

— The Green Man —

The Green Man

By Steve Moss and Erik Verhoeve

GM's Information

This scenario details a single night in a coaching inn. It is an eventful night with lots of action and the GM should make some notes and read it through a few times before running it. There are plenty of NPCs for your players to interact with. Don't worry if the various plots interact or clash with each other, that is part of the fun. Your players will add their own particular blend of WFRP mayhem to the mix. This adventure is suitable for characters in their first or second careers. Don't be intimidated, run the events at a steady pace and remember to have fun. We had a lot of fun writing it!

Back story

A few days ago a drunken peasant named Felix Nussbaum met an animal trapper while staying in the Green Man Inn. After plying the peasant with drink, the trapper claimed he had a map that detailed the location of a strange tree with multicoloured leaves. It was located in the woods a few miles from the inn. The trapper told Felix that there was a hoard of precious gems buried under the tree. He sold the map to Felix for 2 gp and a bone handled knife. The drunken peasant proudly told anyone in the inn who would listen that he was going to be richer than everyone else. He used the last of his money on upgrading to a private room. He proudly told the innkeeper that his luck had changed and it was time to live the high life.

The trapper decided to get an early night and retired to his room. He left at dawn the next day before the gullible peasant awoke. The trapper knew the treasure map was a load of old nonsense and wanted to put as much distance as possible between himself and its new owner. Felix sobered up the next day with a pounding headache and he realized he had paid all his money for the map. He gathered his few remaining possessions and left the inn.

He made his way into the woods with the map as his guide. After a few hours of traipsing through the woods, a dehydrated Felix eventually found the tree with the strangely coloured branches. After taking a swig of water, he offered a prayer to Ranald, took out his axe and started to dig. He dug for many hours but found nothing but dirt and worms. Angry and ashamed of his own stupidity he lashed out at the tree in a violent rage, only stopping when there was little more than a broken trunk and hacked branches.

Felix quickly made his way back to the inn before nightfall. The staff and patrons of the Green Man inn welcomed him back making a lot of jokes at his expense.

The Green Man inn

This is a roadside coaching inn located somewhere in the Empire, although with a little GM tinkering it could be placed almost anywhere in the Old World. It is a two-storey inn protected by a ten feet high stone wall. The ground floor of the inn contains the main bar room, kitchen, stores, WC and the cook's quarters. There are three cells for housing angry drunks that need a night in the cell to sober up or for prisoners brought in by roadwardens. The cells are situated close to the bar room to deter the patrons from engaging in criminal behaviour during their stay at the inn. There is also a coachhouse, a smithy and stables. The stable hand sleeps in the stables.

The first floor contains a dormitory with seven bunk beds. There are six private rooms and each private room has two single beds. Room number two is a special case. If the roadwardens show up at the inn and stay the night, the innkeeper will evict the occupants of this room.

The dormitory costs 5 p per person per night and a private room costs 10 s per person per night. Up to two extra mattresses can be laid on the floor of a private room if so desired. This costs 5 s per person per night. All prices include breakfast. See the WFRP rulebook or OWA for prices of other food and drink.



— The Green Man —

Plot Summaries

Plot 1: A family affair

The Green Man inn looks like a decent quality coaching inn. It sits along a busy road under the eaves of oak trees. As with most things in the Empire, everything is not as it first appears. Tobias Wirtz the innkeeper has had enough of looking after the inn and he desperately wants to sell it. He is thoroughly tired of his life at the Green Man. He has had his fill of absconding guests, bossy roadwardens, the constant threat of violence and fearful nights worrying about what awaits in the forest. And unbeknownst to him, his wife Jessica is having a torrid affair with Fabio the stable hand, the innkeeper's nephew. There is trouble in paradise.

Plot 2: Blood Brothers

Although most of the patrons in the inn did not believe the drunken peasant and his wild tales of buried treasure, two patrons thought they could be some truth to the story. The Baumgartner brothers are two local woodsmen who overheard Felix the peasant talk about his treasure map and they decided to profit from his good fortune. They decided to let Felix do all the hard work of finding the gems and they plan to ambush him in his room when he returns from the woods and steal the gems for themselves.

Plot 3: A lover's revenge

Unfortunately for poor Felix, the strange multicoloured tree was no ordinary tree. It was in fact a female dryad called Lorelei. She could not move and was stuck in her tree form because of a strange woodland malady known as Verdant Lurgy. The dryad was being cared for in the past few months by a male elf called Kel Thanna. While nursing the dryad back to health the elf grew fond of his patient and has fallen in love with her. Kel Thanna was unable to defend the dryad from the peasant's attack because he was busy fetching fresh water from a nearby stream. When he returned to the tree he found his beloved Lorelei was torn to pieces. He bade farewell to his dead lover and tearfully tracked her killer through the woods. He saw a man leaving the woods and quickly ran after him. The peasant did not see the elf following him and continued on to the inn unaware of the danger. The elf spotted the man entering the inn and decided to exact his bloody revenge in the Green Man inn.

Plot 4: Lady of darkness

Marianne Vogt is a beautiful middle-aged woman travelling with her servant girl. Her servant girl thinks that her mistress is bringing her to the nearest town to treat her to a new dress. However, this beautiful woman dressed in expensive clothing harbours a dark secret. She is a practitioner of the black arts, a cultist, a follower of the Chaos gods. Marianne Vogt has arranged a meeting with a band of beastmen in the woods close to the Green Man inn. The beastmen have agreed to supply her with a shard of stone from their tribe's sacred herdstone. Their shaman has blessed the shard and Marianne plans to use it to help her cast more powerful Chaos spells. In exchange Marianne will deliver a virgin to them to be used in some despicable sacrifice. It looks like the poor servant girl won't be getting that new dress after all.

Plot 5: A classical trap

Ernst Seiler is an overly confident bounty hunter. He has journeyed to the Green Man inn to capture an evil wizard. His boss supplied him with this information and also supplied him with a piece of parchment that his boss claims contains text written in the Dark Tongue. The bounty hunter plans to show this text to the patrons of the inn and watch for suspicious reactions. He believes that the evil wizard will inadvertently betray himself with a raised eyebrow or a sharp intake of breath. Once he has identified his prey, the bounty hunter plans to wait until the right moment and attack the wizard single-handedly, bring him to justice and claim a hefty reward. Ernst Seiler is not the brightest of sparks and doesn't realize he is being set up for a fall. His boss dislikes his cocky attitude and wants to take him down a peg or two. His boss has sent him on a wild goose chase in search of the evil wizard and unbeknownst to the illiterate bounty hunter the text is written in Classical instead of Dark Tongue. Instead of providing details of some foul ritual it actually reads:

“The bearer of this message is a bit soft in the head. Please humour him and he will soon go away. Sincerely, Josef Bildenstein, Chief Warden, Feltbad Sanitorium. P.S. Lock up your goats. He has a soft spot for goats!”
(See handout).



— The Green Man —

Plot 6: Desperate Roadwardens

Walter and Maximillian are two imperial roadwardens. They were on mounted patrol along the road a few hours away from the Green Man inn. They noticed a faint trail of smoke rising from above the tree line. Fearing that there was a possible forest fire they decided to go and find out exactly what was going on. The roadwardens galloped down the road and after a few minutes they discovered an unattended campfire by the side of the road. They both dismounted and while Maximillian extinguished the fire, Walter began to scan the nearby forest for any signs of the person who lit the fire. It was then that a couple of outlaws burst from the cover of the forest and ambushed the two roadwardens. After a brief skirmish one of the outlaws was killed and the other was captured. Unfortunately Maximillian broke his leg during the fight. His partner must now make his way to safety before nightfall sets in. He knows the Green Man inn is his best hope but the prisoner and his injured colleague hamper him.

Plot 7: Silence is crimson

After many years of travelling, the last four remaining brothers of the Order of the Crimson Herring are finally returning to a monastery in the south of the Empire. Many years ago twelve brothers took vows of silence and journeyed into the Empire. They spent their time observing imperial life in all its forms. When they return home to the monastery they plan to spend years transferring what they have seen into illuminated texts. During their stay at the inn they will eat meals together, observe the patrons and meditate in their room. They will not communicate with anyone, not even with each other and they will not answer any questions. They will not speak even if they are physically attacked. Their eight dead brothers are testament to that.

Rumours

These rumours provide the player characters with some clues, a bit of misdirection and will help create the atmosphere of the inn. Feel free to add some of your own.

- I think that Tobias Wirtz wants to sell the inn because he wants to join the navy.
- The innkeeper's wife seems unhappy. Is she ill?
- I hear that Fabio Lowe is very good with his hands. If you know what I mean.
- Those two brothers Jurgen and Lukas Baumgartner are always talking secretly. Are they roadwardens in disguise?
- Felix is a boozehead! He was prone to drunken delusions. He also owes me 2 silver pieces.
- My old dad said there was a grove of strangely coloured trees that had gold coins for leaves. But he was a bit mad in the head. He also thought Karl Frans was a Griffon.
- What is that bloody elf doing here? Who does he think he is coming here and taking a room that decent folk could sleep in? This inn shouldn't allow his sort.
- I heard that the noble lady is very rich. Do you think she'd be interested in marriage?
- (Only use after 21.00): Why do you think that man is going round showing people that weird piece of text? Is he from Kislev or something?
- (Only use after 21.30): I heard that twenty Beastmen attacked the roadwardens! I hope they don't attack the inn as well. Sigmar save us!
- (Only use after 21.30): I hear the roadwardens have a prisoner locked up in a cell outside? What did he do to deserve that?
- Have you seen those four monks? Weirdos or what?
- I heard that Felix had a treasure map. Is it genuine? Where is it? What's on it?

Events

9:30

Kel Thanna the elf enters the Green Man and books a room for one night. The innkeeper gives him his key. Then the elf sits at a table in the bar room and Jessica, the innkeeper's wife serves him a drink. He sees Felix in the bar room but decides to wait and attack when there are no witnesses. The elf watches Felix take the key for room number four. Then Felix goes upstairs to his room.



— The Green Man —

10:00

The innkeeper's wife tells her husband that she is not feeling well and she is going to spend some time recuperating in her room. Instead she sneaks off to the stables for a secret meeting with Fabio the stable hand.

10:05

After he finishes his drink, the elf sneaks upstairs without the innkeeper noticing him, he knocks on Felix's door and draws his dagger. When Felix opens the door, he is swiftly and savagely murdered by the elf in a brutal parody of the attack on the dryad. As he attacks the peasant, the elf tearfully repeats the dryad's name. 'Lorelei! Lorelei! Lorelei!' Once Felix is killed, Kel Thanna arranges his body on the bed into a rough representation of a tree. The elf leaves the room through the window before he can be discovered. (**See the murder scene section and floorplan for more details**).

10:10

The elf creeps along the back of the inn and goes towards the stable. He enters the stable looking for a place to get rid of the bloody dagger. While looking for a suitable place he spots two figures rolling about in the haystack. He realizes that he has spotted the innkeeper's wife in a compromising position with a man who is not her husband. He stashes the bloody dagger under a drinking trough. As he goes to leave he realizes that the innkeeper's wife is watching him with a shocked look on her face. The elf smiles at her, puts a finger to his lips, makes a shushing gesture and then draws his finger across his neck. This leaves the innkeeper's wife in no doubt as to her fate if she informs on him. He then winks at her and strides out of the stable and enters the inn.

12:15

Marianne Vogt and her servant Sophia Krupke arrive in a coach. Their coachmen give their bags to the innkeeper Tobias Wirtz. The innkeeper is annoyed because his wife has left him short staffed. He brings the two newly arrived females to the bar room and assigns one of the few remaining rooms to them. Marianne orders a glass of red wine while the servant girl drags Marianne's baggage to the room.

19:00

The player characters enter the courtyard of the inn. They see a coachman (Hans Yssels) outside the coachhouse. He is washing the wheels of his coach. He is in conversation with Fabio the stable hand, a good humoured, burly young man who leans on his pitchfork.

A successful **Perception test** allows the character to overhear the stable hand boasting to the coachmen about his latest conquest. He says 'She is an experienced woman who knows a trick or two'. None of the two men offer to help the characters. Fabio will look after their horses if asked and he can provide general information about the inn's services.

Inside the inn they see an overworked and sweaty innkeeper serving tables, pouring drinks and shouting food orders into the kitchen. If the characters manage to get his attention and make an easy **Fellowship test**, he informs them that there is only one private room still available (room number two); otherwise they can use the dormitory or the stables.

Two simple peddlers are sitting at a table close to the door. They are involved in a heated discussion about clothes pegs. (Igor and Erich)

Two vagabonds are seated close to the fire. They take large, fast gulps of their beer and look like they intend to get very inebriated. (Bart and Stefan)

A man in a leather jacket sits alone at a table close to the stairs. He looks tired. (Klaas Herman)

At the bar, two coachmen are involved in a deep philosophical discussion about whether fish or rabbit is on the menu tonight.

A **Gossip test** with the patrons in the bar reveals that the innkeeper is so busy because "His wife is ill". If the player characters make a successful **Perception test** they will see that he does not really believe this to be the case. The innkeeper suspects something is up but is far too busy at this time to confront her. Tobias asks one of



— The Green Man —

the player characters to fetch some logs for the fire from the stable. He offers the person who fetches it a free drink for their trouble but can be bargained up to a free drink and a free meal if the character succeeds in a **Haggle test**.

The Baumgartner brothers are seated close to the front door. They drink their beer, pick at their food and anxiously watch the stairwell waiting for Felix to come downstairs for his evening meal.

The elf sits alone at the back of the bar. He eats a light meal of vegetables and drinks a cup of bitter herb tea from his own supply.

Marianne Vogt and her servant are seated close to the fireplace. Marianne is quite talkative and speaks to Sophia about the weather, dress material and the somewhat average quality of the inn's food.

19:15

After finishing their meal, Marianne and her servant play a game of cards together. She can be persuaded to let someone else join the game if a successful challenging **Fellowship test** is made. Marianne will make polite conversation with any character that joins her but she has a dislike of clerics. She also mentions that she is worried about the rough types that frequent roadside inns and does not want anyone taking advantage of her and her servant. Sophia only speaks when spoken to.

The innkeeper places the firewood in the fire and lights it.

19:30

The four monks come downstairs and eat their meal in silence. They observe the other patrons.

20:00

Jurgen and Lukas Baumgartner decide to go upstairs and ambush Felix the peasant in his room. Once upstairs they knock on his door but when there is no response they open it and enter the room. They are shocked to see the gruesome scene. The blood makes Lukas feel ill and he tries to be sick out the window. He does not make it and he is sick on the right hand side of the beds. After a few moments they both compose themselves. They carefully search Felix's mutilated body for the treasure map, taking care not to disturb it. They find the map tucked into his undergarments. Lukas Baumgartner trashes the room in an attempt to conceal their presence. Jurgen convinces him that the best option is for them to go to their room and think about what to do next. They leave and cross the corridor to their own room. (**See the murder scene section and floorplan for more details**).

20:15

The monks finish their meals and return upstairs. They pass the peasant's room and notice that the door is open. They also notice that some dirty bedclothes stick out from under the door. They continue to their room in silence.

20:25

After the evening rush is over, Tobias the innkeeper takes a well-earned break and pours himself a pint of beer. He then approaches Marianne Vogt and tries to sell the inn to her for 400 gp. She is not interested and asks him to stop bothering her. Dejected by her blunt refusal, he leaves the bar room and goes into the kitchen to help Otto the cook with the dishes.

20:30

Ernst Seiler the bounty hunter arrives and calls out to be served. The innkeeper comes out of the kitchen and the bounty hunter tries to book a private room. If the characters have taken the last room, the innkeeper informs Ernst that he will have to sleep in the dormitory or the stable because the characters have taken the last of the private rooms. The bounty hunter reluctantly pays the innkeeper for his stay in the dormitory and curses the characters under his breath. A difficult **Perception test** will allow the player characters to hear this. He glares at the player characters as he walks up the stairs to the dormitory. After depositing his backpack he returns to the bar room and orders a beer at the bar. After serving him the innkeeper returns to dishwashing duty in the kitchen.



— The Green Man —

20:35

The Bounty hunter watches everyone in the bar and tries to use his Classical trap on all the male patrons (**see handout**). If any character falls for the trap or acts suspiciously, Ernst plans to attack them in the middle of the night. If any character uses magic in his presence he will also assume they are the evil wizard.

20:45

Marianne and her servant finish their game of cards and go up to their room.

20:50

The elf leaves the bar and returns upstairs. While walking to his room he overhears Jurgen and Lukas Baumgartner talking excitedly in their room. He creeps up to the door and listens. He hears them talk about the treasure map and the multicoloured tree. The elf walks away and goes to his room determined that these two men will not see the dawn.

20:55

The Baumgartner brothers return downstairs and order two beers. They make casual conversation with the other patrons of the inn.

21:00

Anyone who is in the bar area can overhear the innkeeper & his wife having a heated argument in the kitchen. He can be heard accusing her of faking her illness and leaving him to do all the work. She retaliates by chucking kitchen implements at him and calls him an insensitive pig. If any of the characters enter the kitchen they should make a routine **Agility test** or be hit by whatever kitchen implement Jessica has handy. Tobias does not want to get hit by his upset wife and runs out of the kitchen, through the bar room and into the safety of the courtyard. She emerges from the kitchen with a rolling pin. She shouts after him 'A woman has needs Tobias!'

After the argument, she goes upstairs to her quarters to lie down for a bit. On her way along the corridor, she notices that there is some soiled linen in the doorway of the peasant's room. After picking it up, she peeks through the doorway of the room, accidentally discovering the grisly murder scene. The innkeeper's wife begins to scream her head off.

21:10

The innkeeper rushes in from the courtyard closely followed by the stable hand. They both run upstairs towards the sounds of Jessica's screams.

21:15

Walter Mincken, a tired and irritated roadwarden arrives at the inn. His partner, Maximilian Hammerstein, lays slumped unconscious over his horse. A prisoner walks behind the other horse, he is tied to the horse with some rope and his hands are manacled. Walter Mincken is annoyed at the lack of a welcome. He bangs on the outer gate if it is locked. If the characters are in the courtyard area, a routine **Perception test** will alert them to his banging, otherwise a challenging **Perception test** will be enough to hear it. When he gains entry to the inn compound, he drops the prisoner into the cell in the courtyard, locks him up and carries his injured colleague into the bar room.

The roadwarden clears a table and carefully lays his unconscious partner on top of it. The roadwarden asks anyone in the bar if they can help heal his comrade. Otto the cook helps as best he can and tries to make the injured roadwarden comfortable.

21:20

The innkeeper and his wife return to the bar room. She is very distraught after witnessing the murder scene. Shortly afterwards the stable hand also comes down. If a character makes a routine **Perception test** they will notice that he looks angry when he sees his Uncle Tobias comforting Jessica and storms out of the bar. The cook pours the innkeeper's wife a large brandy to calm her nerves. The roadwarden is annoyed at the poor service and demands to know what is going on. The innkeeper does his best to explain.



— The Green Man —

21:30

The roadwarden asks the Baumgartner brothers to help guard the prisoner for a few hours while he gets some much-needed sleep. He has spoken to them before in the inn and while patrolling the roads. He offers them a gold coin for their trouble. The hunters accept and leave to guard the prisoner in the cell. The tired roadwarden quickly investigates the murder scene but his cursory search does not discover any clues.

The four monks stand silently in the corridor observing the activities in and around the peasant's room. The elf comes out of his room and walks down the corridor, quietly satisfied at the chaos he has caused for the humans. He then goes outside to relieve himself in the latrine. He notices the two brothers standing outside the cell and as he walks back to the bar room he begins to form a plan to kill them.

21:50

The innkeeper informs the characters that he must confiscate their room for the two roadwardens. He apologizes for the inconvenience but says that one of the roadwardens is injured. Tobias says that the characters have a couple of options available to them. There is room in the dormitory, or they could sleep in the stable if they don't mind roughing it or they could stay in the recently deceased peasant's room. Of course they would have to clean it themselves because he is so short staffed at the moment. If they agree to clean it, he will not charge them for staying in Felix's old room. If any of the characters choose to sleep in the stables and use a light source, they may see a glint of metal under a horse trough. They will spot it if they make a challenging **Perception test** or a successful **Sixth Sense** test. Further investigation reveals it to be an ornate and bloodstained dagger. This is the murder weapon.

The roadwarden is only interested in getting a few hours sleep and he will evict the characters from their room if necessary.

22:00

In the bar room, Kel Thanna announces to anyone who will listen that he has had enough excitement for one day and he is going to bed.

22:30

The Innkeeper tries to sell the inn to characters. He drops his price to 350 gp but with a bit of negotiation and a **Haggle test** he could be haggled down to 300 gp.

The elf sneaks out of his bedroom window and watches the hunters from the rooftop. He begins to weep for his lost love. He gradually slips into a semi-meditative trance, allowing the forest and the darkness to inspire him into a deeper psychopathic state. If any of the characters see him on the roof he will tell them he finds the inn to be too claustrophobic and needs to be at one with nature.

Meanwhile in the stable, a tired stable hand falls asleep in the hay. A hard days work has obviously worn him out.

23:00

Jessica the innkeeper's wife is now quite drunk. The brandy has given her the courage to confront the innkeeper in the main bar area. She accuses him of being a worthless husband who cares more about his stupid inn than her. She prods him in the chest with her finger and taunts him about his inadequacies. The embarrassed and increasingly angry innkeeper slaps her across the face. Jessica responds by shoving him with both hands. Unfortunately the Innkeeper stumbles backwards, loses his balance and crashes into the log fire. Within seconds his hair and clothes are on fire. The innkeeper's wife begins to scream for help, distraught at what she has just done. Pandemonium breaks out in the bar area as the patrons rush to avoid the blazing innkeeper. He is oblivious to their presence. All he can do is thrash about in a futile attempt to put himself out. Have the player characters make a couple of routine **Agility tests** to avoid getting hit by Tobias. If any of the player characters try to heal Tobias in time, a successful **Heal check** will enable them to patch up most of his second-degree burns. It's amazing what you can do with the fat of a goose and some rabbit urine! He will have some superficial blistering



— The Green Man —

of the skin, and he will suffer pain for the next few days. Of course, if the player characters don't put the flames out in time Tobias is toast!

23:05

Hans Fleischer wakes up in the cell. He is disorientated at first but soon finds his bearings. He overhears the brothers talking to each other and decides to feign sleep. His guile soon pays off as the loose-tongued brothers talk of the treasure map, their treacherous plans for Felix and their discovery of the crime scene.

23:15

Realising that this may be his only chance to escape from the gallows, Hans Fleischer calls out to the two brothers. If the characters are in the courtyard area, a challenging **Perception test** will alert them to his shouts, otherwise a hard **Perception test** will be enough to hear his shouts. Once he gets the brother's attention, he casually asks if the roadwarden knows of their theft of the map and apparent involvement in the murder. The two brothers quickly discuss the merits of this proposal and agree to help him escape, but only if he keeps quiet about their secrets. He promises to keep quiet and the brothers agree to ambush the roadwarden when he returns to check on the prisoner.

23:30

After a couple of hours rest, a slightly less fatigued roadwarden leaves the inn to relieve the two brothers of their guard duty. While thanking them and paying them for a job well done, both brothers ambush him. They knock him over the head with their clubs but the roadwarden is able to shout for help before he is knocked unconscious. If the characters are in the courtyard area, a routine **Perception test** will alert them to his shouts, otherwise a **Perception test** will be enough to hear the shouts. The brothers search through his pockets for the key to the cell. They find it, open the cell, hoist the prisoner out and drop the roadwarden down into the pit. The prisoner quickly thanks the hunters and tells them their secret is safe with him. He then runs across the courtyard to the stables in search of a decent horse.

23:32

From deep within his trance, the elf becomes aware of a commotion in the courtyard. He sees the brothers standing close to the open cell and watches as the prisoner escapes. Kel Thanna decides that the time is right to attack the brothers. He drops down from the roof and sprints across the courtyard towards them. He hurtles towards the brothers; his tear-stained face contorts as he begins to attack.

23:35

While reading in her room, Marianne Vogt hears the fighting in the courtyard and realizes that this may be a good time to slip off into the forest without being noticed. She quickly packs her belongings and tells her servant Sophia to come downstairs to see what is going on in the courtyard. Reluctantly the servant agrees.

While trying to steal a horse in the stable the prisoner is challenged by the stable hand. A fight breaks out and the prisoner manages to overpower the sleepy stable hand. A successful **Perception test** alerts the characters to the fighting. The escaping prisoner is willing to take his chances in the dark forest rather than face the prospect of hanging for his crime. He jumps on a horse and bolts out of the stable. (Any characters in the area may attempt an **Agility test** or a **Dodge test** to avoid the charging horse. They could also make a challenging **Ride test** to try and dismount him.

23:45

Marianne Vogt leads her servant girl by the arm across the courtyard. When Marianne reaches the outer gate, a suspicious Sophia asks her mistress what is going on. Her mistress tells her to be quiet and opens up the gate. Sophia realizes she is in danger and attempts to break free. Marianne Vogt will do anything to deliver Sophia to the beastmen and is willing to use her full range of powers to achieve her goal. If she manages to get Sophia outside the outer walls she will scream for the beastmen who are waiting close by in the dark forest.

01:00 – 07:00

Sometime during the night the bounty hunter attacks the person who acted suspiciously when viewing the classical trap. If he witnesses Marianne Vogt casting any spells he will attempt to bring her to justice. If no one



— The Green Man —

arouses his suspicions he may realize he's lost out on this bounty and reluctantly return to his boss. On the other hand, he may hang around the inn for a week hassling innocent travellers with his piece of parchment. Hans is not a bright lad.

The Murder Scene

Kel Thanna murdered Felix the peasant in room number four. The player characters have several opportunities to investigate this room.

Here is a description of the room after Kel Thanna left:

- There is a large bloodstain on the left hand section of the floor beside the bed.
- The two single beds have been pushed together. Felix's body was lain out across them both. Viewed from above his body resembles a tree. His legs are close together and his arms are stretched out either side of him.
- His clothes are slashed and torn. There are several lacerations on his body as well as several stab wounds.
- There are a few multicoloured leaves lying on the bed. A routine **Outdoor Survival** or **Academic Knowledge (Science)** test reveals that the leaves are fresh and have probably been removed from a tree within the past two days. The leaves look like a strange hybrid of oak and chestnut.
- A difficult **Search test** reveals a few dried leaves on the floor at the back of the bed. An **Outdoor Survival** or **Academic Knowledge (Science)** test reveals that the leaves are at least a few weeks old. These are the dryad's leaves from Kel Thanna's necklace. Felix tore them off while trying to defend himself and they fell down the back of the bed.
- There is a table close to the window with a hand held mirror on it.
- An easy **Search test** shows the curtains are not fully drawn. The window is closed but unlocked.

Here is a description of the room after the Baumgartner brothers left:

- A routine **Search test** reveals a bloody boot print on the left hand section of the floor close to the door. There is a strange marking left by the heel of the boot. It is a distinctive arrowhead-like shape. This was made when Jurgen Baumgartner trashed the room.
- There is a diagonal crack running through the hand held mirror. Jurgen Baumgartner also caused this when he trashed the room.
- There is a dirty piece of bedding sticking out from under the door.
- There is a pool of vomit on the right hand side of the bed. Lukas Baumgartner was sick here.

Non Player characters

Plot 1: A family affair

Tobias Wirtz

WS	BS	S	T	Ag	Int	WP	Fel
41	36	36	40	45	36	40	31
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	-	-	-



— The Green Man —

Career: Innkeeper (ex-Burgher, ex-Soldier)

Quotes

'Ulric's teeth! I'm absolutely run off my feet!'

'Room five is free. Oh sorry, did I say five I meant room three.'

Skills

Blather, Common Knowledge (the Empire), Consume Alcohol +10%, Dodge Blow, Drive, Evaluate +10%, Gossip +10%, Haggle +10%, Intimidate, Perception +10%, Search, Sleight of Hand, Speak Language (Reikspiel)

Talents

Acute Hearing, Dealmaker, Disarm, Savvy, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong

Trappings

The Green Man Inn.

Important information

Desperately wants to sell the Green Man inn.

Jessica Wirtz

WS	BS	S	T	Ag	Int	WP	Fel
28	22	28	30	38	33	30	36
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	-	-	-

Career: Servant (Innkeepers' wife)

Quotes

'Oh Fabio. You're so very attentive.'

'I feel a bit under the weather Tobias. I think I'll lie down for a bit.'

Skills

Blather, Common Knowledge (the Empire), Dodge Blow, Gossip +10%, Haggle, Perception, Search, Sleight of Hand, Speak Language (Reikspiel)

Talents

Acute Hearing, Flee!, Very Resilient

Trappings

Silver earrings.

Important information

Is having an affair with Fabio the stable hand. Is threatened with death by the elf in the stable.



— The Green Man —

Fabio Löwe

WS	BS	S	T	Ag	Int	WP	Fel
32	29	42	36	30	24	24	32
A	W	SB	TB	M	Mag	IP	FP
1	10	4	3	4	-	-	-

Career: Blacksmith [but acts as stable hand and gate man as well]

Quotes

‘A horse is like a beautiful woman. You need to groom it every day and make sure it gets its oats.’

Skills

Animal Care, Gossip, Perception, Speak Language (Reikspiel), Trade (Weaponsmith)

Talents

Fearless, Sturdy

Trappings

Large hammer, blacksmith tools, Light armour (Leather jack).

Important information

Is having a secret affair with his Aunt Jessica.

Otto Reinstein

WS	BS	S	T	Ag	Int	WP	Fel
30	23	34	32	36	30	30	30
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	-	-	-

Career: Servant (Cook)

Quotes

‘The fish is off the menu. Tell them we’ve got rabbit and potatoes.’

Skills

Blather, Common Knowledge (the Empire), Dodge Blow, Gossip +10%, Haggle, Perception, Search, Sleight of Hand, Speak Language (Reikspiel), Trade (cook)

Talents

Acute Hearing, Resistance to Poison, Very Resilient

Trappings

Cooking utensils, a big meat cleaver.

Important information

Otto is the cook of the Green Man Inn. While bringing potatoes in from the store to the kitchen (he thinks about 10:00) he heard an emotional male voice crying “Lorelei, Lorelei, Lorelei” from somewhere upstairs.



— The Green Man —

Plot 2: Blood Brothers

Felix Nussbaum

Role: Woodsman (deceased)

Quotes

'You may scoff but there is a treasure chest in the woods. We'll see who's laughing when I come back loaded with gems.'

'No. No. NO! PLEASE NO!!!!'

Trappings

Treasure map to tree with multicoloured leaves, Light armour (Leather jack), blunt pickaxe.

Important information

Unwittingly killed a dryad and this leads to his death at the hands of Kel Thanna.

Jurgen Baumgartner

WS	BS	S	T	Ag	Int	WP	Fel
42	25	41	34	35	33	38	25
A	W	SB	TB	M	Mag	IP	FP
1	14	4	3	5	-	-	-

Career: Woodsman

Quotes

'Felix is such a fool. This will be easy money bro'.'

Skills

Concealment, Follow Trail, Perception, Secret Language (Ranger Tongue), Secret Signs (Ranger), Scale Sheer Surface, Silent Move, Speak Language (Reikspiel)

Talents

Acute Hearing, Fleet Footed, Resistance to Disease, Rover, Specialist Weapon Group (Two-handed)

Trappings

Club, quarterstaff, axe, Light armour (Leather jack), boots* - the heel on the left one has a distinctive arrowhead-like shape on it (**see murder scene**).

Important information

Loves his brother but he will always think of himself first. He is a local man and knows the two roadwardens.

Lukas Baumgartner

WS	BS	S	T	Ag	Int	WP	Fel
38	42	38	33	40	30	34	25
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	5	-	-	-

Career: Woodsman



— The Green Man —

Quotes

'I knew it was too good to be true. Treasure map's are only found in bloody fairy tales.'

Skills

Concealment, Follow Trail, Gossip, Secret Language (Ranger Tongue), Secret Signs (Ranger), Scale Sheer Surface, Silent Move, Speak Language (Reikspiel)

Talents

Fleet Footed, Resistance to Disease, Rover, Specialist Weapon Group (Longbow)

Trappings

Axe, longbow and quiver of arrows, Light armour (Leather jack), club.

Important information

Is loyal to his brother and will not desert him. He knows the two roadwardens from the local area.

Plot 3: A Lover's revenge

Kel Thanna

WS	BS	S	T	Ag	Int	WP	Fel
31	46	31	31	41	36	36	31
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	5	-	4	-

Career: Kithband Warrior

Race: Elf

Quotes

'This cut is for what you did to her branches and this slash is for what you did to her beautiful leaves. Stay awake a little longer human. It will not be long before I administer the death blow.'

'I've got my own tealeaves. Bring me hot water, then leave me alone.'

Skills

Common Knowledge (Elves), Concealment, Dodge Blow, Follow Trail, Outdoor Survival, Perception, Scale Sheer Surface, Search, Silent Move, Speak Language (Eltharin, Reikspiel)

Talents

Excellent Vision, Night Vision, Rapid Reload, Rover, Specialist Weapon Group (Longbow)

Trappings

Sword, Elfbow and quiver of arrows, necklace made of dried out flowers* (**see murder scene**), bitter tealeaves, Light armour (Leather jack).

Important information

Mad, bad and dangerous to know. He is a psychotic elf bent on revenge. He is filled with grief and really doesn't care if he dies. Revenge is the only thing that keeps him going. He saw Jessica Wirtz and the stable hand together in the stables.



— The Green Man —

Plot 4: Lady of darkness

Marianne Vogt

WS	BS	S	T	Ag	Int	WP	Fel
36	33	30	38	40	51	56	49
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	2	5	-

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

Quotes

‘My dear Sophia. I insist on buying you a velvet dress. You’re much too pretty for mere wool.’

‘Asjz gazzakh tHrokknorr unzik Nahhr!’

Skills

Academic Knowledge (Magic +10%), Channeling +1%, Charm, Common Knowledge (the Empire) +10%, Drive, Evaluate, Gossip, Magical Sense, Haggle, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Dark Tongue, Reikspiel)

Talents

Aethyric Attunement, Dark Lore (Chaos) (**WFRP rulebook page 160**), Dealmaker, Etiquette, Lesser Magic (Aethyric Armour), Petty Magic (Arcane), Public Speaking, Savvy, Suave

Trappings

Healing herbs, a few historical books, a deck of tarot cards.

Important information

She is a heartless woman who wants to gain the beastmen’s shard at any cost. She views her servant as nothing more than a spell ingredient.

Sophia Krupke

WS	BS	S	T	Ag	Int	WP	Fel
24	20	24	30	34	24	24	24
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	-	-	-

Career: Servant

Quotes

‘Yes my lady. No my lady.’

‘There’s no need to go to this trouble my lady. A woollen dress is fine.’

Skills

Common Knowledge (the Empire), Dodge Blow, Gossip, Perception, Search, Speak Language (Reikspiel), Trade (cleaning house)

Talents

Flee!, Very Resilient



— The Green Man —

Trappings

The prospect of a new dress.

Important information

She is a hard worker and dreams of saving up enough money to one day start her own business.

Hans Yssels

Role: Coachman

Quotes

‘I’d watch the blind curve east of the willow. Milo’s coach came a cropper there just last week.’

‘Hey Karl. Get the beers in lad!’

Trappings

A well-kept and expensive coach with four horses, sword, blunderbuss, pipe and tobacco.

Important information

A freelance coachman who operates his own coach.

Karl Knienchen

Role: coachman (hired by Hans Yssels)

Quotes

‘It’s a good job boss. I just wish we didn’t always have to sleep in the dormitory. Couldn’t we hire a room for a change?’

‘You win again boss. I’ve only got two kings and a queen.’

Trappings

Axe, deck of cards.

Important information

He suspects his boss of cheating him at cards. He doesn’t have the nerve to confront him directly but he might inform a player character about it.

Beastmen, Bestigors (2)

WS	BS	S	T	Ag	Int	WP	Fel
45	25	41	47	37	25	35	27
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	5	-	-	-

Quotes

“THROKH UNGH REAAGHZT!!!!”

Skills

Command, Concealment, Dodge Blow, Follow Trail, Intimidate +10%, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents

Keen Senses, Menacing, Rover, Specialist Weapon Group (Two-handed), Strike Mighty Blow



— The Green Man —

Trappings

Great Weapon, sword, Horns (SB Damage), Medium armour (Full mail), a shard of herdstone.

Important information

They spend the night in the forest close to the Green Man inn and await Marianne's signal. The beastmen plan to sacrifice the human virgin to Khorne on Geheimisnacht. In combat they will charge in and try and try to overwhelm their opponents. They will always attempt to target magic users first.

Beastmen, Gor (4)

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP
40	25	35	44	35	26	25	25
1	12	3	4	5	-	-	-

Quotes

“Throkh ungh reaaghzt!

Skills

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

Talents

Keen Senses, Menacing, Rover

Trappings

Spear, Horns (SB-1 Damage), Light armour (Leather jack).

Important information

BLOOD FOR THE BLOOD GOD!

Plot 5: A classical trap

Ernst Seiler

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP
36	36	38	35	41	22	41	28
1	12	3	3	4	-	-	-

Career: Bounty hunter

Quotes

‘What do you mean there's no more rooms? Can't you kick that lot out? I can pay extra.’

‘Excuse me sir. Can I have a moment of your time? I can't read and I wonder if you could tell me what's on this piece of parchment.’



— The Green Man —

Skills

Common Knowledge (the Empire), Follow Trail, Gossip, Intimidate, Outdoor Survival, Perception, Search, Shadowing, Silent Move, Speak Language (Reikspiel)

Talents

Specialist Weapon Group (Gunpowder), Strike Mighty Blow, Strike to Stun, Strong-Minded, Very Resilient

Trappings

A parchment with text written in Dark Tongue (in reality, it's Classical) (**see handout**), Blunderbuss with gunpowder for five shots, Medium armour (Full mail armour).

Important information

Not the brightest banana in the bunch. He makes up for this with lots of cockiness and bravado.

Plot 6: Desperate Roadwardens

Walter Mincken

WS	BS	S	T	Ag	Int	WP	Fel
42	32	31	33	29	28	31	29
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	-	-	-

Career: Roadwarden

Quotes

'Not long now mate. We'll soon get that leg of yours patched up.'

'This inn has gone downhill since the last time we were here. Innkeeper!!'

Skills

Animal Care, Common Knowledge (the Empire), Drive, Follow Trail, Gossip, Navigation, Outdoor Survival, Perception, Ride, Search, Speak Language (Reikspiel)

Talents

Luck, Marksman, Quick Draw, Specialist Weapon Group (Gunpowder)

Trappings

Sword, shield, pistol with ten uses of Firearm shot and gunpowder, horse, Medium armour (Mail shirt, Leather jack)

Important information

He does not like freebooters. He has had too many bad experiences with travelling adventurers and distrusts those who can't stay in one area. He knows the two Baumgartner brothers are locals and trusts them.

Maximilian Hammerstein

Role: wounded Roadwarden

Quotes

'Aaaagggghhh my leg!!!'



— The Green Man —

Trappings

Damaged uniform, Medium armour (Mail shirt, Leather jack), pistol with ten uses of Firearm shot and gunpowder (he has lost his other weapons), horse, a badly drawn picture of his wife Anne.

Important information

His shinbone was broken during an attack by outlaws. It was a clean break. He slips in and out of consciousness. When conscious he suffers a lot of pain.

Hans Fleischer

WS	BS	S	T	Ag	Int	WP	Fel
33	26	43	31	32	39	36	30
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	-	-	-

Career: Thug (prisoner)

Quotes

'I couldn't help overhearing you both, but I think I might be able to help you find the gems. But first you need to get me out of this cell.'

Skills

Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieve's Tongue), Speak Language (Reikspiel)

Talents

Disarm, Lightning Reflexes, Quick Draw, Resistance to Poison, Strike to Stun, Very Strong, Wrestling

Trappings

Manacles (around his hands), Light armour (Leather jack), small pocket-knife hidden in his right boot.

Important information

He regrets attacking the roadwardens. He knows he will hang for it and is determined to escape.

Plot 7: Silence is crimson

Silent Monks (4)

WS	BS	S	T	Ag	Int	WP	Fel
35	35	30	35	30	40	40	35
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	5	-	-	-

Career: Monk

Quotes

' ,

Trappings

Simple monk's outfit (faded orange colour), prayer beads



— The Green Man —

The other patrons

Frans Oliver

Role: Coachman

Quotes

‘I hear the fish is off the menu Dirk.’

Trappings

A coach in reasonably good condition with two horses, sword, bone dice.

Dirk Jurgensohn

Role: Coachman (hired by Frans)

Quotes

‘I hear the rabbit’s on the menu Frans.’

Trappings

Mace, a small book with pictures of natural animals with Bretonnian text (which he can’t read).

Igor Himmel

Role: Peddler

Quotes

‘Wanna buy some pegs?’

Trappings

Cart, donkey, a small figurine of a gnome.

Erich Neumann

Role: Peddler

Quotes

‘Brilliant! We could buy some more pegs and sell them at the next village!’

Trappings

A copper ring on his right hand, donkey.

Bart Fried

Role: Vagabond

Quotes

‘Yes, but I think we should think before we act. No need to be too hasty.’



— The Green Man —

Trappings

Dagger, small beaded leather bracelet, tobacco.

Stefan Erlichmann

Role: Vagabond

Quotes

'Here's one for you. Why don't we make our own cider and sell it at the summer fairs? Or we could just drink it all?'

Trappings

A bag of apples, knife, some marbles.

Klaas Herman

Role: Messenger

Quotes

'Let me pass! I bear important news from his excellency.'

Trappings

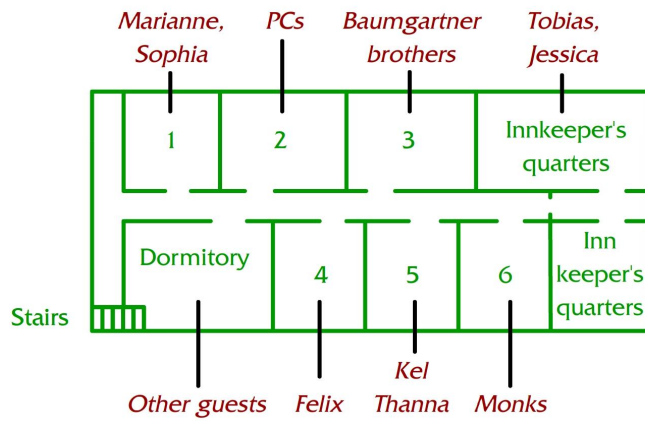
Horse, letter of business, sword, Light armour (Leather jack).



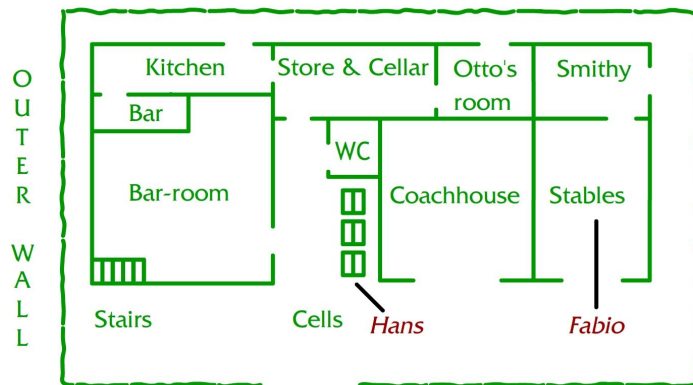
The Green Man

Maps and handouts

The Green Man Inn



First Floor



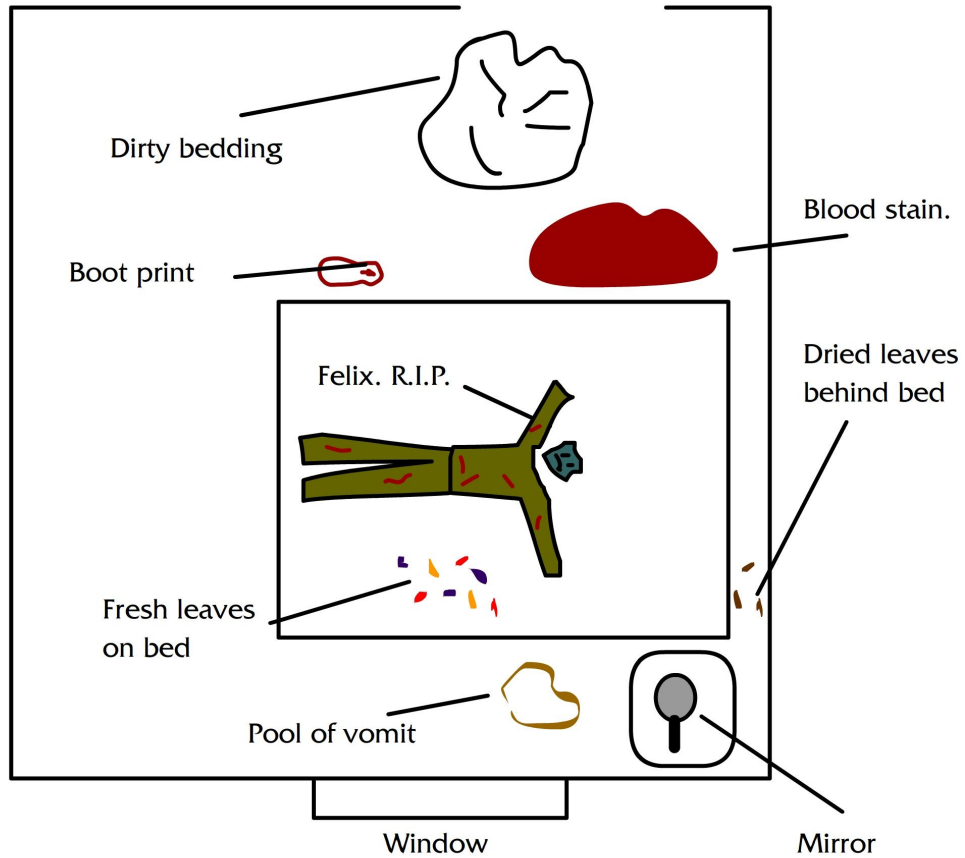
Ground Floor

* *Italic text shows room allocation.*



The Green Man

The Murder Scene



— The Green Man —

*The bearer of this message is a bit soft in the head.
Please humour him and he will soon go away.*

Sincerely,

Josef Bildenstein,

Chief Warden, Feltbad Sanitorium.

P.S. Lock up your goats.

He has a soft spot for goats!

