

The Wolf Within

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Introduction

This adventure is designed for characters in their first or second career, and has been written in a descriptive style that would allow a first time GM to get a feel of the Warhammer world without having to do too much additional work themselves. Having said that, an experienced GM should be able to alter the adventure without too much effort so that it presents more of a challenge to advanced characters.

The adventure is set in the aftermath of the **Storm of Chaos** and can be played during any journey to or from Middenheim; the village involved is an inconspicuous one and so can be placed at a suitable point along the journey. Again, with a little work, the timing and setting can be altered to suit a GMs needs.

The plot revolves around the youngest daughter of a farming family who live outside the village. The family are Children of Ulric, but the youngest girl showed none of the werewolf signs that her brother and sister had as babies, so her parents decided to leave her where the villagers would find her in the hope that she could be raised as a normal child. As anticipated, the baby girl was discovered by the village woodsman and taken to the village where a farming family adopted her and raised her as one of their own; calling her Ulrica as she was found with a pendant of Ulric round her neck. Unfortunately, 11 years on, her werewolf abilities start to manifest.

Synopsis

The adventure starts with the PCs arriving at the village of Waldheim close to dusk on a night when Mannsleib is full. They are able to find lodgings at the Felinfach Inn, which is the only establishment in the village still open at such a time of night. The Inn is busy and the PCs are able to discover that the villagers believe there is a pack of wolves in the area that keep taking their livestock. At this point it is worth noting, however, that Waldheim is quite a superstitious little village and the villagers' attitudes towards the PCs will reflect this. Although the Innkeeper, Jorn, is welcoming and chatty to all, other villagers will view any PCs who openly uses magic or who is dressed oddly with suspicion. On the other hand, they will warmly welcome any warriors or nobles, treating them with a good deal of honour and respect after the events of the previous months with the chaos incursion.

During the night the PCs are woken by half the village gathering in the street outside the Inn. The young adopted girl has gone missing and some of the villagers have found wolf prints within the village boundaries so believe that the wolves have taken her.

The PCs have a choice; they can either join the rescue mission to find the girl and kill the terrorising wolf pack,

or they can return to their room and go back to sleep leaving the villagers to deal with the situation themselves. If the PCs are not feeling very heroic and choose to go back to sleep they will be rudely awoken within the hour by the young girl begging for help to rescue her brethren.

If the heroic PCs decide to help the villagers in their quest to rid the area of the nuisance wolf pack they will be put with a small number of villagers and sent out into the forest to search for and follow any wolf tracks.

While the PCs are on the trail of the wolves, they are stopped dead in their tracks by a Minotaur charging out of the forest. Before the PCs are able to decide whether to run or fight a pack of wolves leap from the shadows and attack the Minotaur drawing it away from the group.

Again the PCs are offered a choice; ignore the encounter and continuing following the trail they were on, or follow the fight deeper into the forest. Following the fight can reveal a number of things, firstly that the wolves are actually werewolves and in fact the legendary Children of Ulric; secondly it is the Minotaur who has been taking the villagers livestock and depleting the wildlife in the forest, not the wolves.

Dilemma! Do the PCs believe the story about "good werewolves" or butcher all and burn their home to the ground? Or do they aid the family in their hour of need? Maybe upon discovering the truth they kill the Minotaur but then will they be too late to stop the villagers from making a dreadful mistake by killing the Children of Ulric?

A Note from the Author

I have tried to cover a number of possible outcomes depending on how the PCs react to the knowledge that Ulrica and her blood family are werewolves. However, if your players decide on a course of action that I have not foreseen and not written for, there should be enough material for you to slightly adjust one of the endings given to suit the actions of the PCs. I hope you have fun playing this adventure and welcome any feedback anyone wishes to give me; I can be contacted on mogwy@talktalk.net.

A Warm Welcome

The PCs arrive in the village of Waldheim just before dusk and are able to find lodgings at the Felinfach Inn, the only place in the village still open so close to dark. The Felinfach is run by a burley, red-faced man who looks to be in his late forties. He will warmly welcome the PCs, introducing himself as Jorn Reinchert, the Innkeeper. The PCs will be shown to their room so they can store their equipment away and Jorn will encourage them to join the locals in the bar for some food and friendly conversation.

The bar of the Felinfach is busy this evening, with many locals enjoying the warmth of the fire and a good chat. The PCs can make **Easy +20 Gossip Tests** to find out what they are talking about. For each successful **Gossip Test** roll once on the following table to see what rumour is picked up, the truth of each rumour is given in parenthesis;

Roll	Rumour
1	Livestock has been going missing since the Chaos Incursion. (True)
2	A pack of wolves has been terrorising the village taking livestock at will. (False)
3	A pack of wolves has been seen prowling around the forest in these parts. (True)
4	Meinholf Schaffer, the woodsman, believes there's something evil in the woods surrounding the village. (True)
5	The youngest Mingle girl, Ulrica, has been suffering dreadful nightmares for over a year now. (True)
6	Father Reiner believes the young Mingle girl is cursed and will bring misfortune to the village. (False)
7	It is 12 years to the night since Meinholf brought Ulrica back from the forest. (True)
8	The same thing happened to the village Kuseler, first the livestock started disappearing; and then one day everyone in the village vanished. (False)
9	Jorn Reinchert fought shoulder to shoulder with the Graf at the Siege of Middenheim. (False)
10	There's a strange, reclusive family that farm the land about 3 miles out of the village, but they never seem to have problems with livestock being taken. (True)

Allow the PCs to interact comfortably with the villagers; they can even partake in a game of chance with Jorn if they wish. Introduce the PCs to Ulrica as she serves them any food or ale ordered. She is a well-built young girl but her developing figure shows a beauty in the making. She has quite a plain face with long dark hair, but when she smiles her dark eyes sparkle. A **Routine +10 Perception Test** will reveal a silver wolf's head pendant around her

neck, which can be identified as a symbol of Ulric with a successful **Intelligence Test**, the difficulty of this test can be modified by the GM depending on the PCs skills.

As the evening draws on the Inn will start to empty and finally Jorn will lock up for the night sending the PCs to their rented room if they have not already retired.

A Rude Awakening

Just after midnight the PCs are disturbed by a raucous outside the Inn, if they decide not to investigate they can ignore the noise and go back to sleep (go to **'Not Again!'**)

If the PCs investigate the disturbance and step outside the Inn they will nearly walk into the back of Jorn who is engaged in a heated conversation with a balding middle aged man. A quick look around shows that half the village are gathered in the street listening to the exchange.

Jorn: *"Don't be absurd Casimir, tell everyone to go back to their beds, Ulrica has probably found a small dark hole to hide from her nightmares again".*

Casimir: *"I tell you there are wolf prints inside the village. The beasts have taken her!"*

Jorn: *"They're probably just the prints of Meinholf's dog. After all, how are wolves going to have got Ulrica out the village?"*

Casimir: *"They're wolf prints Jorn! Now I ask you again, will you help track the beasts and rid the village of them once and for all?"*

Jorn: *"No!"*

Jorn turns to the gathered crowd and speaks with a loud clear voice;

"And I suggest the rest of you go back home and forget this silly idea of a hunt."

Casimir: *"My daughter is missing and I'm going to get her back with or without your help! Who's with me?"*

A cheer of 'Aye' ripples across the crowd.

Jorn: *"Wait 'til morning; if Ulrica isn't back by then I'll help you look for her, we'll have a better chance of following a trail in the light of day".*

Casimir: *"Go back to bed Jorn! We'll find Ulrica and destroy the beasts without you help!"*

Casimir turns to the crowd and shouts *"Lets go!"*

Jorn shakes his head, turns and walks back into the Inn past the PCs.

If the PCs decide to join the villagers on the hunt proceed to **'Late Night Hunting'**.

Should the PCs decide to leave the villagers to their hunt and head back into the Inn, they will get no explanation of the events outside for Jorn, who will head straight to his private quarters. Any PC who looks back outside will see the last of the crowd heading towards the village gates. The PC's can return to their room at this point and go back to sleep if this happens then go to **'Not Again!'**

Late Night Hunting

The PCs find everyone gathered at the village gates with Ulrica's father coordinating the hunt.

Casimir: *"We will split into small groups and pick up the wolves trail outside the village. Each group needs an archer with them, then, if you find the wolves den and don't think you can take them out alone, send up a lit arrow as a signal and we'll all make our way to you. Not only will we be able to save my daughter, we'll also destroy the beasts who keep taking our livestock. If everyone is ready, let's light the torches and get on with the hunt!"*

For a simple farmer, Casimir has a lot of respect from the villagers and apart from a couple of questions of clarification everyone quickly splits into small groups, each with at least one archer and a number of torches. Steadily the groups leave the village and make their way towards the edge of the forest, heads down looking for tracks to follow.

The PCs have ended up in a group with four other men, two archers who have introduced themselves as brothers Hagar and Hugo Hofstetter, who look to be in their late twenties. And two older men, who look to be mid to late forties, Erhl Naubhof, who is carrying a poor quality sword and Deitlef Reiss who has a large, old, woodsman's axe slung over his shoulder.

A successful **Average Fellowship Test** will allow any one of the PCs to take charge of their small hunting party (adjust to **Routine +10** if the character has the Command skill). However, if none of the PCs are so inclined, Deitlef Reiss will assume the roll of group leader.

Mannsleib is full so a **Routine +10 Perception Test** will allow the group to pick up a wolf trail close to the edge of the forest. There are many tracks around the village and the other hunting parties have all disappeared into the forest heading in different directions. An **Average**

Perception Test will allow any PC with the Follow Trail Skill to identify the path that the wolf took into the forest, once inside the trees regular successful **Challenging -10 Perception Tests** are required to remain on the trail because only a small amount of the moons light manages to filter down to the forest floor, the torches therefore provide the main light with which to follow the creatures trail.

Hugo Hofsetter is a lot more unsettled in the forest than the rest of the villagers; use his fear and overly heightened senses to unsettle the group with sudden comments like;

"What was that?" and *"Did you hear that?"*

As the group moves deeper into the forest you can use some or all of the following encounters to further unsettle the would-be hunters.

Forest Encounters

- 1 The leaves of the undergrowth around the group rustle as if they are being tracked themselves.
- 2 A wolf howls in the distance and as it does a cold wind blows through the trees parting the leaves briefly to allow Mannsleib's light to briefly illuminate their path.
- 3 As the leading character (this can be one of the PCs or a NPC depending on how the group has formed along the trail) glances up ahead to see a pair of eyes reflecting in the torch-light, it is only a deer, but allow the PCs to believe it may be something worse before it darts off into the undergrowth, spooked by their presence.
- 4 An owl, disturbed by the PCs walking past, swoops from the branch of a tree, squawking as it fly's over top of the party so low that they can feel the air movement from the beat of its wings.

Deitlef Reiss can be used to enhance the tension of the group. Being the oldest of the villagers and an ex-woodsman, he will talk of all the local folk tales of the forest, of men walking like beasts and beasts like men. Of ungodly screams echoing out over the tree tops and of dark rituals performed by witches when the moon was full.

Deitlef: *Some folks say there's still an old hag living in the depths of this forest preying on anyone who strays from the road. They say the witch makes gruesome trophies of her victims, drinking from their skulls and turning their flayed skin into her bedding.*

Suddenly, through the restless noise of the night time forest, a heavy clatter of hooves can be heard coming through the undergrowth towards the party. In the fringe of the torchlight something quickly crosses the path then a massive creature bursts through the trees onto the track

just ahead of the PCs. It stops dead and stares at the group with a blood lust in its eyes.

A **Hard -20 Intelligence Test** will allow the PCs to identify the beast as a Minotaur, this test can be modified if the PCs have previously encountered such a beast of have some knowledge of the creatures of chaos. The following description can be used whether the PCs are able to identify the creature or not.

At first glance the creature in the torchlight appears to be a gigantic human, standing nearly 10 feet tall with shoulders that look as if they could carry a house, but above the shoulders is a head as far from human as you can get. The ferocious eyes that stare at you are set into a huge bullhead, baring the large sharp teeth of a carnivore. From either side of its head sprout horns that are at least four-foot-long with vicious sharp points. The creature's feet are cloven and its body is covered in thick fur and massive muscles, except for its left thigh. Here flesh can be seen through the fur and the thigh muscle appears to be considerably smaller than the right one.

The creature snorts steaming hot breath from its nostrils and drags its left hoof across the ground as if preparing to charge. Even with the weakened leg, the stamping motion is intimidating and you become aware of a strong smell of urine coming from behind you.

A successful **Average Will Power Test** is required if the PCs wish to take any action when first faced with the Minotaur. However, whether the PCs are able to engage the beast or simply stand froze to the spot, the Minotaur will move to ready for a charge at the party. As it stamps the ground with its hoof more noise can be heard in the undergrowth, but this time it comes from all around.

Suddenly, five wolves leap from the surrounding forest and attack the beast. The creatures briefly fight in the track in front of the PCs then the battle moves off into the forest, the undergrowth splattered with blood from wounds inflicted by both sides.

As the battle disappears the smallest of the wolves lingers slightly in the track looking at the villagers and PCs. A successful **Routine +10 Perception Test** will indicate that the wolf is looking at the party with its head tilted to one side in curiosity. A **Hard -20 Perception Test** will also reveal something metallic glinting in the torch-light around the wolf's neck, it looks like a pendant and is in fact a wolf head pendant of Ulric but the PCs will not be able to make this out unless they have moved towards the fight in an attempt to engage the Minotaur. The wolf will only linger for a brief moment before leaping into the trees after the rest of the pack.

If this brief delay is enough for one of the PCs to get a lucky shot off and hit the wolf you have two options;

EITHER

Have the shot cause a minor wound to the wolf's flank and allow it to continue off into the forest to rejoin the fight, in which case go to **'Fight or Flight'**.

OR

Have the shot wound the wolf enough to knock it to the ground, at this point it will revert back into human form and a naked Ulrica lies on the forest floor in front of the PCs with blood weeping from a wound in her thigh.

If the PCs view Ulrica as a creature of Chaos and decide to kill her go to **'Kill the She-Wolf'**, if however, the PCs take pity on the girl or have previous knowledge of Children of Ulric then go to **'Who's to Heal?'**

Kill the She-Wolf

Hugo will quickly snap out of his shock and come to Ulrica's defence when he realises that the PCs intend to kill her. He will tell the PCs that he has heard tales of the Children of Ulric and that they are good, honest creatures of the Gods. Try to play on how helpless and innocent Ulrica looks and have Hugo point out the pendant of Ulric that the girl wears. However, if the PCs are set on destroying what they perceive to be evil, Hugo can easily be pushed aside to give access to the girl. As the PCs make their move to kill her, Ulrica will plead for her life:

Ulrica: *"Please, I don't mean any harm. We were trying to save you from the beast. Please do not kill me..."*

If a final plea is unable to melt the hearts of your PCs then allow them to murder the girl. At the sight of this Hugo, who had urinated in his pants when the Minotaur first appeared, will vomit at the site of the cold-blooded killing. The three villagers will be so stunned by the actions of the PCs that a successful **Easy +20 Fellowship Test** will have them follow the PCs in a dazed state in whichever direction they head. If the PCs choose to follow after the Minotaur go to **'Fight or Flight'** but skip the first paragraph to introduce this scene. If the PCs choose to continue following the original wolf tracks then go to **'One Possible Ending'**.

Who's to Heal?

This time Deitlef will act as the antagonist, proclaiming that the girl is unclean, tainted by Chaos and must be put to the sword before she is able to infect the rest of them. If Deitlef is successful in changing the minds of the PCs go to **'Kill the She-Wolf'** but have Hagar as the voice of reason in defence of Ulrica instead of Deitlef.

If, however, the PCs remain convinced of the fact that Ulrica is not Chaos spawn, they can try to convince Deitlef that he is wrong and a successful **Very Hard -30 Fellowship Test** will dissuade him from any action against the girl. If unsuccessful in their persuasion and the PCs shown no sign of acting on what he has said, Deitlef will take up his axe and move to destroy Ulrica himself. If combat ensues Deitlef's statistics are shown below for easy reference, however, it should be possible for the PCs to prevent him from injuring Ulrica without too much of a fight. Deitlef will quickly realise he is out matched and relinquish to the pressure of the majority.

Deitlef Reiss

At 52 Deitlef is the oldest member of the PCs hunting party and is a retired woodsman. He has lived in Waldheim all his life and knows all of the folk tales surrounding the village and the forest.

WS	BS	S	T	AG	Int	WP	Fel
44	29	42	31	36	29	40	30
A	W	SB	TB	M	Mag	IP	FP
1	14	4	3	4	0	0	0

Notes: This is the standard profile for Footpads that can be found on Page 234 of the Core Rulebook. Feel free to adjust the profile if needed.

Skills: Common Knowledge (the Empire), Concealment, Follow Trail, Gossip, Perception, Scale Sheer Surface, Secret Language (Ranger Tongue), Secrete Signs (Ranger), Silent Move, Speak Language (Reikspiel).

Talents: Fleet Footed, Resistance to Magic, Rover, Savvy, Specialist Weapon (Two-handed Axe)

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Two-handed Axe

Trappings: Antitoxin Kit

Ulrica's wound should not be too severe and any PC with the Heal Skill can attempt to help her. If none of the PCs are capable of helping Ulrica, have Hagar chirp up:

"Hugo is training to be an Initiate under Father Reiner, which is why he's such a wimp these days, but has learnt how to heal, maybe he can help Ulrica."

Hagar will give Hugo a shove towards the girl so he can tend to her. In either case, a successful **Average Intelligence Test** will see the arrow or bolt removed from Ulrica's thigh and an appropriate dressing put on the wound, at this point she will insist on going after her family. She will revert back to wolf form and the PCs will be unable to prevent her from heading off into the forest. They quickly lose sight of her as she runs into the

darkness, but they can follow her trail and that of the fight, in which case go to **'Fight or Flight'**. If they remain on the original wolf's trail go to **'In Defence of the Farm'**.

Fight or Flight?

Hagar: *"Did you see that?"*

His brother, Hugo, is frozen to the spot in shock and fear; he was the one who had urinated at the sight of the Minotaur. It will take a **Hard -20 Fellowship Test** to encourage him to move again. If unsuccessful the PCs can decide to head after the fight alone and leave the villagers with Hugo until he regains his composure. Alternatively, if you do not feel that the PCs are a strong enough group to face the Minotaur without some back up, Hagar will be able to physically shake his brother out of his daze and get him to follow the rest of the group deeper into the forest.

Chasing after the Minotaur and wolves will reveal a path of devastation leading deeper into the forest. Foliage has been flattened, the ground churned up and splatters of blood are sprayed everywhere. The running battle comes to an end in a small clearing, but the antagonists have already left the scene by the time the PCs arrive.

If any of the PCs have the **Follow Trail Skill** then an investigation of the area with a successful **Hard -20 Perception Test** will show all six points listed below. If none of the PCs have the Follow Trail Skill then allow them a **Challenging -10 Perception Test** to reveal points 1 and 2 only.

- 1 The Minotaur left the battle scene heading deeper into the forest.
- 2 Human shaped footprints can be found heading away from the battle scene in the same direction as the original wolf tracks the group was following.
- 3 One of the wolves was knocked to the ground seriously injured; a large wolf shaped indent can be seen in the ground with a lot of blood around it.
- 4 Bare human footprints are found around the wolf shaped indent and lead off in the opposite direction to the Minotaur tracks.
- 5 The Minotaur tracks indicate that the creature is injured on its left front leg and is waling with a limp.
- 6 More human footprints can be found and are closely grouped together and indicate that something is being carried between four people (if Ulrica was injured by the PCs there will only be three pairs of human prints).

If the PCs choose to follow the trail of human footprints go to **'A Mix of Tracks'**, however any villagers still tagging along will not follow them down this route, preferring to hunt for the beast. If they follow the Minotaur tracks then go to **'The Minotaur Den'**.

A Mix of Tracks

Assuming the PCs did not kill Ulrica in a previous scene then about 500 yards from the clearing they will find that one pair of footprints heads off at right angles to the rest, following this lone set of footprints leads the PCs off into the forest. The human footprints quickly disappear and are replaced by paw-prints, a successful **Average Intelligence Test** by any PC with the **Orientation Skill** will indicate that the tracks head back in the direction of the village (go to **A Friend in Need**).

If the PCs killed Ulrica in **'Kill the She-Wolf'** or decide to follow the group of human prints then about 800 yards from the clearing they will come across three naked humans; a woman in her late 30's, a young woman in her late teens and a young man in his early twenties. Between them they are carrying a large silvery grey wolf that is bleeding badly from a nasty wound to its left side.

If given the chance, the older woman will quickly explain who they are and their relationship with Ulrica. Should the PCs listen to the mother's story and decide to help rather than destroy the Children of Ulric, they will be gratefully thanked for any assistance they can give in getting the injured wolf back to the farmhouse (go to **'In Defence of the Farm'**). If, however the PCs believe that the family are the spawn of chaos and attack or threaten the group at anytime then the family will transform into wolves and defend the injured father to the death. If the villagers in the PCs hunting party are still tagging along then all except Deitlef will be in defence of the family and try to persuade the PCs not to do them any harm.

As the wolves start to fall in the fight, the injured wolf they were carrying, Ulrica's true father, will find the strength within himself to join the melee and die fighting rather than be murdered where he lay.

Having snapped himself out of his shock and fear, Hugo has quietly followed the PCs, wishing to find out what they would do upon finding the humans that left the battle scene. Hugo is appealed by the scene he has witnessed, but too frightened to interfere. He draws away from where the PCs are stood and heads back towards the Waldheim. A successful **Very Hard -30 Perception Test** will allow the PCs to hear a slight rustling of the undergrowth, but they should not be allowed to see or catch up with Hugo.

If the PCs have not killed Ulrica in an earlier scene then on his way back to the village Hugo will meet Jorn, Ulrica and Maglyn the Wise as they are racing to tend to Ulrica's blood father. Upon telling them what has happened, Jorn will offer Hugo a lift and then turn the cart around to head back to the Felinfach with Maglyn comforting Ulric.

When the PCs return to the village they will not be welcome back at the Inn and will have all their equipment dumped on the doorstep for their collection. If the PCs decide to be funny about their treatment they will find

Maglyn at the Felinfach with Jorn, both of whom are willing to take on the murderers of the Children of Ulric and teach them a lesson if they so wish.

If the PCs had killed Ulrica in a previous encounter then Hugo will tell Jorn of the events of the night when he arrives back in Waldheim and the PCs will still find all their equipment dumped on the doorstep of the Felinfach. Again if the PCs decide to be funny about their treatment, Jorn will be more than happy to give them a lesson in manners and will be able to call upon any number of the villagers to help him if necessary as many of them have returned home by now unable to make sense of the tracks in the forest.

In either case the PCs would be wise to move on their way and leave Waldheim far behind them.

For details of the possible XP the PCs may have gained and a little information on what happens to the village following the recent events, go to **'The Conclusion'**.

The Minotaur Den

The following description can be read out to the PCs as they follow the Minotaur tracks.

The creature's tracks lead deeper into the forest. As you follow them the trees and undergrowth get denser and you hear rustling around you as small mammals dart away from the sound of your footprints. Gradually the trees start to thin and a putrid smell invades your nostrils. It is the smell of death. At the side of the path you can see the remains of various different animals, deer carcasses and wild boar, but there are also domestic animals, sheep, cattle and goats. The bodies lay in the undergrowth, their unseeing eyes staring at you as you pass; their torso's and stomach torn open so the soft, fleshy organs could be consumed. Huge chunks of flesh have been gouged from the animals' thighs by vicious canine teeth. For most of the corpses the less appetising meat has been left on the bone to rot, but occasionally you see the remains of bones that have been completely stripped of flesh and snapped in two to allow the juicy marrow to be sucked out. As you continue to follow the beast's tracks the forest gives way to a small clearing at the foot of a hillside. At the base of the hill you see a cave and there, sat in the cave mouth is the beast, slowly licking blood from a number of wounds inflicted by the wolves.

Having already witnessed the beast once the PCs should be ready for its frightening appearance, but they must still make an **Easy +20 Willpower Test** before being able to take any action.

At this point the PCs may decide that they should head back and try to pick up the wolves trail before the

villager's manage to find them first and destroy creatures that are innocent of the crime they have been accused of, if this is the case go to **'Stop the Madness'**. If however, the PCs are feeling brave and wish to rid the world of the beast of Chaos they can prepare to fight the Minotaur.

Balgor, the Minotaur

Balgor was one of the many Minotaurs who fought during the last Chaos incursion. He was a mighty warrior and well on his way to advancing into the Brute Career when disaster struck and he received a crippling injury to his left leg.

WS	BS	S	T	AG	Int	WP	Fel
52	34	51	48	35	18	26	25
A	W	SB	TB	M	Mag	IP	FP
2	30	5	4	5	0	0	0

Notes: Bloodgreed - Minotaurs have a disgusting habit of consuming the bodies of those they have killed, sometimes in the midst of combat. If a Minotaur slays an opponent and isn't engaged in melee with anyone else, he must make a **Routine (+10%) Will Power Test** or sit down to gorge himself on the kill. He can test again at the start of his turn each round until he passes the test. If attacked in melee, he immediately snaps out of Bloodgreed.

Skills: Follow Trail, Intimidate, Outdoor Survival, Perception, Speak Language (Dark Tongue)

Talents: Frightening, Keen Senses, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Great Mace, qualities of Impact, Pummelling and Slow

Trappings: Loin cloth

If the PCs managed to get the villagers to follow them after the beast's tracks they will not wish to risk their lives fighting the creature and other than providing a few volleys of arrows if asked, they will allow the PCs to engage the creature alone. Should the fight start to go against the PCs, then the villagers will realise that they will be next to die if the PCs are unable to kill the Minotaur. At this point the villagers will provide the back up necessary to ensure the beast is sent back to its foul gods.

Once the Minotaur has been defeated read the following piece of descriptive text to your players to move them in the direction of the next part of the adventure. If any of the PCs have been killed in this encounter and your players wish to continue participating in the quest allow them to take control of any of the four villagers who are

also still alive, if the PCs had not convinced the villagers to come along with them, then you can have Hagar Hofstetter, Ertl Naubhof and/or Deitlef Reiss arrive on the scene, having followed the PCs out of curiosity.

The final blow is struck and the ugly beast falls to the ground, joining the rotting remains of its many animal victims. Before the dust has settled around the fallen body you see a bright light appear above the tree tops. It is a flaming arrow sent up by one of the groups of villagers. Before long all the other small groups of villagers will converge on site from which the arrow was fired to reap revenge on those they feel are responsible for the disappearance of Ulrica and the slaughter of so many of their animals.

As you look in the direction from which the arrow appeared you notice a narrow track leading from the clearing towards the signal. It does not appear to have been used for some time, but looks as if it may once have been wide enough for the huge beast to walk along.

Before you can decide in which direction to head, another flaming arrow appears from roughly the same place as the first. Another group of villagers must have reached their destination, signally for yet more to converge on their position. Time is running short.

The PCs must decide whether to take the new path offered to them or head back the way they have come and follow one of the tracks towards the farm and the gathering villagers. If the PCs decide to retrace their steps go to **'Inconsoable'** if Ulrica is alive or **'Carnage'** if the PCs killed her in **'Kill the She-Wolf'**. If the PCs choose to take the quicker route through the forest towards the gathered villagers go to **'A Tail of Two Endings'**.

A Friend in Need

The wolf tracks lead to the village and head straight towards the Felinfach Inn. The PCs arrive at the Inn to find Jorn and Ulrica, who is dressed in nothing more than an old night robe preparing to leave the village in a wooden, horse drawn cart.

If the PCs do not make a move towards the two NPCs, have Jorn spot them and ask if they would be of assistance in helping a man in need. If asked what has happened Jorn will give a brief summary of events:

Ulrica has recently been able to find her true parents; they are the farming family who live a few miles out of the village. That is where she had gone earlier, to visit her family, but while they were out they saw the great beast that has been terrorising the forest of late and it appeared to be heading straight for a group of villagers they had briefly seen earlier.

They did not wish to see any harm come to the villagers so intercepted the beast before it could do any harm, forcing it away from the villagers, deeper into the forest. Unfortunately, during the battle Ulrica's father was badly injured and the rest of the family have had to carry him back to the farm house. Ulrica came here, knowing I have connections with a local healer, to ask if I would help save her fathers life.

We are heading now to get Maglyn the Wise and take her to the farm house. Are you willing to help us?

At this point if the PCs have put two and two together to realise that Ulrica and her true family are werewolves they are likely to react in one of two ways. If they decide to help, realising that Ulrica and family are not evil chaos spawn the go to '**Finding the Witch**'. If, however, the PCs choose to see the werewolves as chaos spawn and try to kill Ulrica outside the Inn, Jorn will move in to defend her.

Wait! You don't know what you're doing! Ulrica and her family are good people, blessed by the God Ulric, they deserve your respect, not your hatred. Please, stop and think before you strike!

If Jorn's plea goes unheeded and the PCs still move to attack Ulric, Jorn will draw a high quality sword from the scabbard he hangs from his belt and stand ready to fight the PCs. After the first round of combat, Jorn will use a free action and shout to Ulrica, who he has hidden behind the cart while Jorn defends her from the PCs

"Get out of here Ulrica! Take this..."

He forfeits his next round of attacks to snap a pendant from around his neck and throw it behind him to Ulrica.

"Take it to Maglyn the Wise and she will help you as best she can. Now RUN!"

Jorn will turn his attention back to the PCs as Ulrica quickly ties the pendant round her neck, transforms into a wolf and runs up the street away from the fight. Jorn now stands between the PCs and the direction in which Ulrica headed and he will not make it easy for the PCs to give chase. He is an experienced fighter and will take every opportunity offered to him to wound the PCs or kill them if necessary to protect Ulrica. The PCs will have to either kill him or knock him out to enable them to continue any further.

Once they have dealt with Jorn they can give chase to Ulrica. Her trail is not difficult to follow because it is so fresh; however it will require regular successful **Perception Tests** to remain on the trail (difficulty of test to be at GM's discretion depending on the skills held by PCs, on how quickly the PCs are travelling and on

whether they think to take a light source with them). The tracks lead up through the village a short way and then double back on themselves to head out towards the village gate and into the forest (go to '**The Witches House**').

Not Again!

About an hour after the first disturbance the PCs are woken again by a sudden loud banging. A **Very Easy (+30%) Intelligence Test** will enable them to tell that the noise is someone banging on the front door of the Inn. If your PCs choose to ignore the adventure again, allow the about 15 minutes to try and get back to sleep and then have Jorn burst into their room (of course he has a spare key if they have locked it as a precautionary measure!). He will give them a quick summary of the following events and ask for the PCs help in preventing a great tragedy.

If this second disturbance has managed to prick the interest of your PCs and they head out of their room to investigate the noise they will arrive at the front door of the Inn just as Jorn is drawing back the bolts.

Jorn pulls open the Inn door and there, bathed in the light of the oil lamp Jorn is carrying, stands Ulrica. She is naked, except for a Hessian sack from the stables that she is holding around body. Her shoulders are marked by a number of bleeding scratches and she squints as the light from the lamp hits her eyes. She starts to talk frantically:

"Please Jorn, you have to come quickly, my father needs help, he's been injured badly, we must get the wise woman and go to him now..."

Jorn puts his arm around Ulrica's shoulders and ushers her inside.

"Shush, calm yourself dear child. Come in and sit by the fire while I'll clean these wounds then you can tell me what's happened."

Ulrica allows Jorn to lead her into the barroom and sits her down beside the dying embers of the fire. He quickly fetches a robe for her and a bowl of clean, warm water and a linen cloth with which to bath Ulrica's wounds.

"Ok, now tell us what has happened"

You can continue to role-play the telling of Ulrica's tale or just give the PCs a general run down of the events of the night. Should you wish to use it, Ulrica's full description of what has happened is given on the opposite page, allow the PCs to interrupt and ask questions if they wish, you should be able to have Jorn and Ulrica give them all the

information they need from the character's backgrounds that are given at the end of the adventure.

If the PCs do not ask directly about Ulrica and her blood family have Jorn give them a quick summary of Ulrica's history at some point during their exchange so that they become aware of the nature of her family.

I had gone out again to see my true family and was out running with them in the forest when we caught the scent of villagers out and about. It seemed very odd but we ignored it at the time, then we caught another scent; that of the beast, and its fresh tracks were heading straight in the direction of the villagers. We couldn't let anything happen to the poor souls, so we ran after the beast and managed to intercept it before it had a chance to attack the group.

We fought the creature in a running battle through the forest until we came to a small opening where we could surround it. The fight was going well until a lucky swing of the beasts' huge mace caught my father in the side and he fell with a thud on the ground. We quickly gathered round my father ready to defend him, but the beast dragged itself off into the forest away from us, its one leg seemed to be giving it more problems than usual.

Father was still alive, but bleeding badly from the wound across his side and I fear the mace broke a number of his ribs. Anyway, my mother, brother, sister and I lifted him up and started carrying him back to the farmhouse. After a short distance I decided we would need more than just my mother's herbal knowledge to heal the wounds, so I left them to come back here and ask for your help in convincing the wise woman to help us.

So will you come?

When Ulrica finishes her tale and asks for help Jorn reply's without hesitation:

"Of course I'll help!"

He then turns to the PCs, and if they have not already realised that Ulrica is a werewolf his question to them should broadly hint to the fact:

"Will you help me ensure the Children of Ulric are safe?"

If the PCs are willing to help Jorn and Ulrica go to '**Finding the Witch**'. If, however, when the PCs realise that Ulrica is a werewolf, they decide that she is a child of Chaos rather than Ulric and choose to destroy her Jorn will desperately try to convince them that the Children of Ulric are good people.

"Wait! The Children of Ulric are not tainted by the evil ones, they are good people. They would never harm a human, except in self defence and Ulrica's family even farm their own animals rather than steal from the villagers stock. They are defenders of the village, not enemies. You must not kill them; you would be making a big mistake."

If Jorn's arguments fall on deaf ears then he will defend Ulrica against the PCs. Above the fireplace in the barroom are two crossed high quality swords, Jorn will reach up and remove one from its scabbard and prepare to fight the PCs. After the first round of combat have Jorn use a free action and shout at Ulrica, who he has been defending from the PCs attacks as best he can.

"Get out of here Ulrica, run and tend to your family. Take this..."

He forfeits his next round of attacks to snap a pendant from around his neck and throw it to Ulrica.

"Take it to Maglyn the Wise and she will help you as best she can. Now RUN!"

Jorn will turn his attention back to the PCs attacks as Ulrica quickly ties the pendant round her neck, transforms into a wolf and leaps through the window in the bar. Broken glass shatters onto the ground and she is gone. Jorn will not make it easy for the PCs to give chase; he is an experienced fighter and will take every opportunity offered to him to wound or kill the PCs if necessary to protect Ulrica. The PCs will have to either kill him or knock him out to enable them to continue any further.

Once they have dealt with Jorn they can give chase to Ulrica. Her trail is not difficult to follow because it is so fresh, however it will require regular successful **Perception Tests** to remain on the trail (difficulty of test to be at GM's discretion depending on the skills held by PCs, on how quickly the PCs are travelling and on whether they think to take any light source with them), go to '**The Witches House**'.

Finding the Witch

Having agreed to help Jorn and Ulrica go and help her blood father Jorn will ask the PCs to get whatever they need from their rooms and then meet him in the stable where he will ready his horse Shadow for the trip into the forest.

As you enter the stable at the back of the Felinfach Inn you see Jorn tightening the final leather straps that hold the shafts of a sturdy wooden cart to the sides of a beautiful black horse.

Having heard the PCs enter, Jorn turns and smiles at them, indicating for them to get on the back of the cart.

“This is Shadow, my loyal friend and companion for many years, he’s seen me safe in many a tight spot.”

With that he pats Shadow lovely on the neck and jumps up beside Ulrica who is already sat up front.

Jorn quickly manoeuvres Shadow and the cart out of the stables and gees Shadow into a gentle trot as they head toward the village gate.

Once outside the village Jorn encourages Shadow to greater speed and before long the group is galloping into the forest at break neck speed. If you wish to add some interest to this section, you may choose have the PCs make an **Average Agility Test** to see if they are able to hold on and stay inside the cart. Damage from any fall resulting from this test can be calculated using the rules on **p138** of the **WFRP Rule Book**.

Jorn pushes Shadow to great speeds, galloping through the forest down a tight track that the cart only just manages to fit through. It is nearly as much as you can do to keep a hold on the cart and stop yourselves from falling out on to the forest floor. The cart is not the most comfortable forms of travel at the best of times and travelling at this speed along a rough track does nothing to improve the ride.

Jorn makes a number of twisting turns down one side track, then onto another and another and another. Half of the time you are unable to see the next opening into the forest until Jorn signals Shadow to make the turn and it feels as if you are going to plough into a line of trees only to find a narrow track leading away from the one you are currently travelling along.

Eventually Jorn pulls Shadow back into a trot and then to a face walk as you enter a small opening and see a simple little stone cottage sat in the middle of the forest. The building looks very old and rustic with a wooden front door and only two windows at the front of the building. A small wisp of smoke can be seen rising from the little chimney up toward the light on Mannsleib. Jorn brings Shadow to a halt outside the front door:

“Everyone off, lets see if Maglyn will lend us a hand.”

Jorn walks up to the front door and taps three times. After a short wait the door is drawn back slightly and a plump little old lady can be seen hold the door the other side. Jorn will reach into his shirt and draw out a pendant on a cord and shows it to Maglyn, upon which she opens the door fully and stands back to allow the group access.

As you step inside your nostrils are assaulted by a pungent smell of herbs and sulphur. Looking around you see that the ground floor makes up one single room with the kitchen in one corner, a large wooden armchair sitting by the fire. Around the rest of the room are numerous shelves, full of books of different shapes and sizes, workbenches cluttered with vials of liquid, mortars and pestles and partly chopped herbs, and hooks each with a different herb hanging from it. In the centre of the room is a spiral staircase leading to the second floor.

Maglyn looks to be in her late sixties, with a wrinkled face and slight stoop. She stands just over 5 foot and is quite plump. Her silvery grey hair is tied back in a bun and she is dressed in a multilayered dress of black and purple that reaches nearly to the ground. Any PC with the **Magical Sense Skill** will be able to tell that the old woman, Maglyn, is a magic user upon a successful **Average Will Power Test**, and on a successful **Challenging -10 Will Power Test** the PC will also be able to identify the fact that a number of the vials and potions littering the workbenches are also enchanted.

Jorn will quickly explain the situation to Maglyn who will agree to help Ulrica’s father, she has known the family for a number of years and will do anything in her power to help them.

Maglyn quickly moves around the room with a sling bag collecting several items for the trip. A successful **Hard -20 Perception Test** will identify the following items as she places them in her bag:

- A clear glass bead
- A small red vial (containing a Potion of Pain Denied)
- A small blue vial (containing a Healing Draught)
- A variety of different herb preparations
- A small oval white stone
- Clean linen bandages

If a PC has the **Trade Skill Apothecary** or **Herbalist** then a successful **Challenging -10 Intelligence Test** will be able to identify the herbs as:

- Alfunas - when smeared on a wound it halves the healing time for dislocations and breaks.
- Gesundheit - when applied to an infected wound this preparation will halt the effects of the infection but does not restore any wounds.
- Spiderleaf - when smeared on the wound it can help to prevent further wound loss from bleeding due to a critical hit. If the character administering the does makes a successful **Intelligence Test** the all bleeding stops immediately, if the test is failed the bleeding will stop after 1d10 rounds.
- Valerian - when this brew is drunk it restores 1 wound point to lightly wounded characters.

A PC with the **Magical Sense Skill** will be able to identify the small oval white stone as a Power Stone upon a successful **Challenging -10 Will Power Test**.

If questioned about the items she is collecting Maglyn will tell any PC who passes an **Easy +20 Fellowship Test** what the items are and what they are used for. It will require a successful **Hard -20 Fellowship Test** for Maglyn to reveal where she learnt her skills from or where she obtained any of the items. However, if a PC passes the test, see Maglyn's profile for her background which should answer any questions the PCs may ask.

Once Maglyn has collected all she needs she ushers everyone outside, takes a large iron key hung on a piece of string around her neck and locks the door to her cottage. Jorn will then get everyone back on the cart, Ulrica now riding in the back with the PCs while Maglyn sits on the simple seat at the front of the cart with Jorn. He then gees up Shadow and once again takes off into the forest at great speed. You can again use an occasional **Agility Test** to see whether the PCs are able to stay inside the cart on the rough ride to the farm of the Children of Ulric, go to **'Here to Help'**.

The Witches House

Ulrica's wolf prints lead to a simple little stone cottage sat in the middle of the forest. There are no lights on but a small wisp of smoke out the chimney indicates that there was someone at home not that long ago. A **Challenging -10 Perception Test** will discover a small pair of shod human prints leading away from the front door with a set of wolf prints beside. If the PCs decide to leave the cottage and follow the footprints into the forest, go to **'Trial by Fire'**. If the PCs decide to investigate the cottage further they will find there are only two downstairs windows, one next to the front door and one in the centre of the back wall. The front door is thick solid timber with a brass door knob. The door is locked and will require a successfully **Challenging -10 Agility Test** for a PC will the **Pick Lock** skill to unlock it. If the PCs go for the old fashioned approach and break down the door, they will find it has a **Toughness Bonus** of 3 and **Wounds** of 7.

Alternatively the PCs may choose to break one of the windows and enter the cottage that way. The PCs will have to make a successful **Average Agility Test** to enter through a broken window without cutting themselves, if they fail roll d10 - 5 to identify the number of wounds received from the broken shards.

Once inside the PCs will find a number of oil lamps around the house that they can light if they wish.

As you make it inside the cottage your nostrils are assaulted by a pungent smell of herbs and sulphur. It seems much dark inside that would be expected and a cold shiver runs down your spine as if someone is watching you.

Looking around you see that the ground floor makes up one single room with the kitchen in one corner and a large wooden armchair sitting in front of the smouldering fire. Despite the fact that the fire has long died down the place feels cold and unwelcoming. As you look around you see a number of shelves, full of books of different shapes and sizes, workbenches cluttered with vials of liquid, mortars and pestles and partly chopped herbs, and hook each with a different herb hanging from it. In the centre of the room is a wooden spiral staircase leading to the second floor.

The second floor, like the first, comprises of one room which contains a bed, beside table with an oil lamp on it, a chest of draws, wardrobe and another open fire with another big wooden chair sat in front of it.

A search of the two rooms will show that the bedroom has little to offer apart from a pair of reading and various different items of woman's clothing. The downstairs room will, however, prove more fruitful. As GM, you can pick and choose from the following list what you wish to allow your PCs to find within the room. Feel free to give PCs **Perception Tests** before allowing them to have any particular items.

They will find a large variety of dried herbs, although a successful **Intelligence Test** is needed by a PC with the **Trade Skill Apothecary** or **Herbalist** to identify them. Feel free to add to this list if you wish to allow your PCs possession of a particular herb.

- Alfunas - when smeared on a wound it halves the healing time for dislocations and breaks.
- Gesundheit - when applied to an infected wound this preparation will halt the effects of the infection but does not restore any wounds.
- Nightshade - 1d10 hours after consuming a does of this herb, a character must make a successful **Challenging -10 Toughness Test** or fall into a deep sleep for 1d10 + 6 hours.
- Salwort - holding a dried sprig of this herb beneath the nostrils of a stunned/concussed character will bring them round in 1d10/2 rounds, provided they make a successful **Average Toughness Test**.
- Spiderleaf - when smeared on the wound it can help to prevent further wound loss from bleeding due to a critical hit. If the character administering the does makes a successful **Intelligence Test** the all bleeding stops immediately, if the test is failed the bleeding will stop after d10 rounds.
- Tarrabeth - heavily or severely wounded characters will fall asleep for 24 hours, recovering 1 (if severely wounded) or 1d10/2 (if heavily wounded) wound points on awakening.
- Valerian - when this brew is drunk it restores 1 wound point to lightly wounded characters.

A number of vials of the Greta 's Boon draught and a Healing draught can also be found, although a successful **Hard -20 Intelligence Test** by a PC with the **Apothecary Trade Skill** is required to identify them.

A small oval white stone can be found as a paperweight on one of the workbenches, a successful **Hard -20 Will Power Test** is required by a PC with the **Magical Sense Skill** to identify it as a Power Stone.

A Lucky Charm can also be found, but again a successful **Very Hard -30 Will Power Test** by a PC with the **Magical Sense Skill** is required to identify it's true worth. Finally there is a variety of books on the shelves around the room. Only a PC with the **Read/Write Skill** will be able to identify the books, and if you wish you can require a successful **Intelligence Test** before allowing a PC to correctly read their titles. Here is a sample of the kind of books that can be found:

Luncinda Widmann's Herbal Lore
The Guide to Plants by Alaric Snitchmarsh
Idiots Guide to Potion Making
Encyclopaedia of Ailments, Diseases and Infections
Goran Ramsech's 100 Remedies for Filthy Diseases
Make the Most of Game Meat by Anshelm Haricot
Rough Guide to Stews and Broths
Frugal Food by Demona Schmit
Lupine Lore by Selene Ludolf
Eckhard's True Nature of Werewolves
Mythical Monsters by Wilhelm Biel
Maglyn's Grimoire (this is handwritten)

If there is something specific that you wish to introduce to the PCs for a future adventure this may be an opportune moment to allow them possession of it. Maybe you have plans for a Grimoire that has come to be in the little cottage in the woods or perhaps a holy relic or magical items is hidden amongst the debris on the workbenches or is being used as a paperweight.

Once the PCs have rummaged to their hearts content you can continue on to '**Trial by Fire**'.

Stop the Madness

The PCs arrive at the farm to find two groups of villagers have already gathered there but apparently do not wish to take the family on until more back up arrives. They are gathered together in deep discussion when the PCs approach from out of the forest.

If the PCs do not approach the gathered villagers, have Ulrica's adopted father, Casimir, spot that they have arrived and go over to meet them. He will give them the following explanation of events.

We followed the tracks through the forest, and very funny tracks they were, until eventually we came out here at the Ludolf's farm. Now the strange tracks make sense, we believe that the family living here are in fact werewolves who have been preying on the village for easy meals.

We have sent up two signal arrows now and are waiting for some of the others to arrive here before we remove the cursed creatures from our lands.

Did you see the signal arrows?

At this point the PCs should realise that they are going to have to talk the villagers out of attacking the Children of Ulric. This will require some good role-playing or a number of successful **Hard -20 Fellowship Tests** (the difficulty of this test can be modified if any of the PCs have the **Charm** or **Intimidate Skills**).

As the PCs are trying to convince the villagers of the error of their ways a thunder of hooves can be heard coming through the forest towards them. Suddenly a cart being pulled by a large black horse will appear out of the trees with Jorn at the reins, an old woman sat next to him. The sight of the old woman beside Jorn will put the villagers on edge and even if the PCs had managed to make some progress with the villagers they will again become suspicious about the nature and intent of the family at the farm. As the cart draws closes it is possible to see Ulrica sat in the back, she is only dressed in an old night robe but otherwise looks unharmed and healthy. Go to '**Here to Help**' but skip the first introductory paragraph.

Here to Help

The PCs arrive at the farm with Maglyn, Jorn and Ulrica to find that two groups of villagers have beaten them to the scene. They apparently do not wish to take on the family until more back up arrives and are gathered together in deep discussion. Ulrica's adopted father, Casimir, can be seen amongst the group and is the first to look up when Jorn's cart bursts from the trees.

Casimir will be overjoyed to see Ulrica safe and once the cart has come to a halt, he will quickly go over to see how she is. He will not, however, be impressed to see Maglyn, nor will he like the fact that Ulrica, after warmly greeting her adopted father, will want to go inside the farm house with Jorn and Maglyn.

"What do you mean you have to go inside now? You can't go in there. They are beasts, monsters that parade themselves in human form. I will not let you go in there!"

By now the other villagers have come over to see what is going on. One of the gathered villagers will shout

“That’s the Witch of the forest, don’t look her in the eyes or you’ll fall under a spell”

At which point many of the villagers step back slightly and brandish the weapons they are carrying. It is going to be necessary for the PCs to either escort Maglyn and Ulrica into the farm house, or to try and convince the villagers that they are wrong about the family, which will require some good role-playing or a number of successful **Hard -20 Fellowship Tests**. Fighting is unlikely to break out at this point; the villagers were unwilling to take on the family of werewolves without back up so are unlikely to wish to take on the family and the PCs unless something particularly provoking is said to them. Eventually, however, the PCs should be able to get Ulrica, Jorn and Maglyn inside the farm house. Once inside the PCs will be faced with the following scene:

As you step through the front door of the farm house you walk straight into the kitchen which feels warm and welcoming. There is a large open fire on the one outside wall with a kettle hung over it bringing fresh water to the boil. There is also numerous oil lanterns lit around the room giving plenty of light on the unfolding scene.

A large silvery grey wolf is lay across the kitchen table, blood oozing from a nasty looking wound on its left hand side. A young woman, in her late teens, is sat next to the table stroking the creature’s mane and front paw, tears rolling down her cheeks. Another, much older woman wearing a long overcoat is fussing around the kitchen gathering up clean linen and checking the kettle over the fire. Finally a young man, bare footed and naked to the waist wearing only a pair of rough trousers, stands beside the table with a bowl of steaming water and a number of torn pieces of cloth. He carefully damps a hot damp cloth around the wolf’s wound before rinsing the cloth in the bowl and water and repeating the action.

As you enter the wolf lifts its head from the table and looks towards you with great pain in its eyes, the action seems to be too much for the creature and it lays its head back down on the table with a shudder of its body.

As soon as Ulrica is inside the room she cries *“Father!”* and rushes over to the table where she kneels down beside the other young woman *“It’s going to be ok father, I’ve brought help.”*

Upon hearing Ulrica’s voice the older woman finally pays attention to the visitors and rushes over to hug Jorn, *“I’m so glad you could come and bring help, he’s not in a good way and I don’t know what else to do.”*

Maglyn has followed Ulrica to the kitchen table and gently runs her hand down the wolf’s body before starting to empty the contents of her sling bag onto the side of the table beside the creature’s torso.

If your players have been slightly slow on the up-take and only just realise the fact that Ulrica and her true family are werewolves they may at this point decide it is their duty to rid the world of the chaos spawn that resides in the farm house. If this is so they are going to have their hands full; Jorn is an experienced fighter and has brought his best sword with him, having expected trouble from the villagers; Maglyn is a powerful witch and will not take kindly to any attack against the Children of Ulric; and the family themselves will change into wolf form and defend the head of their household to the death (see the end of the adventure for the profiles of all of these characters should fighting break out). When the rest of the villagers find the farm they will be shocked by the carnage inflicted on the family by the PCs. The villagers will return to Waldheim in stunned silence and when the PCs return to the village they will find that their equipment has been dumped outside the village and its gates are barred. For details of the possible XP the PCs may have gained and a little information on what happens to the village following the recent events, go to **‘The Conclusion’**.

If the unfolding scene does not take the PCs by surprise then they are able to watch for a short time as Maglyn administers the two potions she had brought with her before starting to apply a combination of the herb preparations to the wound. Before Maglyn is able to complete her work a disturbance is heard outside. The rest of the villagers have arrived and are hell-bent on destroying the farm and the Chaos spawn within.

It is down to the PCs to try and convince the villagers of the error of their ways, if they are reluctant to assume this role have Maglyn ask if someone can calm the rabble as all the raucous is making it difficult for her to concentrate. It should be possible, through good role-playing, to calm the villagers and reassure them that the family inside are not evil livestock killers, particularly if the PCs have come across the Minotaur and are able to tell the villagers about the encounter. Failing this a number of successful **Hard -20 Fellowship Tests** will calm the mob and send them back home to the village (adjust the test difficulty accordingly if any of the PCs have the **Charm Skill**), go to **‘The Conclusion’**.

If the PCs are struggling to settle the villagers you can have Jorn join them. Jorn’s familiarity with the villagers will allow him to gradually calm them down unless as GM you are feeling harsh and wish to throw the PCs into a pitched battle. If things do go wrong and the villagers refuse to settle then the Children of Ulric will transform into wolves and fight to the death in defence of their farm and their lives. Jorn and Maglyn will also fight on the side of the wolves and the PCs; go to **‘The Battle’**.

∞ The Finale ∞

One Possible Ending

The wolf tracks lead to the secluded farm of the Children of Ulric, none of the other villagers have yet discovered the place but a trail of blood and bare human footprints lead towards the farm house. Hugo will again try to convince the PCs about the error of their ways and beg them not to kill those blessed by the Gods.

If the PCs do not heed his words the villagers will not aid them in any way, but neither will they interfere, having already witnessed the killing ability of the PCs with Ulrica, instead they will turn and head back towards Waldheim, leaving the PCs to face the werewolves alone.

When attacked the family will revert back to wolf form and fight to the death, although the father was badly injured during the fight with the Minotaur, he too will join the melee and try to inflict as much damage as possible before falling prey to the PCs or dying of exhaustion and blood loss.

When the rest of the villagers eventually manage to find the farm they will be shocked by the carnage inflicted on the family by the PCs and will want nothing to do with the group.

The villagers will return to Waldheim in stunned silence. If the PCs have not killed Ulrica in an earlier scene then the villagers will meet Jorn, Ulrica and Maglyn the Wise as they are racing to tend to Ulrica's blood father. Upon telling them what has happened, Jorn will turn the cart around and head back to the Felinfach with Maglyn comforting Ulric.

When the PCs return to the village they will not be welcome back at the Inn and will have all their equipment dumped on the doorstep for their collection. If the PCs decide to be funny about their treatment they will find Maglyn at the Felinfach with Jorn, both of whom are willing to take on the murderers of the Children of Ulric and teach them a lesson if they so wish.

If the PCs had killed Ulrica in a previous encounter then the villagers will tell Jorn of the events of the night when they arrive back in Waldheim and the PCs will still find all their equipment dumped on the doorstep of the Felinfach. Again if the PCs decide to be funny about their treatment, Jorn will be more than happy to give them a lesson in manners and will be able to call upon any number of the villagers to help him if necessary.

In either case the PCs would be wise to move on their way and leave Waldheim far behind them.

For details of the possible XP the PCs may have gained and a little information on what happens to the village following the recent events, go to **'The Conclusion'**.

A Tail of Two Endings

The PCs arrive at the farm of the Children of Ulric to find that most of the villagers have already gathered there and are shouting for the unholy ones to come out and face punishment for their sins. Some of the more enthusiastic villagers have started to burn some of the outer buildings of the farm, but no one has dared close in on the farm house itself yet. A successful **Hard -20 Perception Test** will identify Ulrica's adopted father, Casimir, sat at edge of the forest. If the PCs go over to try and talk to him, all they will get is a whimpered *"My little Ulrica's a werewolf"* over and over again, and will be of no use to the PCs in any way.

If the PCs choose to side with the villagers and feel it is their duty to destroy what they may perceive as spawn of chaos then go to **'Trial by Fire'**, but skip the first introductory paragraph. If the PCs are more open minded and realise that the family are Children of Ulric and are not tainted by chaos, then, if they have a conscience, they should want to try and stop the villagers from killing the family, in which case go to **'Stop the Madness'**, but skip the first introductory paragraph.

Trial by Fire

Ulrica's wolf prints lead through the forest to a farm a few miles outside the village. By the time the PCs arrive at the farm most of the villagers have already gathered there and are shouting for the chaos spawn to come out and face punishment for their sins. Some over enthusiastic villagers have started fires the out buildings and barns, but no one has yet dared to close in on the farm house itself. A successful **Hard -20 Perception Test** will identify Ulrica's adopted father, Casimir, sat at edge of the forest. If the PCs go over to try and talk to him, all they will get is a whimpered *"My little Ulrica's a werewolf"* over and over again, he will be of no use in the coming fight.

The PCs can form the villagers into some semblance of an orderly fighting force if they wish to and have the appropriate **Command Skill** and make a successful **Fellowship Test**; otherwise they will remain a disorderly ramble only making an outright attack when the PCs decide to move in themselves. If the PCs are a bit slow making the decision to attack themselves, you can move things along a bit quicker by having a burly village farmer shout out *"Cum on! Let's get 'um!"* and start a charge towards the farm house.

However the attack starts, it is obvious that someone inside the farm house has been watching the proceedings outside. As everyone starts to move in, so a number of people and animals exit the farm house ready to defend their lives. Jorn the Inn keeper is one and next to him

stands an old woman, Maglyn the Wise, around them are four wolves all baring their teeth and snaring. Jorn will try to prevent blood shed if he can and will call to the villagers:

“Stop, you’re making a mistake! The family living here are Children of Ulric; they are not tainted by the accursed. Please, do not attack them, they mean you no harm and have in fact been trying to help the village lately if you’ll just take time to listen I’ll explain...”

It is unlikely that his words will be heeded, particularly as one of the villagers will have seen Maglyn before and shouts back:

“He’s in league with the devil. That’s the Witch of the forest beside him; she’ll put you under her spell and eat your brains to her supper!”

If the fighting breaks out, Jorn, Maglyn and the four wolves will all fight to the death, taking as many as they can with them.

There are a number of ways as GM you can run the battle.

Firstly you can use the Battle Narrative system which is detailed in the main text of this adventure. This system concentrates on what is happening to the PCs and streamlines the rest of the battle for speed and ease of use (recommended for beginner GMs and players).

The second option is to run battle in full, making all the necessary dice rolls for all the characters on the scene. This will be a little slow, but will enable you to play out the whole battle in detail. To do this, you as GM handle Jorn, Maglyn and the wolves. The players handle their PCs as normal, and they also take charge of four or so villagers, until all villagers are accounted for (there are 18 in total). Take careful note of how the players behave here; if they use the villagers as cannon fodder they will regret it, for once half of their number have fallen the villagers will be routed and flee into the forest back to Waldheim. Simply play out the battle in rounds using the full **WFRP** rules and see which side prevails. In the final throws of the fight, if the Children of Ulric are losing, a large silvery grey wolf will leap threw one of the farm house windows onto the back of the nearest villager (if they are still fighting) or onto one of the PCs of the GM’s choosing (unless you have been keeping track of people positions during the fight, in which case it’ll be whoever’s closest).

Finally, if you have a copy of the **Warhammer Fantasy Battle** rules, you can convert the characters statistics to **WFB** and play the battle out on the tabletop with miniatures.

As the battle starts read the following narrative to the players:

Jorn and the wolves circle Maglyn to ensure she remains safe as you and the villagers attack. You can see that Maglyn is muttering to herself as she reaches into a pocket in her dress. The smell of sulphur fills the air as a fire ball appears in each of Maglyn’s hands. She hurls each of them at a different villager in the group and you hear their screams of hear and pain as they are scorched by the magic missile. Some of the villagers around you falter slightly at the screams and smell of burning flesh, but there are still enough of you moving in on the group of heathens.

Each PC has a villager beside them to help and is faced with one of the wolves, while Jorn defends Maglyn from the villagers. A PC may hang back from this combat if a player specifically wishes this, but for each PC that hangs back a wolf is released to fight against the villagers and shortens the time to them routing.

While you are paying close attention to the battles in which the PCs are involved, you also need to keep track of how the villagers are doing against Jorn and Maglyn. This can be done fairly easily without having to roll several dice each round and slow the flow of the game.

Each round, count up the number of villagers who are not fighting beside a PC, then count up how many NPCs are not engaged in combat with a PC. The table below gives you a series of dice rolls for in each round of combat to determine how many on each side are killed or injured.

Important note: The dice rolls are *not* cumulative so note the scores in the 1st round then roll as indicated in the 2nd round. If the 2nd round score is more than the 1st score then it replaces it - if not, it is ignored. For example, in round 1, the dice roll gives 3 villagers as injured, so 3 is noted down. In round 2, the dice roll shows 5 villagers injured, so the 3 is crossed out and replaced with a 5. If the round 2 dice roll had given a score of 3 or less it would have been ignored, leaving just the 3 villagers wounded.

Injuries and Deaths during the Battle

Round	Villagers		NPCs	
	Injured	Killed	Injured	Killed
1	d10 - 5	d10 - 7	d10 - 7	0
2	d10 - 4	d10 - 6	d10 - 6	d10 - 8
3	d10 - 3	d10 - 5	d10 - 5	d10 - 7
4	d10 - 2	d10 - 4	d10 - 4	d10 - 6
5	d10 - 1	d10 - 3	d10 - 3	d10 - 5
6	d10	d10 - 2	d10 - 2	d10 - 4

If one of the NPC’s are killed during the battle there is a 70% chance of it being Jorn and a 30% chance of Maglyn. Unless one of the wolves are not engaged with a PC, in which case it is a 40% chance of the death being either the wolf or Jorn and 20% chance of it being Maglyn.

At some point in the battle, you may wish to add the following piece of narrative to add some atmosphere.

You catch a glimpse of Maglyn as she begins another incantation, but this time as the fire balls appear in each of her hands an unnatural, cold breeze blows through the area whipping up dust and leaves as it goes.

Once half of the villagers number have fallen they will be over come with fear of the fire ball throwing witch and ferocious wolves, fleeing into forest back to Waldheim leaving the PCs to fight the remaining NPCs alone.

If the PCs withdraw with the villagers, they will not be persuaded, if they stay and fight defeating the wolves they will be viewed as heroes by the villagers upon their return.

For details of the possible XP the PCs may have gained and a little information on what happens to the village following the recent events, go to **'The Conclusion'**.

In Defence of the Farm

The PCs arrive at the farm before the rest of the villagers, either by having helped the family carry the wounded wolf back, following the events in **'A Mix of Tracks'**, or by having followed the wolf tracks from the village all the way to the farm. Either way have the PCs inside the farmhouse helping the family in any way they can (Hugo has the **Heal Skill** if he is still with the group).

The front door of the farm building leads straight into the kitchen which feels warm and welcoming. There is a large open fire on the one outside wall with a kettle hung over it bringing fresh water to the boil.

The large silvery grey wolf that is Ulrica's father is lay across the kitchen table, blood oozing from a nasty looking wound on his left hand side. Ulrica's elder sister is sat next to the table with a blanket wrapped around her shoulders. She is stroking her father's mane and front paw, tears rolling down her cheeks. Ulrica's mother now wears a long overcoat and is fussing around the kitchen gathering up clean linen and checking the kettle over the fire. Ulrica's older brother stands bare footed and naked to the waist beside the table with a bowl of steaming water and a number of tore piece of cloth. He carefully dabs a hot damp cloth around his father's wound before rinsing the cloth in the bowl and water and repeating the action.

You help as best you can, which is much appreciated by all the family.

Suddenly you hear a loud disturbance outside. It sounds like the rest of the villagers have made it to the farm.

The villagers will be hell bent on destroying the farm and the Chaos spawn within unless the PCs can convince them of the error of their ways. Good role-playing will be able to convince the villagers that the family are not to be feared, particularly if they have seen the Minotaur and are able to place the blame of missing livestock at its feet rather than on the doorstep of the Children of Ulric. Failing this a number of successful **Hard -20 Fellowship Tests** should calm the villagers down (adjust the difficulty of any test accordingly if any of the PCs have the relevant **Charm** or **Intimidate Skills**), go to **'The Conclusion'**.

If the PCs are struggling to settle the villagers have Jorn arrive in his cart with Ulrica and an old woman beside him. Ulrica and Jorn will help the PCs calm the villagers while the old woman goes ahead to the farm house to heal Ulrica's true father. Jorn's familiarity with the villagers will allow him to gradually calm them down unless as GM you are feeling particularly harsh and wish to throw the PCs into a pitched battler. If things go wrong then the Children of Ulric will revert back to wolf form and fight to the death in defence of their farm and their lives. Jorn and the old woman will also fight on the side of the wolves and the PCs; go to **'The Battle'**

Inconsolable

The PCs arrive at the farm of the Children of Ulric to find that the villagers have slaughtered the family and burnt the farm to the ground. The villagers have already left the scene and returned to their beds, the only one to remain is Casimir who sits at the edge of the forest watching Jorn cradle Ulrica in his arms as she cries uncontrollably.

A successful **Hard -20 Fellowship Test** is needed to get any information from either Casimir or Jorn (**Challenging -10** if a PC has the **Charm Skill**). If successful the following accounts will be obtained.

Casimir

"I was in the second group to arrive here and was told what I had already begun to suspect myself from the tracks we'd seen in the forest, that the family out here were actually werewolves."

Casimir looks over to Jorn and Ulrica with great sadness and despair in his eyes

"I ordered a second arrow be sent up to ensure the rest of the hunting parties made it to our position. Even before everyone had arrived we started demanding that the beasts come out and face us and a number of our archers had fired lit arrows into the farm buildings. Before we had time to go any further Jorn turned up in a horse drawn cart with Ulrica and an old woman, who many of us believed to be the Witch from the forest."

"They tried to calm us all and tell us that the family were good people, Children of Ulric not the accursed and tainted werewolves we all thought. But we would not listen."

Casimir falls silent and looks at the ground. Then very quietly he continues.

"We killed them, the father, mother, daughter and son, even the old woman who tried to stop us."

Look at Ulrica now, I could not see then, but the shadow has lifted. What have I done!?"

Jorn

"Ulrica and I had been to get Maglyn the Wise to heal Ulrica's blood father who had been injured attacking the beast that I believe was going to attack you. But by the time we arrived the villagers had already found the farm and started to burn the buildings. They were calling for the family to come out and fight when we arrived. We tried to explain to them that the family were in fact Children of Ulric, good people blessed by the Gods. But the presence of Maglyn only seemed to enrage the villagers further calling her a witch and demanding that all worshipers of Chaos be cast out of existence."

Jorn strokes Ulrica's hair as she sobs into his chest.

"I tried to help the family as best I could when the villagers attacked, but my main concern was ensuring Ulrica's safety, I did not want the villagers putting two and two together and turning on Ulrica as well so Maglyn stepped in to help. She was able to take a couple of the villagers out with a few defensive spells before they cut her down mercilessly. None of Ulrica's true family was spared and now I can not stop her from crying."

I should have done more; I should have stopped Casimir from leaving the village in the first place!"

After recounting their tales both men will fall silent and offer the PCs no further information.

If an investigation of the scene is performed the PCs will find the bodies of a plump old woman, dressed in a multilayered black and purple dress, two naked men, one in his early twenties and one in his early forties with a severe wound to his left side, and two naked woman, one in her late thirties the other in her late teens. There are no bodies of fallen villagers as they have been carried away for proper burial. Some of the remains of the farm buildings are still alight while the rest continue smoulder from the fire.

This search could allow you to introduce the PCs to an object you wish to use in a later adventure. Maybe Ulrica's blood father was a priest of Ulric and has something of great worth to the religion that has survived the blaze; a sword, book or relic perhaps. Or maybe the family had managed to take something from the Chaos horde during the last Chaos incursion, such as a grimoire. Whatever your imagination comes up with it should be possible to plant it somewhere within the remains of the house of barns.

Once the PCs have completed their search they may choose to help bury the remains of the family and old woman, or simply want to return to the Felinfach and rest a bit before continuing on their journey. Jorn's horse Shadow has withdrawn to a safe distance from the fighting and fire, but he is loyal to Jorn and will not have strayed far. If any PCs has the **Charm Animal Skill** a successful **Average Fellowship Test** (or **Challenging -10** without the skill) will allow them to coax the horse back to where Jorn is sat with Ulrica. The PCs will be able to convince Casimir, Jorn and Ulrica to get on the cart so they can all go back to the village, although this may be a bit of a squeeze if the villagers from the PCs hunting party are still tagging along.

Upon arriving at the Felinfach everyone will disembark and head there own ways, stunned by the events of the night. Jorn will escort Ulrica into the Inn and sit her on one of the seats in the bar asking a PC to watch over her while he sees to his horse Shadow. The PCs will be unable to get Ulrica to talk, she will just rock back and forward, hugging her legs and crying if left alone. She will respond well, settling down slightly, to any gentle talking and reassurance from the PCs and a couple of successfully **Challenging -10 Fellowship Tests**. Once Jorn returns from the stables he will take over comforting Ulrica and tell the PCs that they can try and get some rest if they wish as morning will not be long.

In the morning encourage the PCs to continue on their way to Middenheim, or wherever else they were heading when you introduced the village and its adventure, they will probably want to put the events of the night as far behind them as possible.

Jorn never reopens the Felinfach, appalled by the way Ulrica's family had been killed by ignorant people. Not long after the events in this adventure, he sells up and takes Ulrica away from the bad memories surrounding the village, although no one knows where they have gone.

For details of the possible XP the PCs may have gained and a little information on what happens to the village following the recent events, go to **'The Conclusion'**.

Carnage

The PCs arrive at the farm of the Children of Ulric to find that the villagers have slaughtered the family and burnt the farm to the ground. The villagers have already left the scene to return home to their beds by the time the PCs get there.

If an investigation of the area is performed the PCs will find the bodies of two naked men, one in his early twenties and one in his early forties with a severe wound to his left side, and two naked woman, one in her late thirties the other in her late teens. It will require a successful **Hard - 20 Intelligence Test** for any of the PCs to realise that once killed Children of Ulric revert back to their human form, although it should not take much for the PCs to associate the bodies with those of the werewolves having killed Ulrica. There are no bodies of fallen villagers as they have been carried away for proper burial. Some of the remains of the farm buildings are still alight while the rest continue smoulder from the fire.

This search could allow you to introduce the PCs to an object you wish to use in a later adventure. Maybe Ulrica's blood father was a priest of Ulric and has something of great worth to the religion that has survived the blaze; a sword, book or relic perhaps. Or maybe the family had managed to take something from the Chaos horde during the last Chaos incursion, such as a grimoire. Whatever your imagination comes up with it should be possible to plant it somewhere within the remains of the house of barns.

Once the PCs have completed their search they will probably want to head back to the Felinfach and rest a bit before continuing on their journey. However, on return to the village the PCs will not be welcome back at the Inn and Jorn will dump all of their equipment on the doorstep for their collection.

Jorn never reopens the Felinfach after that night, appalled by the way the Children of Ulric had been killed by ignorant people. And not long after the events in this adventure, he sells up and moves away, although no one knows to where.

For details of the possible XP the PCs may have gained and a little information on what happened to the village following the recent events, go to **'The Conclusion'**.

The Battle

There are a number of ways as GM you can run the battle.

Firstly you can use the Battle Narrative system which is detailed in the main text of this adventure. This system concentrates on what is happening to the PCs and streamlines the rest of the battle for speed and ease of use (recommended for beginner GMs and players).

The second option is to run battle in full, making all the necessary dice rolls for all the characters on the scene. This will be a little slow, but will enable you to play out the whole battle in detail. To do this, you as GM handle the villagers. The players handle their PCs as normal, and they also take charge of one or so of the main NPC's, until all are accounted for (there is Jorn, Maglyn, and the four wolves to share out, although it may be preferred to keep Jorn and Maglyn under the GMs control if dealing with inexperienced players). Keep careful note of how many villagers are killed, for once half of their number have fallen the villagers will be routed and flee into the forest back to Waldheim.

Finally, if you have a copy of the **Warhammer Fantasy Battle** rules, you can convert the characters statistics to **WFB** and play the battle out on the tabletop with miniatures.

Each PC can have a wolf beside them to help if preferred and is faced with one of the villagers, while Jorn defends Maglyn from the rest of the villagers. A PC may hang back from this combat if a player specifically wishes this (for example, an un-armoured wizard's apprentice with a dagger is unlikely to wish to face a werewolf in combat), for each PC that hangs back a wolf is released to fight against the villagers alone.

While you are paying close attention to the battles in which the PCs are involved, you also need to keep track of how the villagers are doing against Jorn and Maglyn (if they are not being controlled by the players at this point). This can be done fairly easily without having to roll several dice each round and slow the flow of the game.

Each round, count up the number of NPCs not fighting alongside a PC, then count up the number of villagers who are not engaged in combat with a PC. The table below gives you a series of dice rolls for each round of the battle to determine how many on each side are killed or injured.

Important note: The dice rolls are *not* cumulative so note down the scores in the first round then roll as indicated in the second round. If the second round score is more than the first round score then it replaces it - if not, it is ignored. For example, in round 1, the dice roll indicates that 3 villagers are injured, so 3 is noted down. In round 2, the dice roll gives 5 villagers as being injured, so the 3

is crossed out and 5 written down instead. If the round 2 dice roll had given a score of 3 or less it would have been ignored and still only 3 villagers would be wounded.

Injuries and Deaths during the Battle

Round	Villagers		NPCs	
	Injured	Killed	Injured	Killed
1	d10 - 5	d10 - 7	d10 - 7	0
2	d10 - 4	d10 - 6	d10 - 6	d10 - 8
3	d10 - 3	d10 - 5	d10 - 5	d10 - 7
4	d10 - 2	d10 - 4	d10 - 4	d10 - 6
5	d10 - 1	d10 - 3	d10 - 3	d10 - 5
6	d10	d10 - 2	d10 - 2	d10 - 4

If one of the NPC's are killed during the battle there is an 80% chance it was Jorn and a 20% chance it was Maglyn. Unless one of the wolves are not fighting beside a PC, in which case it becomes 40% chance of either wolf or Jorn and 20% chance of the death being Maglyn's.

Once half of the villagers number have fallen they will be over come by fear of the combined might of the PCs and their comrades, fleeing into forest back to Waldheim leaving the PCs to help tend to any of the wounded at the farm.

Once the villagers have been dealt with, either by diplomacy or force, Maglyn will finish treating Ulrica's father and any other character that needs healing, including any villagers that may have been injured. The family will be very grateful for the help the PCs have given them and will offer supplies for their travels as a thank you. Jorn will return the money they paid for their meal and room while Maglyn offers them each a small wooden pendant on a thin leather necklace. A wolf's head is carved into one side of the wood and a number of wolf hair strands are woven into the knot above the pendant.

"These will bring you luck."

For details of the possible XP the PCs may have gained and a little information on what happens to the village following the recent events, go to **'The Conclusion'**.

The Conclusion

If the PCs managed to settle the villagers then Maglyn is able to finish healing Ulrica's true father and the family will greatly thank the villagers and PCs for their understanding and restraint. This resolution of the situation will lead to a strong and long lasting relationship between the Children of Ulric, Maglyn the Wise and the villagers.

Rewards for good judgement

Unfortunately Ulric is a distant, hard and unforgiving God, who believes in peoples standing on their own two feet; this means that, although there is severe punishment for destroying his Children, there is no reward from him for their salvation. The villagers will, however, receive the benefit of protection from the wolves patrolling the fields and forest at night. They will also now trade freely with the family in the woods and receive treatment for their ailments from Maglyn the Wise.

The PCs will receive gifts from Jorn, Maglyn and the Children of Ulric as detailed at the end of **'The Battle'** (opposite) and if they managed to settle the villagers in a peaceful conclusion to the adventure then they will always be welcome at Waldheim and will be treated as local heroes, receiving reduced rates for all goods and services that can be acquired in the village.

The punishment for destruction

Having destroyed a family of Ulric's blessed; the village and PCs will find misfortune dogs them wherever they go.

For three generations the village will suffer wolf attacks, their livestock will be plagued by disease and their winters will last longer and be harsher than any of the area around them. As for the PCs, Ulric's displeasure will be most severe inflicting the Bloody Flux against any who count themselves as his follower. Any devout characters will be stripped of their powers and be forced to endure the Bloody Flux as punishment for their stupidity. Devotees and followers of Ulric as well as those ignorant of his ways or who have only paid him occasional lip service, will all have to endure sporadic wolf attacks throughout their lives, domestic dogs will always bark and growl in their presence and they will find that battles do not go as favourably as they once did. The only way of releasing themselves from this misfortune is to seek redemption from Ulric through an act of contrition.

Suggested Experience Points (adjust at GMs discretion)

50-200 XPs for good role-playing
 50-75 XPs for killing the Minotaur
 75 XPs for helping the Children of Ulric
 25 XPs for siding with the villagers
 50 XPs if Ulrica survives the adventure
 -50 XPs if Ulrica was killed in cold blood

∞ The Non Player Characters ∞

Jorn Reichert

Proprietor of the Felinfach Inn and Village Lawman

Career: Barkeeper and Village Lawman (ex-Captain, Imperial Army)

WS	BS	S	T	Ag	Int	WP	Fel
61	46	53	56	45	43	47	55
A	W	SB	TB	M	Mag	IP	FP
3	17	5	5	4	0	4	0

Skills: Academic Knowledge (Strategy/Tactics), Animal Care, Command, Common Knowledge (Empire and Kislevian), Consume Alcohol, Dodge Blow, Haggle, Gossip, Intimidate, Perception, Read/Write, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel and Kislevian)

Talents: Disarm, Savvy, Seasoned Traveller, Specialist Weapon Group (Cavalry), Strike Mighty Blow, Strike to Stun, Wrestling

Trappings: Horse with saddle and harness, Dagger, Shield, Sword, Sword-breaker, Tavern (The Felinfach Inn)

Background:

Jorn Reichert, 45, is a thickset man, recently retired from the Imperial Army following the siege of Middenheim. After witnessing the carnage during the siege he decided to find a quiet place to live out the rest of his years. He purchased the Felinfach Inn and quickly became popular with the villagers because of his friendly, outgoing nature. Once the villagers learnt of his history in the Imperial Army they quickly put him in a position of authority within the village as the local lawman. He has befriended Ulrica, the youngest of the Mengle girls, due to her fascination with his horse Shadow. Shadow was very nervous of Ulrica when she first approached him, but with Jorn's guidance she has even now started to learn to ride.

Maglyn the Wise

Maglyn is the local witch come wise woman and is a friend of the Children of Ulric.

Career: Hedge Wizard, Witch

WS	BS	S	T	Ag	Int	WP	Fel
32	36	31	42	44	47	51	50
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	2	2	0

Skills: Common Knowledge (the Empire), Gossip +10, Animal Care, Haggle, Charm +10, Speak Language (Reikspiel), Channelling +10, Perception +10, Intimidate, Search, Magical Sense, Heal +10, Trade (Apothecary & Herbalist).

Talents: Luck, Resistance to Poison, Hedge Magic, Petty Magic (Hedge), Mighty Missile, Witch-craft.

Trappings: Healing Draught, Healing Poultice, Trade Tools (Apothecary & Herbalist),

Spells

Rulebook P147

Ghost Step

Magic Flame

Rulebook P149

Dispel

Realms of Sorcery

Fat of the Land Page 153

The Beast Made Well Page 138

Form of the Ravening Wolf Page 140

Fireball Page 148

Healing of Hysh Page 156

Background:

Maglyn's family have lived in and around the village of Waldheim for generations. The women in her family have always been witches and wise women, marrying the men from the village and passing their knowledge down to their daughters. In more recent years, and with the increased occurrence of black witches and witch hunters, the villagers have become superstitious of magic users, so Maglyn has never married and is likely to be the last wise woman in the forest around Waldheim. Luckily, through years of working with healing herbs and healing magic, she has managed to elongate her life and will live for many more years if left in peace by witch hunters and the like.

∞ The Children of Ulric ∞

Ulrica Mengle

Human Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	25	33	42	36	29	37	33
A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	4	0	1	0

Skills: Animal Care, Charm, Follow Trail, Perception +10%, Speak Language (Reikspiel), Swim, Concealment, Silent Move

Talents: Acute Hearing, Keen Senses, Night Vision, Sixth Sense, Natural Weapons (When in Wolf form).

Trappings: Small Knife, Pendant of Ulric

Wolf Profile

WS	BS	S	T	Ag	Int	WP	Fel
36	0	35	37	36	18	30	10
A	W	SB	TB	M	Mag	IP	FP
2	10	3	3	9	0	1	0

Background:

Meinholf Schaffer, the village woodsman, found Ulrica when she was only a year old. Wrapped in rags, wearing only a pendant of Ulric, Meinholf had found her while he was working in the forest one morning. He took her back to the village where the Mengle family, already having two daughters one aged 6 and the other 4, took pity on her and raised her as their own. Ulrica grew up happily within the village until her twelfth birthday when she started suffering dreadful nightmares. By her thirteenth birthday her nightmares had got worse and she'd even begun sleepwalking, on one occasion she had been found asleep outside the town gates.

Ulric is actually the youngest daughter of a farming family who live a few miles outside the village boundary. The family are children of Ulric, but when Ulrica was born, she showed none of the werewolf signs that her brothers and sisters had shown. Her mother and father decided to give her a chance at a normal life by leaving her where the village woodsman would find her. Unfortunately, as Ulrica has approached puberty her latent powers have started to manifest themselves. To try and get away from all the changes in her life she has befriended the village newcomer, Jorn Reichert, and enjoys learning to ride with him and his horse Shadow, only then can she forget about all the changes that are going on and she can't explain.

Grey Wolf - Ulrica's true father

Wolf Profile

WS	BS	S	T	Ag	Int	WP	Fel
66	0	60	63	51	18	50	20
A	W	SB	TB	M	Mag	IP	FP
3	0*	6	6	9	0	0	0

*Greys normal Wound total is 18, however during the fight with the Minotaur he received a deadly blow which also left him stunned, he needs medical attention to regain his health.

Skills: Concealment +10, Follow Trail +10, Silent Move, Swim.

Talents: Keen Senses, Natural Weapons, Night Vision

Background:

Grey and his wife have moved around much of their lives. Persecution has dogged their tracks for years as they've moved from town to village, trying to find somewhere to settle and raise their children in peace. Eventually they came to find the abandoned farm outside Waldheim and settled there to make a living from the land and raise their children to respect the lives of the villagers and the other animals of the forest. That was some 18 years ago, when their second daughter was still only a baby, and they have managed to live in relative peace, patrolling the forest around the village and their farm to ensure it remained safe for all. Recent events have upset the balance of things though and although they are pleased to have Ulrica back in their fold; the appearance of the Minotaur is causing unrest and resentment within the town.

Ulrica's Mother, Daughter & Brother

Wolf Profile

WS	BS	S	T	Ag	Int	WP	Fel
46	0	45	47	36	18	35	10
A	W	SB	TB	M	Mag	IP	FP
2	12	4	4	9	0	0	0

Skills: Concealment, Follow Trail, Silent Move, Swim.

Talents: Keen Senses, Natural Weapons, Night Vision

∞ The Hunting Party ∞

Hugo Hofsetter - Initiate of Ulric, ex-Hunter

WS	BS	S	T	Ag	Int	WP	Fel
33	53	41	33	42	43	28	24

A	W	SB	TB	M	Mag	IP	FP
1	15	4	3	4	0	0	0

Skills: Concealment, Follow Trail, Outdoor Survival, Perception +10, Search, Secret Signs (Ranger), Silent Move, Common Knowledge (The Empire), Gossip, Speak Language (Reikspiel), Academic Knowledge (Theology & History), Charm, Read/Write

Talents: Specialist Weapon (Longbow), Lighting Reflexes, Rover, Rapid Reload, Luck, Very Strong, Public Speaking

Trappings: Longbow with 10 Arrows, Religious Symbol of Ulric

Erhl Naubhof

Erhl is a retired Sewerjack from Middenheim, now the owner of the village general store.

WS	BS	S	T	Ag	Int	WP	Fel
46	42	32	47	40	32	39	30

A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	0	3	0

Skills: Concealment, Dodge Blow, Follow Trail, Perception, Scale Sheer Surface, Search, Silent Move, Common Knowledge (the Empire), Gossip +10, Speak Language (Reikspiel), Haggle, Drive, Evaluate, Read/Write, Trade (Shoe Maker & Merchant).

Talents: Quick Draw, Tunnel Rat, Night Vision, Super Numerate, Resistance to Poison, Dealmaker

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Short Sword, Crossbow with 10 Bolts

Hagar Hofstetter - Hunter

WS	BS	S	T	Ag	Int	WP	Fel
30	46	40	35	39	37	31	26

A	W	SB	TB	M	Mag	IP	FP
1	14	4	3	4	0	0	0

Skills: Concealment, Follow Trail, Outdoor Survival, Perception +10, Search, Secret Signs (Ranger), Silent Move, Common Knowledge (The Empire), Gossip, Speak Language (Reikspiel),

Talents: Specialist Weapon (Longbow), Marksman, Rapid, Very Resilient, Very Strong, Rapid Reload,

Trappings: Longbow with 10 Arrows, 2 Animal Traps, Anti-Toxin Kit

Deitlef Reiss - Typical Woodsman

WS	BS	S	T	Ag	Int	WP	Fel
46	33	43	32	36	27	38	33

A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel), Concealment, Set Trap, Perception, Scale Sheer Surface, Silent Move, Secret Language (Ranger Tongue), Secret Signs (Ranger).

Talents: Very Resilient, Rover, Specialist Weapon Group (Two Handed), Excellent Vision, Strong Minded.

Trappings: Two Handed Woodsman's Axe.

Typical Villager - Tradesman (Farmer)

WS	BS	S	T	Ag	Int	WP	Fel
36	33	33	32	31	27	28	33

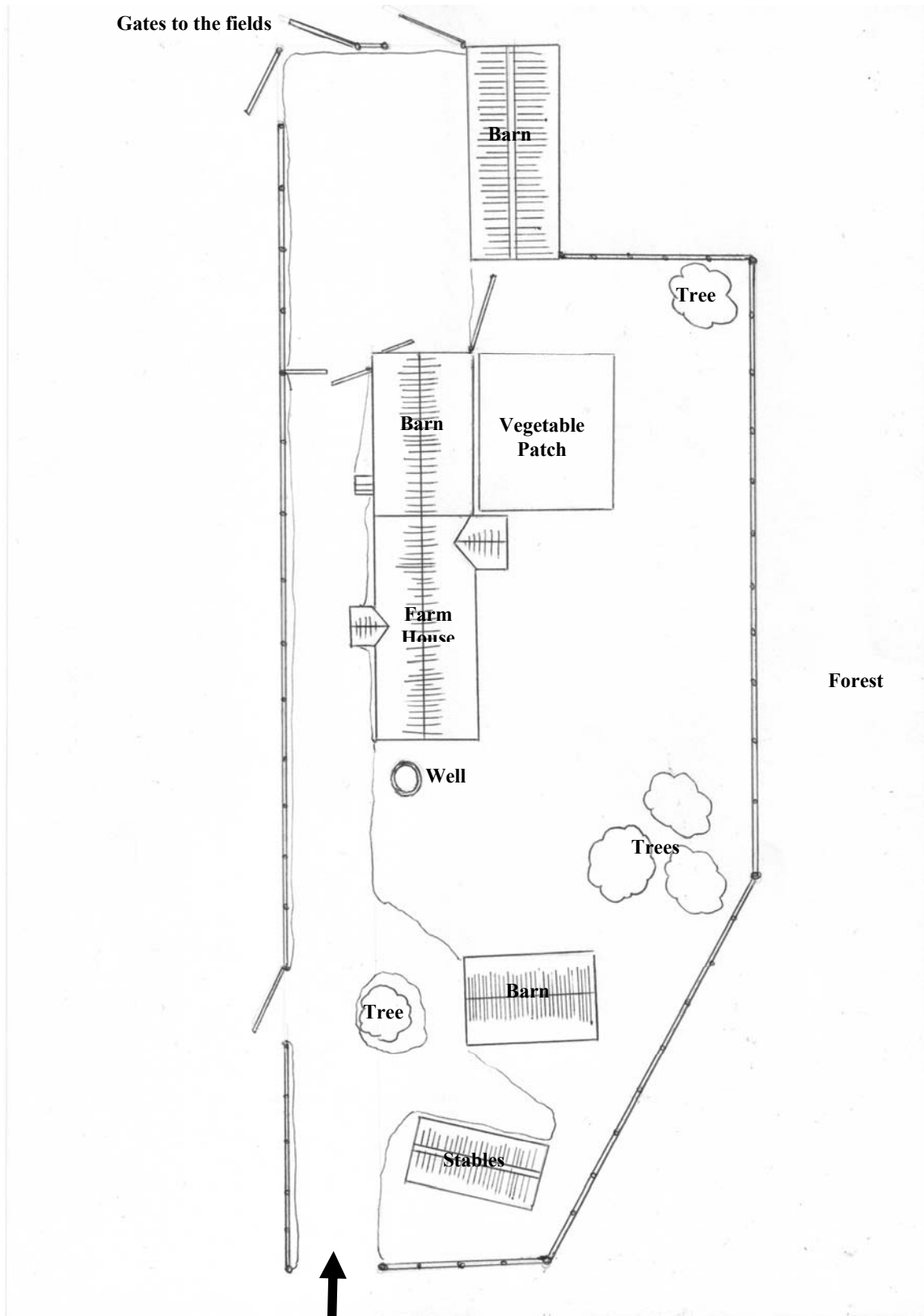
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Gossip+10, Drive, Perception, Read/Write, Trade (Farmer), Common Knowledge (The Empire), Gossip, Speak Language (Reikspiel), Haggle, Evaluate.

Talents: Hardy, Sturdy, Dealmaker or Savvy

Trappings: A Pitch-fork

∞ Map of The Farm ∞



Entrance to the Farm

∞ And Finally ∞

I'd like to thank everyone who reads through my adventure for taking the time to download it. I hope you enjoy it as much as I have enjoyed writing it.

I'd also like to thank everyone at Black Industries and Games Workshop for giving me the opportunity to write this adventure and get it published on their website. Many thanks for reviving a game that my husband and I have enjoyed playing for a number of years now.

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I am dedicating this adventure to Steven, my lone wolf, and to my mother, Valerie the Wise, for all their hard work, support and patience with me over the years.