 | Road Warden Barracks |
| 9 | Snug | 22 | Meeting Room |
| 10 | Storeroom | 23 | Road Warden Bunkhouse |
| 11 | Brewhouse | 24 | Landlord's Rooms |
| 12 | Larder | 25 | Servant Rooms |
| 13 | Kitchens | | |



PART TWO: THE LOCK-IN

Understandably, the guests are upset, and retreat to various rooms to discuss what to do. The scenarios below are listed with their location. Depending on where the Characters go, they can involve themselves in different events before the situation escalates. These can happen in any order, and can be combined if you wish; perhaps the angry bees get into the bear's crate in the coach house, causing his escape!

I PRAY YOU, DISMEMBER THE PORTER — NO FIXED LOCATION

A merchant, Albert Blofeld, is convinced that the inn's porter is a witch, after he hears him mutter *'I hope you stub yer toe'* in response to Albert's abrasive demeanour. Albert shows up at awkward times in other events, and becomes increasingly zealous in his demands for the Characters to arrest the porter and throw him to the mob. If asked for proof, he is only too happy to show off his stubbed toe. The porter, Hansel Fleischer, is an elderly fellow who wouldn't hurt a fly. He is quite distressed by all this.

NONE OF YOUR BEESWAX — 5. REAR COURTYARD

Sebastien Lang, a coachman, invites anyone who wishes to the rear courtyard to pray to Sigmar for deliverance, perhaps as a display of piety to the mob to prove they are not heretics. The mob isn't buying it, however, and flings rocks and worse over the walls. Things go from bad to worse when a stray rock topples a beehive in the courtyard, enraging the unfortunate insects. The swarm attacks those present at random — victims may attempt an **Average (+20) Athletics, Dodge, or Endurance** Test; they take a Wound from bee stings for each negative Success Level by which they fail. Any Character who treats, or is present while others treat, the guests for stings afterwards may make a **Challenging (+0) Perception** Test to spot several unusual tattoos on Sebastien's arms. A **Hard (-10)** Test with an appropriate Skill reveals these to be related to the Ruinous Powers. Suitable skills include Lore (Magick or Religion) or Secret Signs (Forbidden Cults).

IT COULD BE YOU — 9. SNUG

Characters of Silver Status or higher may be asked to join a group of the wealthier guests. The arrogant middle-class are voting on which of them to offer Malthus as a scapegoat, in the hopes of saving the rest. The current plan is for everyone to prepare a short speech on why they should be spared, then vote; whoever gets the fewest votes is the scapegoat. The Characters are encouraged to say a few words in their own defence. You don't have to do a speech for all the guests, but the Players should hear from a couple of significant patrons to set the tone.

WORDS TO LIVE BY

Everyone in the snug is certain that, whoever is sent out to appease Malthus, it should by no means be themselves. If you wish, Characters may make use of the Public Speaking rules on **WFRP** page 120 to convince the eight or so people in the snug to pick someone other than themselves. Below are some examples of the sort of pleading that the merchants will blather through — though frightened, most quickly warm to the cause of praising themselves.

- ☠ **Gunther Hollendaz:** *'I think I should be spared because I sell warm clothing up and down the Empire, and if I die tomorrow, hundreds of people will catch their deaths. Please, think of the cold little children and send someone else out to die. As well as that, I'm extremely wealthy and successful, and will surely become a respected town mayor before long...'*
- ☠ **Hilde:** *'The world needs laughter and song, and by the rattle of my purse after performing this afternoon, it's clear most of you agree! If I'm spared, I'll write ballads about this night, and the bravery of the people who saved my life by giving theirs.'*
- ☠ **Old Hamish:** *'I et my own hand off once. Got my arm trapped during a siege, aye. Oh, them was the days. Marchin' to an' fro, all the lassies loved to see a man in uniform, so they did. Heh, there was this one time, we was headin' to Ubersreik, an' I caught the eye of a noble lady, although I soon found out she weren't no lady... Wuzzat? Witch Hunters? Bah, they don't make Witch Hunters like they used to. That reminds me of the time me and the lads...'*

Should the denizens of the snug settle upon an unfortunate victim — Gunther Hollendaz is a likely target, or perhaps one of the Characters if you are feeling especially cruel — the mob will not be satisfied with a single offering. They are certain that the inn is simply rife with heresy, mutants, obscene poetry, and so on. This belief will only be confirmed when Malthus 'persuades' the unwilling victim to confess that everyone in the snug, who are of course called out by name, are fellow cultists, all of whom delight in worshipping the Ruinous Powers.



EXIT, PURSUED BY A BEAR — 16. COACH HOUSE/INNER COURTYARD

One of the caravans contains a ferocious bear bound for the Imperial Zoo. A particularly rowdy section of the mob breaks through the gate to the inner courtyard, stables, and coach house. They attempt to seize anyone who looks likely to be a cultist, which in their view is just about everyone. Somehow, during the commotion, the bear bursts out of its cage! Perhaps a stray arrow or bullet destroys the lock, or hits the creature, enraging it.

The bear, for its part, carves a bloody swath through the mob, chasing them from the coach house, helpfully allowing the gates to be closed and barred once more. The bear is large, hungry, and very dangerous, but afraid of fire. The Characters may try to kill it, or employ cunning (or Beast magic, if available) to drive it all the way out of the inn.

The event panics the horses in the stables, which Characters may attempt to calm with a **Hard (-20) Animal Care** Test. Any Character working with the horses may make a **Difficult (-10) Perception** Test to see that one horse has a mutant forked tongue. If they can remember which horse was in which stable, they can talk to the stable hands to determine the owner of the mutant animal is one Maria Bauer.

GRUDGE MATCH — 8. TAPROOM

A Dwarf guest, Ludi, decides that if he's to die, he might as well have a good drink first. He's in the taproom, singing and telling stories of his ancestors, encouraging others to join in and face their deaths with a smile. It's all going well until the story about his granduncle Okri Olafsson adventuring alongside a Reikland lord named Rudolff Leipzig. One of the other guests, Harald, keen to claim his link to the tale, interrupts with:

'By Sigmar! Rudolff was my great great grandfather's half-brother!'

Ludi's face turns purple as he splutters :

'What!?! That bare-chinned rat-fancier ran off on Okri with half his loot! He's in my family's Book of Grudges! I may die at dawn, but by Grungni I'll avenge one more insult afore I go!'

Inevitably, a fight ensues between Ludi and Harald, with supporters of both keen to join in. The participants are unarmed save for their fists and any improvised weapons lying about the pub such as tankards, wooden stools, and so on. Play up a little slapstick humour: bowls of stew to the face, bottles smashing over heads, and the like.

In the end, however, order is restored. Ludi agrees to stop the violence, but the grudge still stands and Harald owes Ludi's clan the princely sum of a full pouch of tobacco — Okri's adventures didn't pay well towards the end. An easily settled debt, but as the two shake hands to forgive and forget, a rip in Harald's shirt reveals an eyeball growing on his arm...



PART THREE: MAYBE THE WITCH HUNTER HAS A POINT

The Characters have several chances to discover at least one cultist in the *Pouncing Pegasus*: Harald, instigator of the bar room brawl; Sebastien, victim of bee stings; and Maria, owner of the mutated horse. Unless the Characters make their discoveries known, only Harald, whose oddly placed third eye was revealed to everyone during his brawl, is revealed publicly, and the other guests are confident he's the only one. Optimism swells in the inn, as they feel handing over Harald might save them all. Any co-conspirators not outed denounce the discovered cultist, or cultists, to allay suspicion.

However, the remaining cultists are certain Harald will give them up under the Witch Hunters' ministrations, and quickly make their own plans to escape. In order to do this, they need the cult trappings in their separate rooms, including Harald's warpstone amulet, carved into the shape of an indistinct figure, which, since Harald's capture, is now under lock and key in the road warden barracks upstairs, guarded by one of the Helgas.

Felda and Joli ask the Characters to accompany them to the front of the inn to broker a deal with Malthus: execute the heretic Harald and spare everyone else. This is when Maria and Sebastien (if still hidden) make their move. Sebastien climbs out a window to break into the barracks from outside, while Maria distracts Helga inside. Characters who are outside can make a **Difficult (-10) Perception** Test to notice Sebastien climbing the roof in the dark. If they stop him from outside, Maria kills Helga and makes her own attempt to get the amulet. If they run inside, Maria attempts to stall them with words or violence while Sebastien nabs it. Either way, at least one remaining cultist makes a break for it.

The moment any cultist gets their hands on the amulet, they immediately begin to open their souls to it, unleashing its Chaos magic to slay hapless bystanders and members of the mob alike. Twisting winds of cruel magic carry any living cultists swiftly to the top of the wooden watchtower, while the mob mills about in fear as random bursts of pink lightning leap from whichever cultist is carrying the amulet to strike those assembled below. Once they reach the roof, the cultists begin casting *Manifest Lesser Daemon* (WFRP, page 256) to summon a Disc of Tzeentch to carry them away.

This is the final showdown. None but the Witch Hunter himself are willing to climb the tower to confront the growing ritual. If Malthus goes alone then, for all his faith and experience, he will surely perish. The cultists will complete the ritual and flee on their terrible steed, incidentally exposing all present to a source of **Moderate Corruption**. If the Characters can stop the cultists, they earn Malthus's grudging respect, and his acknowledgement that perhaps the inn doesn't need to be burned down after all.

A JOB WELL DONE

If the Characters manage to nab all three cultists, they are not out of the woods yet. Malthus is not keen to let anyone leave until he has coaxed a confession from the cultists. The Characters may be relieved to hear that this goes quite successfully, with any surviving cultists quickly breaking down and confessing all to the Witch Hunter.

However, the cultists also tell Malthus of the amulet. Eager for a final bit of theatrical purification for the mob, Malthus demands it be brought to him. If it is not provided, Malthus points at a surviving NPC or Character, naming them as a fourth accomplice and condemning them to the pyre instead. It will be up to the Characters to talk or fight their way out.

If he is given the amulet, Malthus will proclaim '*By Sigmar's Holy Fire be cleansed!*' while tossing it onto the pyre. This, as it turns out, is a terrible mistake. After a few moments the fire takes on an evil pink glow. Flames begin to leap from the pyre and onto the assembled mob. $1d10 + 5$ members of the mob are set alight, as well as any Character who fails an **Easy (+40) Dodge** Test. Those set alight gain 3 Ablaze Conditions. Unless the Characters intervene, half of the members of the mob set alight die after three rounds. Anyone who dies while ablaze begins to moan in exquisite agony, before their tortured flesh peels away, leaving a Daemonette of Slaanesh standing in their place (WFRP, page 335). These Daemonettes do not suffer from the Unstable condition as long as the pyre continues to burn, which it will do for hours unless extinguished.

If, somehow, Malthus survives what follows, he will seem distraught at his error for just under three minutes. He will then rationalise it by claiming the event as proof that, even in those who chose to follow him, there were unworthy souls vulnerable to the beguilements of the Ruinous Powers.

REWARDS

The following Experience Points should be awarded at the end of the adventure, plus any standard awards you offer at the end of each session:

- 50 XP for having a good time roleplaying
- 15 XP for surviving the night
- 15 XP if no innocents were handed over to Malthus
- 15 XP for revealing Sebastian or Maria as cultists
- 25 XP for preventing the completion of the ritual
- 15 XP for defeating the Disc of Tzeentch
- 5 XP for each Daemonette of Slaanesh defeated

NPCS

You may use the stats for Humans and Dwarfs on **WFRP** page 311 to represent most of the guests at the inn. Add any relevant Skills and Talents as appropriate.

MALTHUS BRUNNER

Malthus hunts evil like a man possessed, but don't use that word around him. He is tall, gaunt, athletic, and wears the unmistakable garb of a Witch Hunter. Brunner would cut a handsome figure but for his terrible scars; deep stress lines; and a pair of cold, pitiless eyes that have seen more horror than anyone should. Malthus is a gifted speaker, capable of whipping a crowd into a frenzy of religious fervour, eager to bring forth heretics for Sigmar's judgement. His single-minded determination borders on insanity, but he's no fool, and maintains a cool head in matters strategic. Once he has joined battle, however, he fights with enough savage fury to worry an Orc.

MALTHUS BRUNNER – WITCH HUNTER (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	44	61	38	47	32	31	42	27	56	47	16

Traits: Armour (Leather Jack) 1, Weapon (Club +7, Silvered Sword) +7, Weapon (Pistol) +9

Skills: Charm 56, Consume Alcohol 55, Heal 37, Intimidate 51, Intuition 41, Lore (Torture 45, Witches 55), Melee (Basic 65, Brawling 55), Perception 41, Ranged (Blackpowder) 75

Talents: Dual Wielder, Menacing, Public Speaker

Trappings: Hand Weapons (Club, Silvered Sword), Leather Jack, Kindling, Pistol and 12 shots, Rope

GRUMBLES THE BEAR

An unusually large and angry bear, Grumbles just wants to get far away from the maddening crowd.

GRUMBLES THE BEAR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	-	55	45	20	25	15	10	15	-	56

Traits: Armour 1, Bestial, Bite+9, Night Vision, Size (Enormous), Skittish, Stride, Weapon+8

Because of her Enormous size, Grumbles does double damage and inflicts Terror 2 on Average creatures, or triple damage and Terror 3 on Small creatures.

FELDA AND JOLI GRETSCH

Felda and Joli Gretsch run the Pouncing Pegasus with a deft hand and a keen eye for trouble. Felda is a shrewd trader, while Joli adds her hearty laugh and a welcoming atmosphere to the inn. Both women are well liked by their staff and regulars.

THE HELGAS SCHAUER AND BRUN

Additional Skills: Melee (Basic) 65, Perception 55

Helga Schauer and Helga Brun are the inn's guards. While they believe that their matching first names are mere coincidence, in fact Joli arranged their hiring as something of a private joke. Both are nevertheless quite competent.

HILDE, TRAVELLING ENTERTAINER

Additional Skills: Entertain (Sing) 52, Lore (Folklore 44)

Hilde makes a decent living entertaining the inns between Altdorf and Bögenhafen. She's shrewd, cunning, and has an excellent singing voice. Her songs display a thorough knowledge of history, folklore, and religion, which may be of use to certain adventurers trying to decipher strange tattoos.

OLD HAMISH, RETIRED SOLDIER

Additional Skills: Melee (Basic) 55, Consume Alcohol 85

Old Captain Hamish has a permanent room at the inn, investing his retirement pension in comfortable lodgings and regular meals away from his relatives (which brings Hamish no small amount of delight). He is blissfully unaware of current events and getting the danger across to him is impossible. He's never without his walking stick in one hand, and only without a glass of brandy in the other when he is asleep.

SEBASTIEN, HARALD, AND MARIA

Vile cultists to the dark gods, travelling for some unknown purpose. They wear excellent disguises as regular Sigmar-fearing citizens.

CULTISTS OF THE POUNCING PEGASUS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	35	35	35	35	35	35	35	45	35	13

Traits: Spellcaster (Chaos), Weapon (Dagger) +6

Skills: Melee (Basic) 55, Language (Magick) 75, Lore (Chaos) 55

DISC OF TZEENTCH

A bizarre living platform, a Disc of Tzeentch is often used as a flying mount by potent sorcerers. Its motives cannot be comprehended.

DISC OF TZEENTCH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
1(50)	40	—	51	56	55	44	25	44	58	—	20

Traits: Armour 1, Corruption (Moderate), Daemonic 9+, Fear 2, Flight 50, Night Vision, Unstable, Weapon+9

◆ THE SIEGE ◆ OF WALEN TEMPLE



ADVENTURE SUMMARY

A tolling bell calls folk to temple, but it is not usually accompanied by fearful screams and the sound of inhuman bleating and braying. The stench of Beastmen is on the air. This, however, is no random attack — there is a guiding hand behind the assault, as one of Walen's forgotten sons has come home.

The Siege of Walen Temple uses the Walen Temple map (**Buildings of the Reikland**, page 12). While you do not need that book to run this adventure, the extra details found there will be useful for adding extra colour to the adventure.

The Characters are woken by the bell of the Walen temple of Sigmar — Beastmen are attacking! The villagers race to the temple for protection, the survivors packing in before the stout doors shut. Depending on previous actions, villagers may welcome or curse the Characters, and cool heads are required to avoid violence and save the wounded.

A worried Father Stihlman confides in the Characters that help is a long way off, having received news of the state army marching away from Walen. Though he lacks the bombast and fire of some Sigmarite priests, Stihlman has a sharp mind, and believes sinister forces manipulated the army away from the region. The Characters must rally the village militia to push the Beastmen out and fortify the temple if they are to have any hope of survival.

Should they manage to do so, the leader of the attack reveals himself: Krezok Soulflayer, a fearsome Bray-Shaman. He offers a deal: he will spare the village if they cast out the beadle, Klaus Bahlk. The Bray-Shaman is Klaus' son, abandoned in the forest years past. Do they give in and sacrifice Klaus? Or make a stand against Krezok, perhaps exploiting the creature's mad bloodlust and desire for vengeance?

GETTING STARTED

Before playing this adventure, read it from start to finish at least once. After you feel comfortable with the material, you're ready to begin.

Walen could be any village in the Empire. A scattering of small homes for the farmers and workers, a tavern or two, and a temple to Sigmar are almost guaranteed features of any settlement. If you need to set the adventure somewhere else, just change the village name and it can fit along the road of any region of Sigmar's lands. No matter which direction the Characters travel, they'll find a village like Walen before long.





PART ONE: THE BEASTMEN ARE COMING

The Characters begin asleep in the upper rooms of *The Crooked Crook* tavern, across the street from the temple. They are woken in the early morning by ringing bells and shouts from outside, hearing cries of:

'Beastmen! Beastmen are coming! To the temple! Sigmar protects us!'

Father Stihlman is at the doors of the temple, ushering villagers inside as quickly as he can. In the distance a crude war horn sounds, answered by bestial howls that send shivers down the spine of any who hear them.

WE FIGHT TO THE BITTER END!

For the adventure to run as written, it is essential for the Characters to make their way into the Temple. This is aside from the fact that it is quite a rational place to defend. However, some Characters may be intent on doing things their own way – this is fine if you feel comfortable improvising based on their actions. However, there are some things you can do to try to keep events on track.

If the Characters choose to fortify the inn instead of the temple, be sure to point out that the inn's wooden walls will not provide the same protection as the solid stone temple. Mention that the smell of smoke is already pervading the village, and that the rest of the inn's denizens are quickly making the run across the street to the temple. If, however, your Characters insist on staying put, you may use the *Drum and Hat* map (*Buildings of the Reikland*, page 9) in place of the *Crooked Crook*. Allow the Characters to reinforce the tavern, and play through its harrowing defense. They will be able to hear Krezok's pronouncements and demands, but without the other NPCs it will be difficult to put together what is happening. Eventually, if they survive the onslaught of Beastmen, they will see Klaus shoved from the temple and into Krezok's grasp.

If the Characters make it to the street, but insist on fighting there instead of entering the temple, be sure to pile on additional Beastmen until it becomes clear that they cannot survive without the protection of the temple's stout walls. Remember that Advantage is lost each turn if a Character is outnumbered – which they certainly will be by the bestial tide that floods the village. Allow them a couple of chances to flee. If they fail to get the message, and seem to be posing Krezok's forces a problem, he will dispatch a team of eight Minotaurs to deal with them (*WFRP*, page 332). Characters forced to spend a Fate point to survive will find themselves dragged into the temple by a helpful militia member.

The Characters have enough time to grab their equipment and dress quickly. Leaving the tavern, there's a strange smell in the air, like wet dog mixed with a slaughterhouse, and the sounds of battle are close at hand. The village militia forms a buffer zone outside the temple, letting terrified villagers past and cutting down Beastmen who run ahead of the herd. Characters who wish to assist may do so, but the village is being overrun, and the militia will be pushed back to the temple before long, or die in the streets.

A particularly close scream draws attention to a limping farmer being helped to the temple by his wife and adult daughter. He keeps shouting for them to leave him and get to safety, while a small band of Ungors races toward them. Else Frink, militia captain, calls for the (presumably) well-armed Characters to help, if they can. If they choose to stand and fight, the villagers will be far more trusting of them later.

There are two **Ungors**, with an additional one for each Character, or another two for each Character if they delayed in leaving the inn. The creatures bray and inexpertly fling javelins at the family, which double as spears when they close the distance to close combat. The Characters have a single round to make any ranged attacks before the Ungors engage in melee. If they manage to substantially wound any of the creatures, they change their focus from the family to the Characters. Increase the number of Beastmen each round until the Characters, urged on by the militia and those already inside, fall back to the temple.

If the Characters don't help, Else and other militia give them dark looks, but no one dashes to help in their place. The last thing anyone sees before the temple doors close behind them is the limping man tripping and falling, dragging his family down with him. The beasts fall on them, spears thrusting downwards. Any screams are cut short by the slam of the doors.

With the doors shut, Beastmen try to force apart the iron bars across the windows. The militia stab through the grating until the wave of attackers is blunted and they relent for a while.





PART TWO: THE SIEGE OF WALLEN TEMPLE

Those who could make it are now inside the temple, the doors of which are closed and barred. The militia keeps a lookout for any more survivors, ready to let them in, but none come. The bleating and guttural howls of the Beastmen are somewhat muted by the thick stone walls, but never gone. Villagers flinch at each new howl and bestial roar.

If the Characters saved the family, Else Frink takes them aside for a little praise:

'Good work out there. You went out of your way to help. Folk here won't forget that, and I've got your back as long as you're here.'

If the Characters avoided the Ungors or let the family die, instead she tells them:

'Lot of tough choices in war. Sigmar preserve me, we both know if you'd stayed to help the Tanner family, you'd all be dead. But don't expect the same understanding from the others. The Tanners were well liked, and everything these folk have is tied to community. Mind yourselves, aye?'

There are several people in need of healing after skirmishes with the beasts, who are brought to the cellar for protection. The beadle, Klaus, is doing what he can, but his healing skills are limited, and his bedside manner worse. The Characters can make themselves useful by helping the locals with their injuries. Klaus grumbles, but steps back to let a better healer work.

Minor scrapes and cuts: Seven villagers. Nothing to worry about; just clean the cuts to prevent infection. An **Easy (+40) Heal Test** treats all in one go with ointment.

Broken bones: Three villagers, Marley, Jakob, and Frya, have suffered arm or leg fractures. The fractures are not too serious, but care should be taken to set the bone to heal properly. An **Average (+20) Heal Test** for each sets the bone straight.

Gaping belly wound: One villager: Old Hob Weiss. He is bleeding, his guts all but hanging out. He will die within minutes without help. If a Character has the *Surgery* Talent, they can make an **Extended Challenging (+0) Heal Test**, needing 6 SLs to stop the bleeding. He has one *Bleeding* Condition when surgery begins, and he can suffer 10 more Wounds before expiring. Remember, a failed Test can also inflict *Bleeding* and damage!

If the Characters left the Tanner family to die, the villagers refuse their healing. **Difficult (-10) Charm Tests** are required to convince them to let the Characters help. Old Hob in particular is spitting furiously at the loss of his friends:

'I saw what you did to the Tanners! I'd sooner kiss a snotling! You take your help an' shove it where Morr Himself won't find it!'

He would genuinely rather die than trust the Characters. Attempts to **Charm** him are **Hard (-20)**.

If the Characters saved the Tanners, the father, Artur Tanner, is suffering from a dislocated knee (**WFRP**, page 178) If the Characters also treat him, he and his family are eternally grateful. *'You saved our lives back there, and you saved me leg now. We get out of this, you'll always be welcome in our home.'*



WALEN TEMPLE

Ground

Trapdoor - ☒

First

Cellar

KEY

- 1 Porch
- 2 Head
- 3 Claw
- 4 Haft
- 5 Beadle's Chamber
- 6 Priest's Chamber
- 7 Office
- 8 Bell Tower
- 9 Store

All arrows point up stairs

0 5
SCALE IN YARDS



THE CALM BEFORE THE STORM

When the Characters are done with the injured, Stihlman takes them to his office at the rear of the temple for a word. He is a pleasant man until he closes the door behind him, and worry pours onto his face.

'This temple should be filled, but a third of the villagers didn't make it. If we survive this, it will cast a dark shadow on Walen for a long time. A long time. Thank you for the aid you've provided so far. Cool heads and healing hands are very much needed. But we need more. You must not tell anyone of this, or there will be panic, and we shall be easy prey for the monsters outside.'

TAKING STOCK

The Characters will likely want to make use of every tool at their disposal. You should allow them to make what preparations they may from what they find in the temple. As it is also the militia training centre, hand weapons, spears, and shields are easily found. Blessed oils may be used to make expedient Incendiaries (WFRP, page 295), and some food and medical supplies are kept in the temple's store (area 9 on the map). There is no secret exit, and attempts to deface the temple, for example by moving its altar to block the door or smashing a marble statue to make bullets, will be met with horror – this is the house of Sigmar, after all.

He fishes a little roll of parchment from a satchel and shows it to the Characters.

'We had patrols from Auerswald come through here a matter of weeks ago, and I had the good fortune to talk to them. They like to keep tabs on local threats, and I remember them saying they were satisfied that any herds of Beastmen in the region were a week's ride south into the forest. Now, I received a carrier pigeon this morning from my colleague in Auerswald, Father Benjamin Holtz. He claims that the council there ordered the Graf's armies north six days ago, to deal with Beastmen bearing the same totems and banners as the ones outside right now.'

He lets the implications of this sink in. Characters with military training are able to deduce that the Beastmen likely arranged a feint in the north to draw the army away. If a Character asks if Stihlman can send a pigeon back, he smiles sadly, and explains that the pigeon coop is at the rear of the temple, which is surrounded by Beastmen. The window bars keeping the beasts out also keep the villagers in. Getting there without being seen would take a miracle, and Sigmar doesn't seem willing to provide one.

There's no time to ponder further, as the temple doors are pounded with tremendous force, shaking dust from the ceiling. Stihlman rushes out to see what's the matter, taking the Characters with him. They're just in time to see a colossal pair of horns pierce the thick doors, throwing them wide open. A **Minotaur** (WFRP, page 332) lays into the terrified militia, ripping limbs off with its bare hands or cleaving soldiers in two with its brutal axe. Some of the militia turn to flee, despite Else screaming bloody murder at them. Characters may attempt a **Challenging (+0) Leadership** Test to help rally the militia. A display of magic, force, or a Miracle would make this test **Average (+20)** or even **Easy (+40)** if a Character happens to be able to create, or convincingly fake, a Miracle of Sigmar. Intimidation Tests directed at the militia are **Hard (-20)** as Characters are unlikely to be more threatening than the Minotaur.

The Characters can also get stuck in to show them how it's done. Remember that the Size difference means the creature causes Fear 1 in all Human-sized creatures! Defeating the Minotaur allows the temple doors to be shut and barred once more, and the Beastmen fall back, morale dipping at seeing their champion brought low. If they defeat the creature, the Characters will have bought another brief window of respite.





PART THREE: THE SINS OF THE FATHER

Things outside go quiet, but the lookouts can see that the Beastmen have withdrawn to about a hundred paces down each side of the street, waiting silently. After a few minutes of the militia wondering aloud what they are up to, the leader steps forth. Krezok is a mighty Gor Beastman, but covered in bone charms and wielding a staff with a carved animal skull at the head. He addresses the temple inhabitants in cracked, guttural Reikspiel, with a harmonic quality, as if two voices speak from the same mouth:

'Humans. I am Krezok Soulflayer. I speak for my gods. Much blood has spilled this day. Yours and ours. The gods smile. Enough to satisfy all the Kurr-Gra'ak. Enough, save for one. There is a man among you. His life, I claim. Send him out. Give Klaus Bablk to me, and I leave you to your lives.'

The villagers, some weeping in fear, the others numb, whisper amongst themselves, astonished. Krezok continues:

'You do not challenge the Kurr-Gra'ak. We will find worthier foes. The tribe moves on. I remain with only seven — my trusted guard. I wait. Wait for Klaus Bablk. I will not wait long. As long as this torch burns, you breathe. Save yourselves. One life for many.'

Having finished this proclamation, Krezok jams a crude torch of wood and animal fat into the mud outside the temple. Anyone making an **Average (+20) Intelligence** Test can tell it will burn for an hour, at most.

The villagers begin murmuring amongst themselves. They are not without faith, but at least some among them whisper that it might well make sense to trade one life for many. It would, after all, be a true act of faith for Klaus to do so.





Characters observing Krezok can make a **Challenging (+0) Perception** Test to notice he's wearing something extremely odd. Around the beast's neck is a small silver amulet in the shape of a hammer. If a Character fails, their attention is instead drawn by Stihlman mumbling in fear: *'No, it can't be. Not possible.'*

Pointing out the amulet to Stihlman, or asking him directly what he means, stirs the man to action. He loudly calls for Klaus. When Klaus surfaces from the cellar, Stihlman beckons Klaus, the Characters, and any surviving militia to follow him to his office. Once there, he absent-mindedly takes a poker to the fire, lost in thought. Klaus breaks the awkward silence:

'What's this about Stihlman? There are injured people I should—'

'It's your son, Klaus. Outside.'

Father Stihlman turns from the fire, red-hot poker in hand. There's a hard look on his face.

'He wants your head, and I've half a mind to deliver it myself. You lied to me!'

Between the threatening of Father Stihlman and the presence of the Characters (especially if they saw the amulet), Klaus breaks down, sobbing. He relates the story of his only child's birth. Born with cloven hoofs, fur, and horns. A mutant, a monster with the mark of the Ruinous Powers. The boy was a monster, and yet Klaus couldn't bring himself to kill his own flesh and blood, nor could he bring himself to fetch Father Stihlman to do it for him. So he took the boy deep into the forest, and left him there, a hammer amulet around his neck in the desperate hope that Sigmar might do what Klaus could not.

WHERE DO WE GO FROM HERE?

What happens next is up to the Characters. Klaus is broken with grief, and willing to die if it saves the village. Stihlman is furious, but ultimately the safety of the village matters most. Klaus has earned death as a penance in the eyes of Stihlman, his longtime friend.

Of course, the Bray-Shaman is almost certainly lying about sparing Walen. His herd has mostly moved on, but with his sorcery alone Krezok could raze much of the village. But with all his focus on Klaus, Krezok has made himself vulnerable. If the Characters use Klaus as a distraction, it would create an opportunity for some villagers to escape or for the surviving militia and the Characters to launch a surprise attack. If they can kill Krezok, the Kurr-Gra'ak tribe will almost immediately fall to infighting, and the returning army can wipe them out, saving Walen and several other villages besides.

A BLOODY REUNION

If Klaus is sent out, Krezok addresses him:

'The spirits told me of you, father. Are you proud of your son? I survived, thrived, after you abandoned me! Let me show you what the wilds taught me, where you did not.'

Krezok grabs the sobbing Klaus by his shirt, before tearing his throat out with snarling teeth. This bloody display sends the Beastmen into a frenzy of wild calls and bloody jubilation, giving the Characters a moment to act unimpeded. They may choose to flee, or might take the time to get into position, be it a sniper spot in the bell tower, sneaking out to the pigeon coop, or simply getting ready to charge. His vengeance satisfied, Krezok howls in triumph, and summons his powers to burn the village and any other survivors in Walen.

However, true to his word, Krezok will spare those in the Temple, so long as they remain inside. Though this might indicate some remnant of humanity lingers in the creature, it is more likely that the Bray-Shaman wishes that someone lives to tell the tale of his revenge. Characters who think to use the opportunity to retrieve a messenger pigeon will be rescued the following morning by the state army, hot on the tail of Krezok's herd. If not, they will emerge to the smoking ruins of Walen, and quickly learn of the depredations inflicted on neighbouring villages before the army had a chance to catch up with the beast.

Krezok has his seven most trusted Bestigor (use **Gor** with the optional Size (Large) Trait; **WFRP**, page 331) lieutenants flanking him. If the Characters attack, this is an opportune moment. If they think to make use of them, and succeeded in the Leadership test earlier or have otherwise gained the militia's respect, they may use them to distract Krezok's guards. At a push, the surviving militia could hold the Bestigors at bay for three rounds, giving the the Characters a brief window to attack Krezok head on.

MISSED CONNECTIONS

Klaus can be convinced to stay in the temple with an **Easy (+40) Charm or Intimidate** Test — the idea of leaving its safety is not terribly appealing, after all. Klaus can be asked to speak to Krezok from inside the Temple, but nothing he can say will change the Bray-Shaman's mind. It might, however, serve as a distraction, drawing the Bray-Shaman close enough to be grabbed through the window bars by a Character making a successful **Challenging (+0) Melee (Brawling)** Test — or simply shot.

If Krezok is not put out of action in some way, once the hour has passed, he begins to batter down the door of the Temple — if it has not been reinforced in some way, it will fall after a few minutes of determined effort by the Bestigors. Once this happens, it will be an all-out melee in the temple, with Krezok staying near the back and defiling the temple of Sigmar with every foul magick he knows.

REWARDS

The following Experience Points should be awarded at the end of the adventure, plus any standard awards you offer at the end of each session:

- 50 XP for having fun
- 15 XP for saving the Tanner family
- 15 XP if they save Old Hob
- 15 XP for healing the other villagers
- 50 XP for defeating Krezok
- 25 XP if they manage to prevent Krezok from killing Klaus

NPCS

Use the stats for Humans on **WFRP** page 311 to represent these NPCs. Add relevant Skills and Talents as appropriate.

ELSE FRINK, MILITIA CAPTAIN

Additional Skills: Leadership 55, Melee (Basic) 55

A former Road Warden and State Soldier, she retired to the peaceful village of Walen, where she trains the villagers to defend themselves, as every temple of Sigmar requires. Brave, taciturn, and a competent warrior and leader — Walen's militia are lucky to have her.

TANNER FAMILY

Artur the father, his wife Lise, and their daughter Artya. The Tanners are well-liked by everyone and, known to be friendly, kind, honest, and pious in equal measure. If they were to die, the village would suffer a heavy blow.

OLD HOB, HUMBLE VILLAGER

Not actually that old, just grumpy. But in a charming, witty way, making him a beloved character about the village.

FATHER STIHLMAN, PRIEST OF SIGMAR

Additional Skills: Leadership 55, Lore (Theology), Melee (Basic) 55

Peaceful and friendly, in stark contrast to the stereotypical priest of Sigmar. He nevertheless has unshakeable faith, and if anyone tests him, they will find that under his soft exterior lies a faith as strong as gronril.

KLAUS BAHLK, TEMPLE BEADLE

Taciturn and grouchy, always complaining about the lack of donations to fix the bell tower. Klaus hides a terrible secret: his only child was a Beastman, which he abandoned in the woods twenty years ago. Whether he joined the priesthood to atone for abandoning his son or for siring a Beastman, even he's not certain.

KREZOK SOULFLAYER, BRAY-SHAMAN OF THE DARK GODS

Krezok was born to Klaus and Hilda Bahlk in Walen twenty years ago. Klaus was horrified, but couldn't bring himself to slay the child, and instead took him deep into the southern woods and abandoned him. He was found and raised by the Kurr-Gra'ak herd, who saw the spark of sorcery in him. He grew and learned quickly, becoming a mighty sorcerer. The tribe's leader grew jealous of Krezok's power, but none would dare raise their blade against a Bray-shaman. Instead, he humiliated Krezok, announcing his human heritage in front of the whole tribe, showing him the silver hammer amulet that he had worn when his father abandoned him.

Krezok's roar of rage, suffused with a terrible power, flayed the skin from the leader's body. Krezok gorged himself that night on the old chief's heart, eating it in front of the assembly. There, shining with impossible dark light, Krezok renounced his humanity, swearing to the gods that he would slaughter his old family. He now leads the Kurr-Gra'ak.

KREZOK SOULFLAYER, BRAY-SHAMAN OF THE DARK GODS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	—	34	45	40	35	25	37	50	30	16

Traits: Corruption (Minor), Fury, Horns +6, Night Vision, Spellcaster (Beasts, Chaos), Weapon +8

Skills: Melee (Basic) 55, Language (Reikspeil 43, Magick 75), Channelling (Dhar) 75

Talents: Instinctive Diction 2

Trappings: Clothing made of Furs and Tanned Human Skin, Assorted Spell Ingredients, Silver Hammer Pendant

SPELLS AND TACTICS

If Krezok feels any single Character looks to be a particularly dangerous threat, he casts *Treason of Tzeentch* (**WFRP**, page 257) on them as soon as any fighting breaks out. After this, or if he does not consider any foe a particularly important threat, Krezok casts *Flock of Doom* (page 245) or *The Amber Spear* (page 246) on any suitable group of targets.

If no target in particular presents themselves, or if he simply wishes to burn down a building, Krezok will cast *Breath* (page 243), which manifests as twisting dark flames that are almost impossible to extinguish. If a Character gains an *Ablaze* condition from this spell, they are able to see the spirits of each of Krezok's many victims trailing him for as long as the condition lasts, and the victim gains the *Afraid (Krezok)* Trait permanently.

◆ CURD YOUR ENTHUSIASM ◆



ADVENTURE SUMMARY

In the mood for cheese? Harzert's Cheesemonger has a fine curdled curiosity to satisfy every palate. But can one man's obsession with creamy cottage cheeses go too far? A rather disgusted clerk thinks so...

Curd your Enthusiasm takes revolves around Harzert's Cheesemonger of Distinction (**Buildings of the Reikland**, page 3). While you do not need that book to run this adventure, the extra details found there will be useful for adding extra colour to the adventure.

Tomas Grunwel, a clerk at the Ubersreik Municipal Sub-surface Sanitation Office (more commonly referred to as 'Sewer Maintenance') approaches the Characters with a bizarre story, seeking their help. A dinner he planned in search of a promotion at the Sanitation Office has ended in tragedy. His house burned to the ground, his immediate superior was killed, and the others still suffer from what a confused healer could only describe as *'a most esoteric distress of the bowels'*. Tomas is certain that the fancy cheese he served from Harzert's Cheesemonger was the cause of the grotesque magical disease that befell his guests. Being the only one who did not eat the cheese, Tomas is sure Harzert's is to blame.

Despite being innocent, Tomas covered up significant and scandalous details to protect himself and his employers, blaming the fire on an errant ash bucket. Now he wants the Characters to find out the truth. He is willing to pay them handsomely.

Harzert is responsible for Tomas's plight, though not intentionally. After losing his wife, Klara, a year ago, his mind is somewhat frayed — he believes Klara lives on in a cheese sculpture in his cellar. This delusion has been cruelly nurtured by a Skaven named Squitshank. The creature has been impersonating Klara, and has tricked Harzert into selling warpstone-infused cheese to Squitshank's targets, as part of Squitshank's plans to destabilise Ubersreik.

The Characters may wish to observe Harzert and his shop, as well as interview the tenants who rent the floors above. Frau Lise Duschen, thanks to her large family, is a source of local gossip (if the Characters can convince her to share). Gustav Klosch is an artist struggling to pay the rent every month; constant nightmares inspired by the presence of warpstone in the building have made the sensitive artist's recent work creepily unappealing.

A cunning spy, Squitshank will likely become aware of the Characters' investigations quite quickly, and will lead his best and brightest to the cheese shop to put an end to them. Thus begins a showdown between our unwitting heroes and the vile ratmen over the fate of Ubersreik's finest cheesemonger!

GETTING STARTED

The Characters may have been introduced to Tomas Grunwel by a mutual acquaintance, or perhaps Tomas searched the taverns of Ubersreik for a band of mercenaries who looked capable (and affordable). However they meet, he wishes to hire them to investigate his recent misfortunes.





PART ONE: CURDLED AMBITIONS

Tomas will approach the Characters in some distress, and while he seems eager to have their aid, he is strangely reticent to describe in full what exactly the matter is, save that it involves a rather unfortunate dinner party. If asked to recount the events of that night, Tomas provides the following account.

Tomas threw an intimate party for his three superiors: Dieter Dunkel (and his wife, Greta), Klaus Schmidt, and Anders Schuster. The evening was going well and his guests were remarking favourably on his hospitality. Tomas thought for certain he had secured his promotion.

Perhaps half an hour after eating, Klaus Schmidt looked to be sweating slightly, and retired to the privy to relieve himself. Within minutes Tomas and the others heard horrified screams in the direction of the privy closet. Thinking Klaus had injured himself, Tomas and his guests rushed to the lavatory to aid him.

What they saw was ... not pretty, but not in the manner expected. His guest was splayed out on the floor, britches around his ankles, convulsing in bewildered pain as his bowels voided a seemingly endless stream of tangled, matted hair soaked in bile and mucous — far more than could possibly fit in the man. Reeling back from this horrendous scene, Anders grew suddenly pale and began vomiting gouts of live, squirming maggots. Dieter's belly visibly swelled to eye-watering proportions and he began choking. Greta, herself now belching noxious greenish fumes and stricken with terror, tried to clear his windpipe by thumping him on the back. Suddenly Dieter became the victim of uncontrollable, torrential flatulence that ignited on escaping his body. Fierce gouts of intensely hot flame set fire to his clothes, his hair, his poor wife, and anything that came near his weaponised posterior.

Unfortunately, Tomas's house was built from good, dry wood. He, Klaus, and Anders managed to escape before it burned to the ground. They couldn't get near Dieter or Greta, as the flames were too hot. Their screams faded in death before Tomas had escaped the house. Fearing persecution and scandal over such wholly unnatural sickness, they went to a back-alley apothecary for help and secrecy. Tomas is stony-faced as he tells the story, daring the Characters to laugh at his plight.

THE LITTLE CHEESE SHOP OF HORRORS

Tomas has done a little snooping, but is no sleuth. Harzert's shop is on Altstrasse, a four-storey building, long and narrow to minimise frontage tax. The cheesemonger occupies the ground floor, and Harzert's home is on the floor above. Harzert lives alone, but leases the two floors above his apartment to other townfolk. His nieces and nephews act as shop assistants, so he has at least one sibling in Ubersreik, although who they are and what they do is a mystery to Tomas.

QUESTIONS FOR TOMAS

The following tidbits may also come up if the Characters have questions:

- ☠ Tomas has been lactose intolerant since he was a boy. That's why he avoided eating the cheese. If the Characters remain suspicious, they could try forcing him to drink some milk to prove it. He's desperate enough for their help to do it — anyone witnessing the result will have no reason to doubt that his distress is quite genuine.
- ☠ Telling the truth or accusing Harzert would surely bring half the priests and Witch Hunters of Reikland down on them, with arrest and imprisonment for all regardless of innocence. *'Besides, Harzert has friends and customers in high places. Without concrete evidence, any legal case would inevitably resolve in his favour.'*
- ☠ Tomas is apprehensive about the party questioning the other surviving guests due to the unholy nature of the sickness. He's already sure that they will punish him when they recover. *'If they find out I told anyone, they'll ruin me completely!'*
- ☠ Elsa Bitemauer, the Apothecary who treated the survivors, is the epitome of discretion, to the point where Tomas is unsure he could find her again even if a Character insists on talking to her. However, if they persist in tracking her down, the most she will be able to tell them is that she suspects magic was involved.
- ☠ Characters who are suspicious of Tomas may attempt a **Challenging (+0) Intuition Test** to determine that the worried clerk is motivated partly out of loyalty to his employers, whom he hopes to both avenge and protect from scandal (and Witch Hunters). A small part of him believes he can still turn his situation around if he gathers evidence in secret. Not the most noble of motives, but he's not hiding anything else.
- ☠ If the Characters insist on meeting Anders and Klaus, they may attempt a **Challenging (+0) Charm or Intimidate Test** to convince Tomas to introduce them, but he won't be happy about it. He brings them to the abodes of Klaus and Anders, who are bedbound but recovering. They corroborate Tomas's tale. Their own motivation is to find someone to blame: if the Characters cannot build a case against Harzert, they settle for Tomas.

If there are no more questions, Tomas wishes the Characters luck and hands them an address. He's taking a leave of absence from work for a few days, and will be at his sister-in-law's home by the docklands. He has to find a new house.



PART TWO: CHASING LEADS

The Characters can investigate Harzert himself, Frau Duschen, or Gustav Klosch.

A GOUDA MAN, LED ASTRAY: HERBERT HARZERT

He's pleasant to his customers, offering samples, suggesting wine pairings, and so on. He has little time for chit-chat, and if the Characters aren't buying, he asks them to leave. He is not above calling for the guards to deal with shady riff-raff.

In the shop, Characters who pass a **Hard (-20) Perception** Test overhear one of his assistants murmur:

'We're almost out of Bastonne Bleu, shall I nip downstairs and—'

Harzert interrupts her with a frantic: *'No! No, you handle the counter, I'll get it. Most of it isn't ripe, and you don't know the Bretonnian cheeses.'*

Make it obvious to the Players that even in whispered conversation, Harzert overreacted to a simple suggestion.

Pungent Poetry: Harzert's Apartment

The Characters can break into the shop at night or Harzert's apartment by day. Altstrasse is a busy street and well-patrolled; Opposed Tests related to stealth or larceny are **Hard (-20)** by day and **Difficult (-10)** by night for anyone trying to break in. The Characters can take a full day to observe patrols, in which case opposed Tests become **Difficult (-10)** by day, **Challenging (+0)** at night.

The exception is Harzert's apartment, which is unoccupied during business hours. Tests relating to breaking into the apartment are **Challenging (+0)** by day and **Hard (-20)** by night, with Harzert easily woken.

The apartment is plain. It's clear from small laundry piles and unwashed dishes that the owner lives alone and doesn't entertain. There are a number of portraits of a young, pretty lady, presumably the late Frau Harzert. There are books of romantic poetry, and sheafs of parchment in the bedroom containing Harzert's own amateur poetry. They are morose and melancholy, and heavily feature the motif of the ageing of a fine hard cheese as a metaphor for love. There is nothing incriminating to be found, though his poetry may well be a crime against literature.

A VINTAGE CHEDDAR: FRAU DUSCHEN

Frau Lise Duschen is an imposing woman. She is at home all day on the second floor, enjoying the quiet while her five adult children are out working and her six younger ones are asleep or causing mischief in the streets. She's pleased to see new faces, because they mean new gossip, and will try to ferret out all she can about the party's adventures.

Frau Duschen collects gossip, using her large family as a spy network. She can easily be convinced to share all manner of trivial gossip about folks living along Altstrasse. It stands to reason that she has heard a few bits and pieces about Harzert that would help the Characters' investigation.

If the Characters ask Duschen about Harzert, however, her demeanour changes. She's very protective of 'her Herbie', and people snooping around him could mean trouble. Only Characters who pass a **Hard (-20) Charm** Test can convince her that they mean Harzert no harm, at which point her mood will shift and she will happily begin talking about 'her dear Herbie'. Frau Duschen will speak endlessly about the man, but only a handful of facts will prove useful.

DEAR HERBIE

Characters wading through Frau Dauschen's tirade of gossip will find it difficult to sort the useful material from the trivial. For every SL on an **Average (+20) Charm** or **Gossip** Test, reveal one of the following to a Character interviewing Frau Duschen:

- ☠ Up until four months ago, she often heard Harzert weeping for his lost wife, Klara, in his apartment a floor below. Then it stopped. Duschen thought he had made peace with the loss, but he still refuses her advances.
- ☠ A dockland gang burgled the shop three months ago, and a week later they were all found dead of the Bloody Flux, a particularly virulent affliction usually contracted by eating spoiled food. *'The guards say their hideout looked like a slaughterhouse and smelled worse, but do you know they didn't find any weapons? Just a small set of cheese knives. Herbie got his money back, mind you, so all's well that ends well.'*
- ☠ *'Did you know Herbie sings to his cheese? That's probably why it's the best in Ubersreik!'* Frau Duschen's fifth daughter, Alfreda, heard that a friend's brother's wife was walking by a week ago just after closing, and swears she heard Harzert in the cellar, singing to his cheese.



SLEEP BE EDAM-NED: GUSTAV KLOSCH

Gustav lives on the second floor, and is reluctant to answer the door to strangers. He is lanky, skittish, and exhausted. When the Characters visit, he thinks they are debt-collectors and begs for his life and kneecaps, promising the new exhibition will be finished soon.

He only meets Harzert to pay the rent, which is weeks late. If the Characters ask him about his distracted manner or nerves, call for an **Opposed Charm** versus **Cool** Test. If the Characters lose the Test, Gustav explains he hasn't slept well these last four months. Observant Characters may connect this with Frau Duschen's account of Harzert's mood change.

If the Characters win the Opposed Test, Gustav elaborates that he suffers from nightmares, an inspiration for his art that's powerful, but very unpopular. If the Characters wish to view it, he's happy to oblige, hoping he might finally sell some. Gustav's paintings are indeed disturbing; each counts as a creature with the Minor Corruption and Fear 1 traits (**WFRP**, page 339). Prominent themes include the fell moon Morrslieb; red eyes in the dark; and being eaten alive by swarms of locusts, rats, or other vermin. He's used to selling art for several Gold Crowns, but these works are so unpopular he'd let them go for mere pennies each — a bargain for any macabre art collector.

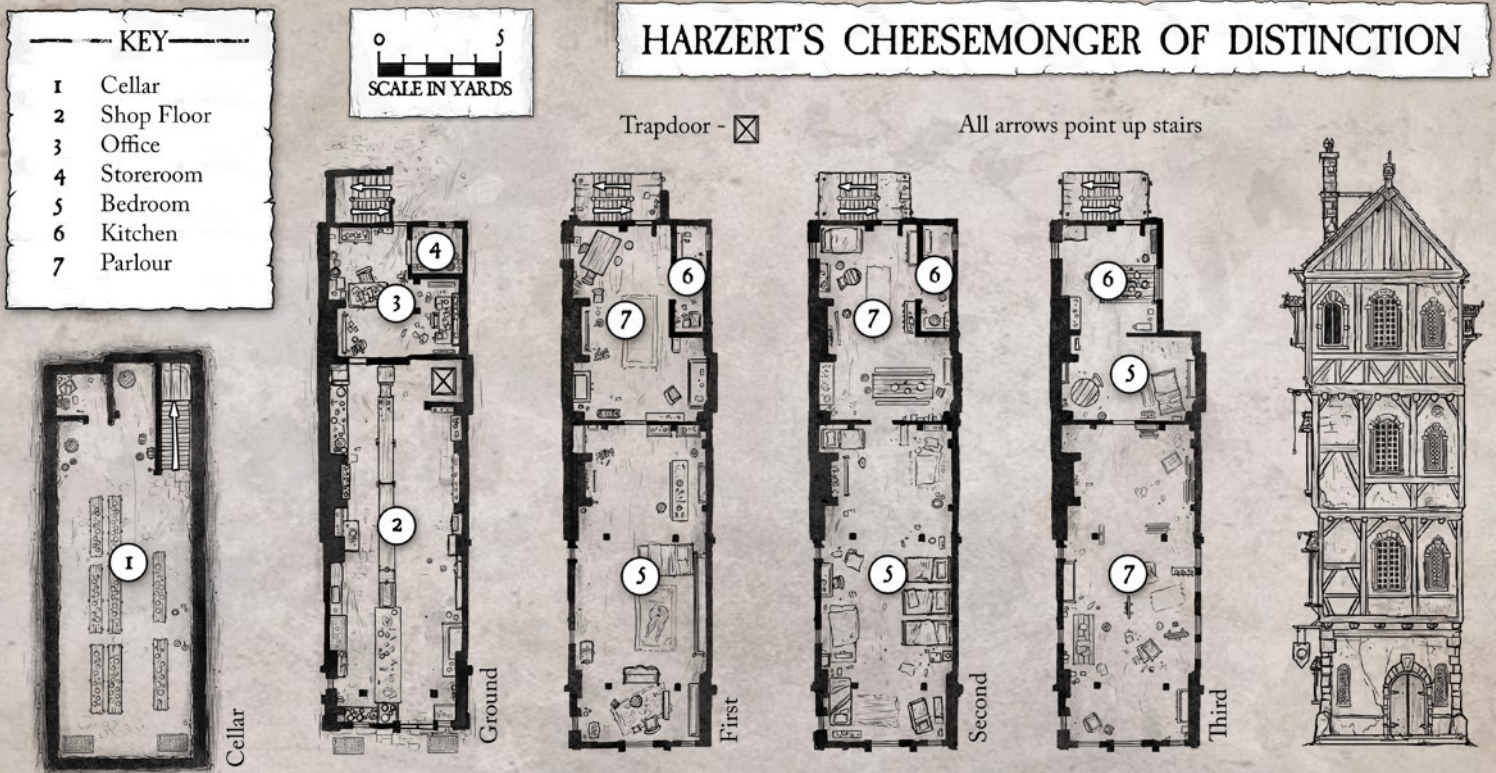
PART THREE: IN WHEY TOO DEEP

Ultimately, Characters will have to make their way to Harzert's cellar to uncover the truth of the situation. This might be done by stealth, breaking into the cellar at night, or by convincing or threatening the cheesemonger.

HARZERT'S CELLAR

The cellar is reached by a trapdoor at the rear of the shop. It is dark, cool, and stinks powerfully with cheeses from across the Empire and beyond. The stinky cheeses are slowly maturing on shelves running the length of the room. There is a small office desk in the room by the entrance, covered in shipping manifests and other banal business details. Each cheese is painstakingly labelled, numbered, and grouped by type to avoid contamination. Some have notes pinned to them like 'reserved for Councilman Ruegen'. Harzert takes his cheese very seriously.

Any Characters with the *Second Sight* Talent (**WFRP**, page 144) feels that something is not quite right, though they can't put their finger on what. Such a Character, if they examine the cheese shelves, may attempt a **Hard (-20) Perception** Test; success means the Character determines that a handful of random cheeses are tainted with finely powdered warpstone, the stuff of Chaos itself. It is cunningly folded into the cheese to make detection difficult, even for Wizards. Any Character foolish or unlucky enough to eat tainted cheese is exposed to Major Corruption (**WFRP**, page 183).





ABSENCE MAKES THE HEART GROW FONDUE: THE SHRINE

At the far end from the trapdoor, where some natural light filters through the dirty glass grating from the street above, there is a shrine to Klara Harzert. A pair of paintings on the wall frame a small wooden altar, upon which sits a life-sized bust of Klara, carved from a Reikland cheese so old it is almost as hard as stone. Also on the altar are several of Herbert's terrible cheese-focused love poems. A Character who passes an **Easy (+40) Perception** Test notices that the rear of the bust has been eaten away, and the head is in danger of falling off. It's a habit Squitshank has been unable to resist. He knows Harzert will soon notice, and will need to be eliminated as a result.

The altar hides a hole in the wall just big enough for an average-sized Human adult to crawl through. It leads to the sewers running underneath Altstrasse. Squitshank skulks on the other side of the wall, wearing a magical amulet that transforms his voice into that of Harzert's wife. The acoustics of the sewer tunnels are perfectly suited to making 'Klara's' voice echo as if calling to Harzert all the way from Morr's kingdom of the dead.

If the Characters explore behind the altar they quickly get lost in the sewers; the Skaven know well how to hide their lairs. They can get back to the surface easily, although they will need a bath before resuming their investigation.

If they make little noise near the shrine, Squitshank assumes it's Harzert and speaks with the voice of Klara:

'My love, did the Watch captain like the cheese I recommended?'

A clever Character might attempt to mimic Harzert's voice with magic, or by passing a **Difficult (-10) Entertain (Acting)** Test, to draw Squitshank into further conversation. With the overpowering smell of cheese hiding their scents, Squitshank would merrily incriminate himself, suggesting targets to recommend the tainted cheese — savvy Players may connect these names to cheeses marked as reserved — before making some excuse (*'Morr calls to me, I must return. 'Til tomorrow night, beloved!'*)

If the Characters give themselves away (for example, by exploring the sewers or making Squitshank aware he's not talking to Harzert), Squitshank immediately withdraws. He assumes Harzert's usefulness is over, and quickly makes plans to eliminate him and the Characters. He leads five **Clanrat** bodyguards and a **Rat Ogre** back to destroy them and the building. Squitshank forgets about his amulet, and his underlings see no reason to remind him of it, so all this time he sounds like Klara. This may cause much awkwardness if Harzert or the watch investigate the sound of disturbance in the cheesemonger's shop. If nothing else, Harzert will quickly attempt to investigate why his deceased wife's voice is shouting *'Die Die, Man Thing!'* from the cellar.

CONCLUSION

Should the Characters manage to avoid rousing Squitshank's suspicions, they are left in a rather awkward position. They may wish to inform the authorities, in which case the blame will almost certainly fall on the cheesemonger, with tales of giant rats in the sewers roundly ignored. Harzert is also difficult to convince of the truth, but may be convinced if the Character's approach him with some sensitivity, or truly damning evidence. Either way, there is little peace to be had unless Squitshank is dealt with.



REWARDS

The following Experience Points should be awarded at the end of the adventure, plus any standard awards you offer at the end of each session:

- 50 XP for having fun
- 50 XP if they resolve matters such that both Harzert and Tomas keep their jobs
- 25 XP if they get Squitshank's amulet
- 25 XP if they fool Squitshank into thinking they are Harzert at the shrine
- 25 XP for defeating Squitshank and his cronies
- 15 XP if they think to tell Gustav they solved his nightmare problem

NPCS

Use the stats for Humans on **WFRP** page 311 to represent these NPCs. Add relevant Skills and Talents, such as Trade (Cheesemonger) or Artistic, as appropriate.

TOMAS GRUNWEL, PUT-UPON CLERK

Tomas is dull in appearance and mannerism. Short and slight, he has developed a noticeable pot-belly and jowls since joining the civil service. He wears dull, sensible spectacles and dull, sensible clothes. Before the destruction of his home, the most excitement he craved was finding an extra pickle in his dinner at the local tavern. He means well, but lacks all courage, especially after his plan to sweet-talk his superiors went so badly wrong.

ANDERS SCHUSTER, KLAUS SCHMIDT, AND DIETER DUNKEL (DECEASED)

Tomas's superiors are blander than Tomas, and become irate at anything spontaneous, such as hiring adventurers to investigate their misfortune. If the Characters meet Anders or Klaus, they are as stiffly polite as one can be when laid up in bed with supernatural gastroenteritis. They are still in shock at what they witnessed, and are mourning the loss of Dieter and Greta. Like Tomas, they are not (intentionally) malicious, but their insistence on protocol may make it seem otherwise.

GUSTAV KLOSCHE, STRUGGLING ARTIST

Additional Skills: Art (Painting) 65

Gustav lives alone on the top floor. He's a bundle of nerves and anxiety, only some of which is due to lean times making rent hard to earn. His work has become deeply macabre and unpopular in the last four months, which he puts down to constant strange and frightful dreams.

HERBERT HARZERT, CHEESEMONGER

Cheese is Herbert's life. While there's little competition, Harzert's claim to be 'the finest cheese shop in Ubersreik' is justified. He's extremely knowledgeable about cheese production, always excited by new varieties from diverse suppliers. He's also desperately lonely since the death of his wife, Klara, last year. He secretly built a shrine to Klara in the cellar, including a bust of her likeness carved from hard cheese. Four months ago, the bust spoke to him in Klara's voice. He believes it houses the spirit of his wife, and will do anything to please her. Klara makes excellent suggestions on cheeses to recommend his customers. He is unaware that some of these customers have died in bizarre circumstances.

FRAU DUSCHEN, WIDOW

Additional Skills: Gossip 95, Trade (Poisoner) 75

Frau Lise Duschen lives on the floor above Harzert, with 11 children, three of their spouses, and two grandchildren. Her in-laws never fail to disappoint her, but she'd let her grandchildren get away with murder. The in-laws sometimes wonder if she already has. Frau Duschen is honest, forthright, and addicted to gossip, and her large family keeps tabs on all the neighbours. She is willing to trade gossip, but is tight-lipped about Harzert. She has designs on Harzert, and his money, but to her irritation he refuses to move on from the loss of his wife.

SQUITSHANK, CLAN SKAB STORMVERMIN


Squitshank is a Stormvermin of Clan Skab, a skilled warrior in a Clan already noted for its soldiers. He was sold to Great Clan Skryre as a bodyguard, a role he despised. However, all his Clan Skryre owners met with extremely unfortunate and fatal accidents for which Squitshank could not possibly be blamed. With nobody willing to purchase his contract, he was free to return to Clan Skab as a respected (well, feared) warlord. Currently, Squitshank is weakening Ubersreik's infrastructure, ensuring Skaven can enter and exit the city unseen. His latest scheme is manipulating Herbert Harzert into selling warpstone-infused cheese to select city officials.

SQUITSHANK, STORMVERMIN OF CLAN SKAB

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	65	—	51	56	55	44	25	44	58	—	20

Traits: Armour 4, Clever, Elite, Leader, Night Vision, Stealthy, Weapon (Sword) +9

Amulet of Dead Echoes: A disturbing invention from the sorcerer-engineers of Clan Skryre, Squitshank's amulet is composed of several rare metals on a brass chain. There is a pin-prick hole in the top which leads to a warpstone core. When a single drop of blood is poured into the opening, the magic of the amulet changes the wearer's voice to that of the blood's owner. Every time the amulet is used, the wearer is exposed to Minor Corruption (**WFRP**, page 182).



◆ A SHEEP ◆ IN WOLF'S CLOTHING



ADVENTURE SUMMARY

The nobility of the Empire are notorious among the common folk for the ruin or bounty their whims can bring. Stories abound of nobility passing among their subjects in disguise, rewarding those who treat them well. Far more common in reality, however, are instances of nobles making sport of the peasantry, or taking advantage of what meagre hospitality they can offer. This fact has not gone unnoticed...

This adventure revolves around Limburg's Farm (**Buildings of the Reikland**, page 5). While you do not need that book to run this adventure, the extra details found there will be useful for adding extra colour to the adventure.

Luther Limburg approaches the Characters for help. Two months ago his son Hari shod Lord Heinrich Cristof von Trapp's horse, Wolfgang, which then threw the nobleman. Feeling responsible, the Limburg family nursed Heinrich back to health. Now seemingly recovered, he is still imposing on the family's hospitality, with his tight, expensive and garish shoes well under the table, and won't leave! Arriving at the farm, the Characters are introduced to Luther's impressive family: his great aunt Mags; his wife, Rita; and their seven children. They also meet Lord von Trapp, the snooty, unlikeable noble who is overstaying his welcome.

The Limburgs beg the Characters to be subtle, as they're the ones suffering Heinrich's ire. The boorish noble is extremely hostile to any suggestions of moving on, and is quick to suggest that it wouldn't go well for anyone if he is threatened. Observant Characters will notice his mannerisms are slightly off. His belongings are secured, but a determined rogue could unlock his room, if others distract him. With effort, they may soon discover that Heinrich is no noble.

Just as the Characters are confronting Heinrich, bounty hunters arrive. Their quarry has many aliases and titles, but his description fits Heinrich perfectly. Despite how neatly this would resolve things, Aunt Mags chooses this moment to issue a prophecy that the 'guest' must be preserved at all costs! Will the Characters hand 'Heinrich' over in order to see the back of him, or protect the conman from two hardened fighters who may well be acting inside the law?

GETTING STARTED

There are large farms all across the Empire, from just outside the cities to deep in the wilderness. Farmers regularly have to deal with Beastmen, bandits, and Orcs, and often seek out adventurers to help with these threats, and adventurers are always on the lookout for just that sort of work. If you are running this adventure as a once-off, this is plenty of reason for your Characters to be in the area.

If you wish, this adventure can also be slotted easily into an ongoing campaign. Limburg's farm could be almost anywhere in the Empire, and Luther is searching for assistance at coach houses, crossroads, and larger towns — exactly the sort of place where the Characters are likely to stop during their travels.





PART ONE: CAUGHT IN A (VON) TRAPP

The Characters might meet Luther at a crossroads, or encounter him in a market where the man is desperately seeking help. Tailor the starting location to your Characters' situation. The focus quickly moves to the farmhouse in any case, so the details aren't critical.

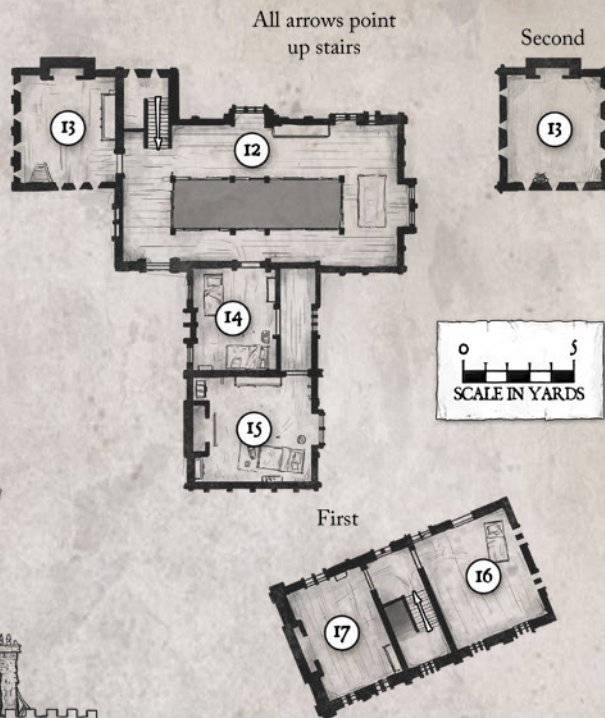
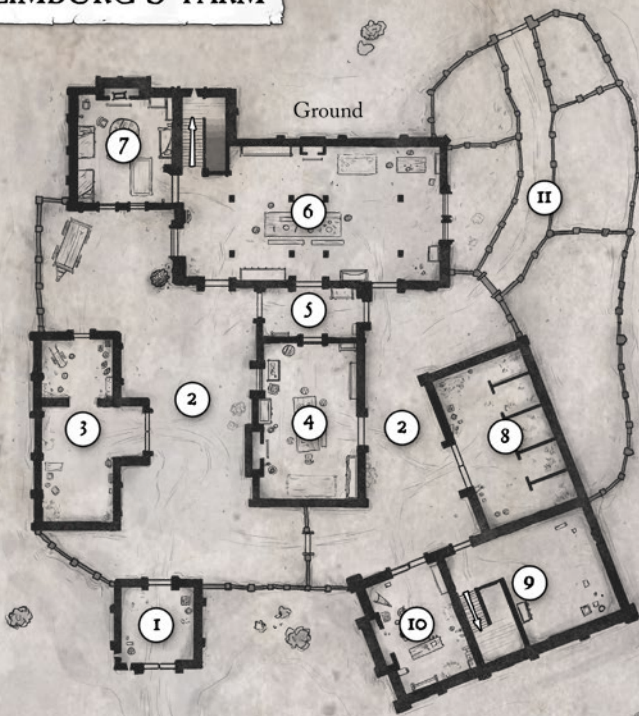
Luther approaches the Characters for their assistance with a guest who has well overstayed his welcome. Luther's son Hari shod **Heinrich Cristoff von Trapp's** horse, which threw its rider soon after. Afraid of punishment, the family looked after von Trapp as best they could. Two months later, he appears to have recovered, but any suggestion that it might be a good time to depart inevitably results in Heinrich's injury flaring up once again. He is always sure to mention the terrible misfortune that would befall the family should he come to harm on the road due to his 'grievous injuries'. All this, despite the fact that his rather fancy shoes are laced uncomfortably tight.

'We can't put up with his lordship no longer! He wanted to flog our youngest t'other day 'cos we didn't have cinnamon for his porridge — whatever THAT is! I'm begging you, make him leave!'

How they dislodge the unwanted lodger is of little concern to Luther, as long as he and his family can get back to farming without the wrath of a noble hanging over their heads. If any Characters suggest killing Heinrich, Luther stammers and worries about reprisal from the noble's family, or Luther's neighbours. However, he very pointedly doesn't rule it out, if he and his family can be completely distanced from it. Times are hard, and the Limburgs have been saving what they can for the coming winter. But this gluttonous noble is seriously endangering their stores, and Luther is desperate.



LIMBURG'S FARM



KEY	
1	Gatehouse
2	Yard
3	Cattle Shed
4	Kitchen and Livingroom
5	Stores
6	Main Hall
7	Bunkhouse
8	Stables
9	Tack Room
10	Smithy
11	Animal Pens
12	Gallery
13	Watchtower
14	Bedroom
15	Master Bedroom
16	Smith's Room
17	Hay Loft





After agreeing to help, Luther carries the party in his wagon, if the Characters don't have transport of their own. The journey could take a day or two if they met Luther in a settlement. If they were already travelling the countryside, they could make it in a few hours. The roads quickly turn into muddy tracks away from the Empire's main byways. The pastoral landscape showcases the best of the Reikland: rolling bucolic hills, towering evergreen forests, lush green meadows, wild flowers abuzz with bees, and an old windmill standing proud against the expansive sky. Luther will indulge the party in banter despite the concerns weighing on him.

Eventually the party arrives at the farm: a wide area of fields, some growing crops, the rest for grazing their impressive herd of dairy cattle. The farmhouse itself is a fortress, with broad, high dark stone buildings surrounded by an equally imposing wall. If anyone asks, Luther explains that so far away from civilisation, farmers need to be able to protect themselves from any threats. His sons open up the gates to make way for the cart. Inside there are several dogs, cats, and chickens roaming freely, and some children at play.

Luther bids the Characters enter his home and introduces them to the family (see the NPCs section for more details):

'This lovely lady is my wife, Rita. These are our children, Hari, Angie, Mikkell, Albert, Hilda, Karl, and wee Baby Irma. This is Aunt Mags (shh, she's asleep), and—'

Luther is interrupted by a shrill, entitled voice shouting, *'LuuuuuTHEEEEEEEEEER!'* from another room, which awakens Aunt Mags with a yelp. He sighs.

'...and that's his lordship. 'scuse me a moment, he probably wants his pillow fluffed again. Coming, yer worshipfulness!'

He disappears upstairs, leaving the Characters with Rita, seven curious children and Aunt Mags, who eagerly chats to them, but also believes they are friends of hers from fifty years ago. This is a fun roleplaying opportunity, as the Characters try to make small talk with Rita and Hari, the children have thousands of questions about adventuring, and Aunt Mags has a tenuous grip on reality. After a little of that, Heinrich arrives, although he is heard long before he is seen, snootily complaining to an apologetic Luther trailing behind him.

'...nevertheless, I quite specifically noted, did I not, that my ankle is still very much the worse for wear, and I recall your healer stating that the dressing must be changed regularly! Honestly, were I not so trusting I would be inclined to think that you were trying to PROLONG my suffering, and — Guests? We have guests and I wasn't informed? Oh really now, Luther!'

A deflated Luther turns to the Characters. 'Presenting his lordship Heinrich Cristoff von Trapp of Obelheim, Talabecland.'

Heinrich eyes the Characters appraisingly, with a 'Hmm' here and there as if noticing flaws in their attire or demeanour. *'Charmed, I'm sure. What brings you out here, to a common hovel like this?'* If the Characters haven't thought of an excuse for being there, Luther claims they're new farm hands to help with the harvest.

Heinrich will make some small talk with the Characters before claiming he must rest, as he still gets headaches after his terrible fall. The Limburgs provide food, and set the Characters up in the bunkhouse around the back. Luther once again begs them to try and resolve the situation without making things worse.

During the conversation with Heinrich, Characters passing a **Difficult (-10) Lore (Talabecland)** or a **Hard (-20) Perception Test** realise that while Heinrich has a flawless Talabecland accent, he uses very Reiklander turns of phrase. If pointed out, Heinrich explains that he hadn't even noticed, but has lived in the Reikland so long that his figures of speech now match the locals. He refuses to adopt the accent as a matter of pride.





PART TWO: HOWL IF YOU NEED ME

The Characters can snoop around the farmhouse at night, although sneaking around an unfamiliar place in the dark adds at least a -20 penalty on tests. There are also several dogs and cats sleeping all around the yard, who are likely to wake and cause uproar if the Characters make any noise. If they persist, they'll quickly learn that Hari, sleeping above the smithy, is an excellent shot when flinging a boot while shouting, '*Shurrrup, we're trying to sleep!*' It will be much easier to investigate Heinrich during the day, when the farm is full of life, and he is not in his room. Of course, during the day they will have to help Luther with the farm to keep up their cover!

'ALL THE BETTER TO SEE YOU WITH'

Aunt Mags occasionally utters cryptic foretellings, which the Limburgs believe fully. They are vague enough that most of them come true without trying, but if she foretold that, say, a Character would bring misfortune to the farm, the family would throw them out immediately. The Limburgs will not tolerate any mockery of her prophecies. Some choice prophecies (feel free to invent your own) might be:

- ☠ Doom shall befall he who does not replant the thirteenth carrot picked for tomorrow's dinner!
- ☠ The Town is empty, but I see... A Boy. No, more than one. They... They have returned triumphant! They are Back!

Heinrich has taken the master bedroom on the first floor, leaving Luther and Rita with the room just outside it. Characters searching his belongings automatically find papers identifying him as a noble from Talabecland. By Passing a **Difficult (-10) Perception** Test, a Character can find one of the following for each SL:

- ☠ Documents written in Tilean (if anyone can read Tilean, they're letters of introduction for one 'Paulo Donatello di Miragliano')
- ☠ A book entitled *The Grand Duchy of Talabecland: A History*
- ☠ A map of the farm, several locations on it marked with an X

HEINRICH'S MAP

The marked locations are where Heinrich has hidden various tools of his trade. Each contains items that cast doubt on his nobility. Feel free to add more if the game warrants it!

Those Tiresome Kids!

Choose one of the marked locations. The items there have already been found and moved by the mischievous trio Albert, Hilda, and Karl. They saw '*the posh man*' hiding things, and they took the items when nobody was looking. They won't say where they've hidden the items — unless the Characters steal them some sweet pastries their mother just baked. They can instantly turn on the fake tears if refused, and cry for their mother, who believes whatever horrible tale they tell about the Characters. The Limburg children are as ruthless as any crime boss!

Heinrich has excuses for most of these items. The first time Characters confront him about one or more of them, he is deeply (and loudly) offended at them pawing through his belongings. '*I hid that as I was worried some lout might go snooping around my possessions. As we can see, I was RIGHT to be worried. I believe I am owed a sincere apology!*'

Fierce Notions (Gallery)

Behind a painting, Heinrich has hidden a noble's signet ring. A successful **Challenging (+0) Lore (Heraldry)** Test allows a Character to determine that it belongs to the Prestrekovs, a minor family of Kislev. If questioned about it, Heinrich replies: '*That ring was a gift from a very dear departed friend in the Tsarina's court. His name was Gustaf Prestrekov, and he died defending Kislev against Norscan raiders. How dare you sully his name!*'





Keep the Wolf from the Door (Main Hall) (and Aunt Mags)

Under a loose brick in the fireplace, near the sleeping Aunt Mags, is a small bag containing approximately 1GC in several denominations. At least, there *should* be. Characters searching the fireplace will hear a cackle and see Aunt Mags (you could have *sworn* she was out cold!) smirking at them. *'Lookin' fer somethin', dearies?'*

Aunt Mags is happy to tell the Characters where she hid Heinrich's bag, if they do her a favour. This can be tailored to the Characters' careers. An Apothecary might be asked for a potion for her bunions, a Spy or Thief might be asked to steal back her late husband's wooden leg, lost to a neighbour in a high-stakes card game. Aunt Mags is wily, and knows both Heinrich and the Characters for what they are. She won't betray Heinrich, however, since he already paid her for a fake prophecy as insurance (which will feature in Part Three). Honour among thieves, and all that ...

On receiving the coins, Characters who pass a **Challenging (+0) Perception** or **Evaluate** Test, or **Hard (-20) Lore (Heraldry)** Test notice they're from all across the Empire, and some have been inexpertly clipped. If confronted, Heinrich explains: *'Why, this is rent from some of my tenants. Yes, I know the silvers were clipped, but what was I to do, throw a poor widow out like some ... slumlord? I fully intend to have them recast...'*

Pack Your Bags! (Watchtower)

A loose floorboard on the top floor hides a leather satchel, containing letters of introduction for 'Baron Archibald Hesperus' and 'Captain Johann Straus', and a small pamphlet, penned by a learned Altdorf physician for army surgeons, discussing injuries and symptoms likely to result from being thrown off a horse. Heinrich can easily explain away the letters: *'Why, I wrote them. Archibald and Captain Strauss (and Paulo) are dear friends and very loyal, so I prepared these as a favour.'* Despite a ready answer, the pamphlet surprises him; he thought he'd destroyed it. He'll attempt to use **Blather** to wave it away with a dismissive hand gesture as mere coincidence, but if the Characters press him on this point his defences will crumble.



PART THREE: SNIFFING OUT THE TRUTH

This part could be very short depending on the Characters' decisions. By now they have plenty of evidence of Heinrich being a con artist. It's possible they might simply kill him, especially if they discussed it with Luther previously.

If the Characters decide to present the evidence to the family, they will likely find the Limburgs along with 'Heinrich' in the Kitchen. The 'Noble' is giving a fuming but silent Angie a lecture on her *'most unladylike behaviour'*. Luther and Rita are sitting at the table, trying to keep calm, and Aunt Mags is snoring by the fire. On hearing the evidence, Angie asks, *'So... He's not a toff?'* before flooring him with a right hook. The Limburgs are *furiously* at the deception, and about to take matters further when Hari rushes in, claiming, *'Fellas at the gate, askin' fer someone that looks like his lordship. Da, they're bounty hunters!'*

Luther tells him to invite them in with a cold voice. Heinrich pleads for his life until the bounty hunters, Karl and Hugo, arrive. They list off Heinrich's aliases, several of which match the letters that he hid, and many charges of fraud and theft. At this moment Aunt Mags awakes with an ominous groan, and makes another prophetic statement:

'I see doom! Oh woe, woe betide those who aid not the trickster in his hour of need! Blessings upon blessings for he who calls him friend! Oh, bear my words and take heed!'

She falls asleep again. Things are awkward: on the one hand, the Limburgs want Heinrich gone; on the other, they believe Aunt Mags's prophecies. Unless the Characters can convince them otherwise, they're likely to side against handing Heinrich over to the bounty hunters.

If the Characters side with the bounty hunters, the Limburgs pay them 20 silver shillings, albeit grudgingly. They're afraid of the consequences of not heeding Aunt Mags's prophecy, and the Characters are warned to never return.

If they side with Heinrich, Karl and Hugo are prepared to fight. They're skilled, but outnumbered, so they are willing to consider peaceful solutions. Heinrich has a total of one gold crown on his head from multiple agencies, and he has stashed that much and more around the farm. A charming (and morally flexible) character could make a deal ... His miserable hide saved, Heinrich thanks the Characters profusely, and promises to repay them. (he could certainly provide training in Charlatan skills). He flees on a stolen cantankerous horse at the first opportunity. The Limburgs also pay 20 silver for helping them, along with a week's worth of good solid farm food. Whether Heinrich escapes, appearing in later adventures, or is found injured in a ditch after falling from a horse for real this time, is up to you!



REWARDS

The following Experience Points should be awarded at the end of the adventure, plus any standard awards you offer at the end of each session:

- 50 XP for having fun
- 50 XP if they resolve the adventure without violence
- 25 XP for getting Aunt Mags to give up Heinrich's bag of coins
- 15 XP for bribing the children without their mother finding out
- 15 XP if they figure out that Aunt Mags's final prophecy is fake

NPCS

NPCs use the typical stats in **WFRP**, page 311. Add relevant Skills and Talents such as Trade (Farmer) or Blather.

THE LIMBURGS

A close-knit family working the land. The older Limburgs are nearing the end of their tether with Heinrich.

Luther

Additional Skills: Trade (Farmer) 55

A hard-working, Sigmar-fearing man. The farm's been in his family for generations, and he hopes many more. He loves his family dearly, obeying Heinrich more to protect them than himself. He loves Aunt Mags too, although he tries not to be too attached because, well, she's not getting any younger...

Rita

Additional Skills: Endurance 60

Luther's loving wife. She works every bit as hard as Luther, caring for the youngest and managing the cattle, finances, and household. She would die (or kill) to protect her children. Rita is less fond of Aunt Mags than her husband, but respects and fears her prophetic ramblings...

Hari

Additional Skills: Trade (Farmer 55, Smith 36)

Hari, the eldest Limburg child, is 26. Works the smithy, repairing tools and shoeing horses. Remorseful over injuring Heinrich the noble, mostly because he won't bloody leave. If he learns of Heinrich's deception, he will be furious to the point of murder.

Angie & Mikkel

Additional Skills: Endurance 55, Melee (Brawling) 50

The next eldest Limburg children are: Angie and Mikkel. Angie is 24, strong as an ox from fieldwork, and has knocked the teeth out of men twice her age for underestimating her. She collects them in a box to warn others. Mikkel is 21, sickly, and helps his mother with the bookkeeping.

Albert, Hilda, Karl

Additional Skills: Dodge 35, Perception 40

The next-to-youngest Limburg children: Albert is 10, Hilda and Karl both 9. Equal parts energy, curiosity, and mischief, they are prone to asking deeply personal questions in public with unwavering stares.

Irma

Additional Talents: Luck

Irma, the youngest, is a substantial toddler, only 3. She is fond of wandering into dangerous situations that she inevitably survives unscathed (although her siblings often get injured saving her). Treat Irma as though she has unlimited Fate points — a trait that is certainly not shared with anyone else about her. She calls all four-legged animals 'Puppy!' with great delight. Perhaps unsurprisingly, cats fear her like no other Limburg. She actually possesses the gift of second sight, and insists on calling him Hans', his real name, which ... completely unnerves him. He pretends she is saying 'hands' as some sort of a game. So any time she calls him by his real name, he has to clap his hands. This adds to his mounting discomfort and stress.

Aunt Mags

Additional Skills: Gossip 95, Trade (Poisoner) 75

Almost 70, which surprises her as much as Luther and Rita. Never seems to leave her rocking chair by the hearth, draped in blankets. Rarely awake except for meals. She appears to live in her own world, humming ancient folk songs or smiling at something no one else sees. She occasionally issues cryptic and prophetic warnings, which the rest of the family respect greatly. Much more lucid and sly than she lets on, she was happy to take Heinrich's money in exchange for foretelling that Heinrich should go free. She hides a small fortune (12GC) under her mattress.



HEINRICH CRISTOFF VON TRAPP aka Baron von Hesperus, aka Paulo Donatello di Miragliano, aka Hans the Snitch

Hans has many names, and is wanted by almost as many Imperial authorities. A gifted con artist, he started out as an actor in a travelling troupe, but was kicked out for abusing the post-performance drinks kitty. He turned to identity fraud instead, and has so far done very well. He feels trapped as Heinrich, however, wondering if he pushed his luck too far this time, but he's in too deep to get out easily. He is 35, handsome, with terrible taste in footwear, but extremely charming when he wants something. When not impersonating someone, he has a Reiklander accent, common as muck.

HEINRICH CHRISTOFF VON TRAPP (ALLEGEDLY) – CHARLATAN, FORMER ENTERTAINER (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	34	25	34	35	55	45	37	45	28	56	11

Traits: Weapon (Shiv) +6

Skills: Athletics 55, Bribery 50, Charm 68, Entertain (Storytelling) 66, Gossip 66, Haggle 65, Perform (Dance) 55, Sleight of Hand 48

Talents: Etiquette (Nobles), Mimic, Public Speaker

Trappings: Fine Clothing, 1d10 Silver Shillings, Hidden Shiv (Dagger), 3 Fake Gold Crowns (Lead thinly coated in gold, worth 14 Brass Pennies)



KARL AND HUGO

An otherwise successful pair of bounty hunters, Karl is slight and sly; while Hugo provides muscle and ... little else. They have been after Heinrich for months, learning his many aliases in the process. He has evaded them once too often, and they are not going to leave without him, , alive or dead, unless the Characters are very convincing.

Karl carries a crossbow and 20 bolts. Hugo wields a well-made mace (Hand Weapon) and Buckler. While the bounty for Heinrich pays more should he be brought in alive, either man will not hesitate to attack if the 'noble' seems about to attempt escape.

KARL AND HUGO – BOUNTY HUNTERS (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	37	49	35	30	45	34	33	34	43	13

Traits: Armour (Leather Jack) 1, Ranged (Crossbow) +9, Weapon (Mace) +7

Skills: Athletics 55, Charm 45, Gossip 50, Haggle 65, Intuition 35, Melee (Basic) 55, Outdoor Survival 40, Perception 45, Ranged (Crossbow) 41

Talents: Break and Enter, Strike to Stun, Marksman

Trappings: Leather Jack, Rope, Manacles, Warrant Papers



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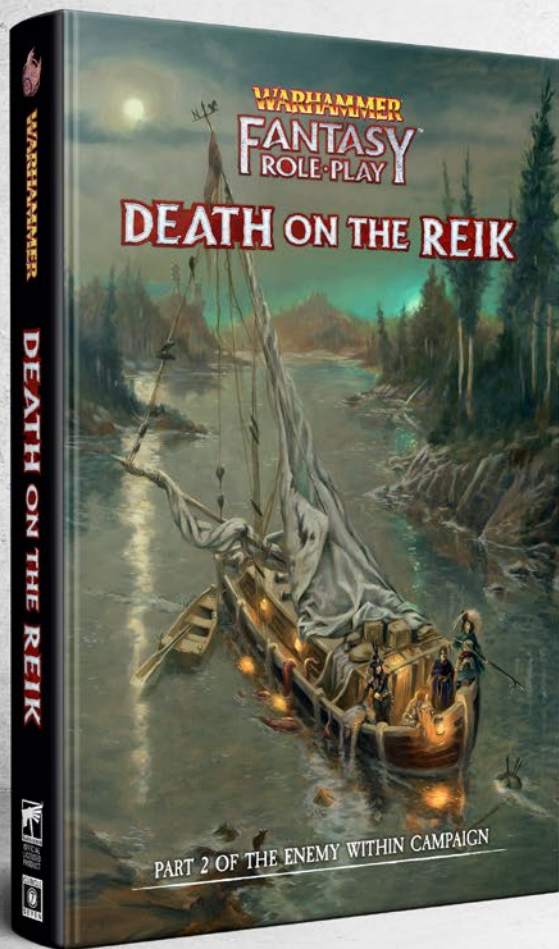
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