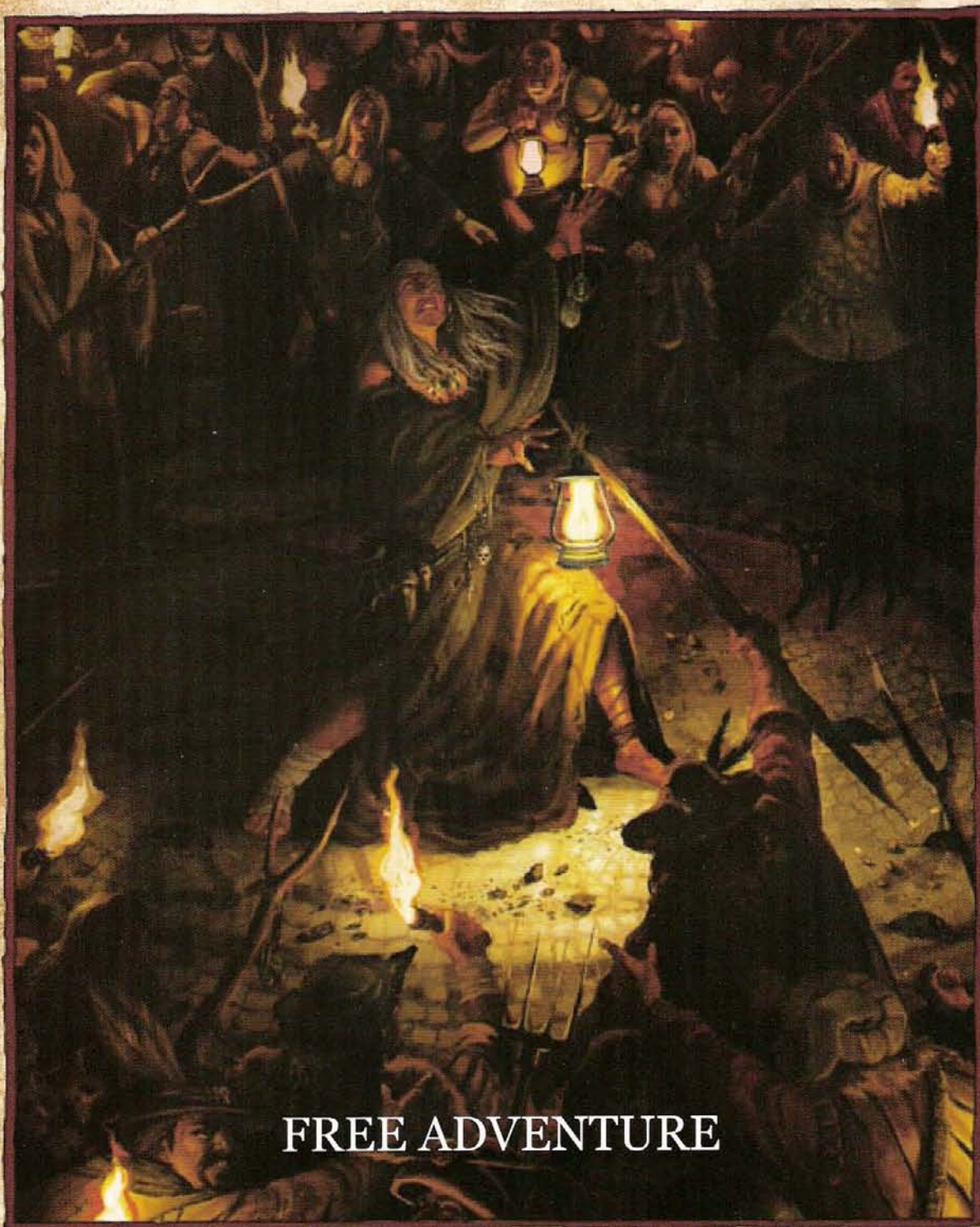


WARHAMMER
FANTASY ROLEPLAY™

The Pig, the Witch and her Lover



FREE ADVENTURE

GETTING STARTED

This adventure has been designed for use with the Warhammer Fantasy Roleplay rules. It combines a short investigation with peril and bloodshed and offers plenty of opportunities to get to know the rules and immerse yourself in the Warhammer World.

What you need to run this game.

- Warhammer Fantasy Roleplay Core Rulebook
- 2 x D10 dice
- Pencils
- Paper
- 3 - 7 players

GAME MASTERING TIPS

As the games master, or GM, you should read this adventure thoroughly before running, getting a good idea of its plot and characters. The two key things you will need to be aware of as GM is when to get the players to make tests and how to run the various non-player characters, or NPCs, that they will come into contact with. The first of these is quite straight forward. Throughout this scenario whenever a test is called for it is indicated in **Bold**. So for instance if the players needed to make a Gossip test to learn something then it would appear in the text as **Gossip Test**.

Running the NPCs can be equally easy. Each of these characters has a detailed description telling who they are and how they fit into the plot as well as some tips for how to roleplay them. In addition, each NPC has a selection of quotes proved that appear in *italics*. These offer some ready made answers to the questions your players might ask, as well as giving some more insight into their personality.

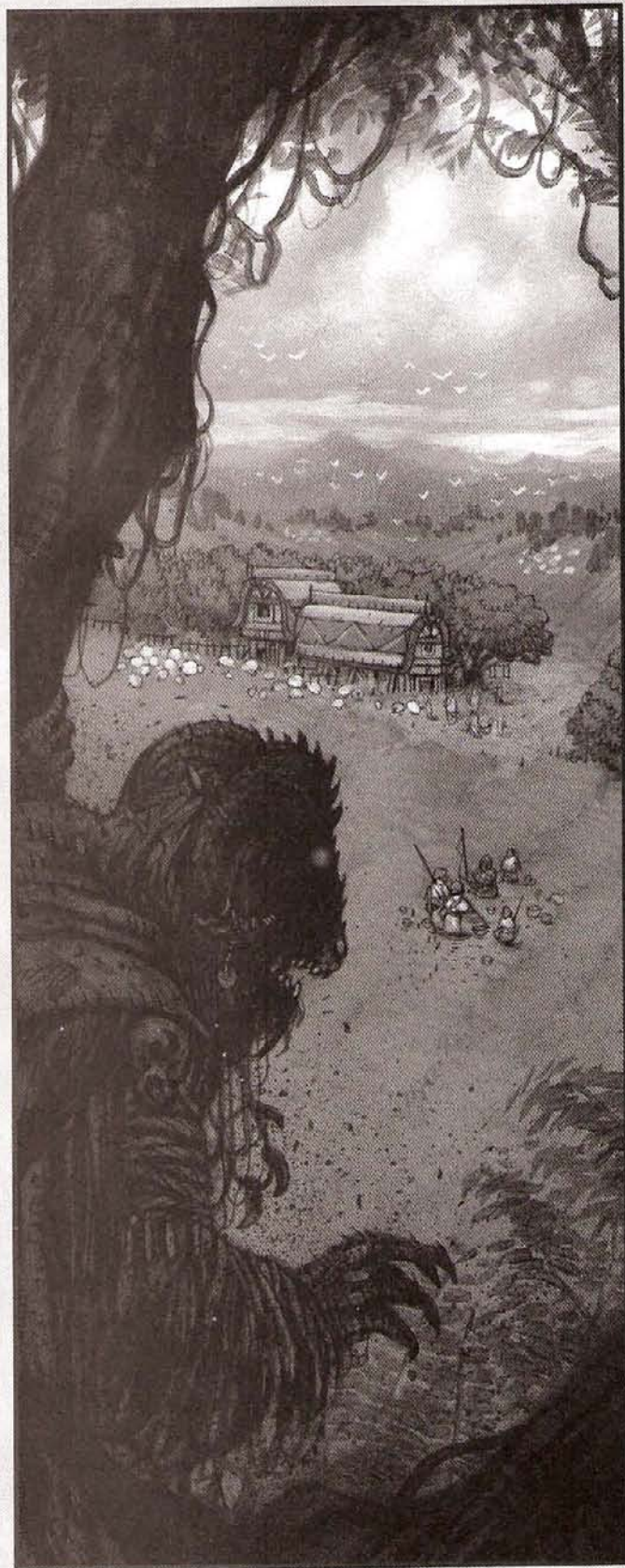
Apart from being as familiar as possible with the adventure, the most important thing to remember when being a GM is not to get too bogged down in details and to keep the action moving along. Whether or not the players fail Search or Gossip tests the plot should roll on around them and ultimately lead them to the final confrontation.

TIPS FOR YOUR PLAYERS

This adventure comes with pre-generated characters so you can dive straight into the action. Before embarking on this adventure it is worth getting them to have a good look at their character sheets. Ask them to take a few moments to familiarise themselves with their skills and talents and be sure to look up any rules if there is anything they are not sure about.

In the case of the pre-generated characters, each one also has a bit of background information that tells the players a bit more about who their characters are and also how they feel about the rest of the group.

THE PIG, THE WITCH AND HER LOVER



Chaos infection has reared its snout within the sleepy farming village of Krote, and only the PC's can get to the bottom of the situation. Will they choose to believe the Ruinous Powers are at work, or will they see a human hand behind the bizarre happenings? This is a short investigative adventure (with a touch of sword-play and fisticuffs) designed for characters at any level of development. Depending upon your group, it should provide a couple of hours of entertainment.

THE PLOT

Something strange is going on in Krote. A local man, Konrad Lankdorf, recently killed a Beastman in the woods near the village with the help of his friend Victor Kummel. The Beastman had a false tooth carved from Warpstone that Konrad unwittingly took as a trophy and proudly wore, displaying his courage and skill at arms to all he could. Naturally, the tooth being fashioned from Warpstone, slowly drove the fool mad and in no short time at all, he became very violent, terrifying his lover, a widow called Ilsa Mohr.

Otto Oppenkrote, the town's mayor, had a long running dispute with Konrad over a stretch of land — Konrad is the next largest landowner in the village. After an incident where Konrad killed one of his animals for straying into his fields (part of the malign influence of the tooth), Otto went down to confront the man at his home. They argued and then fought (Konrad driven to violence by the tooth). Otto killed Konrad, and panicking, he got one of his pigs down to the house, chopped up the corpse and encouraged the beast to eat the bloody chunks of Human flesh. With this grisly task in progress, Ilsa arrived to see her lover. Hearing her coming, Otto slipped away unseen leaving the pig to do its work. When Ilsa opened the door to Konrad's house she saw a pig with some rags of Konrad's clothing around its snout. Surprised by the woman, the swine promptly charged past her and out into the woods. At the sight of all this poor Ilsa fainted away.

Greta, Victor's wife, witnessed this event and, as she had always hated Ilsa (for no good reason beyond the widow being a better looking woman), accused

her of turning Konrad into a pig. Otto used this to his advantage spreading rumours about Ilsa being a witch to get her arrested for the crime of transmutation. Without Konrad or the pig, it seems an open and shut case. Of course the old village priest Vosgrad Baer is not so sure and has summoned the player characters to investigate matters.

THE VILLAGE OF KROTE

Krote is a simple farming village of perhaps 60 souls. There are around 20 or so family houses in the village, with various barns, sheds and other work buildings in the surrounding fields. The population of Krote leans strongly towards womenfolk as most of those capable of bearing arms were recruited by the local Baron and marched off to fight at Middenheim during the Storm of Chaos. The farms are operating somewhat below par because of this, but as ever, the women of Krote soldier on.

The land surrounding the village is thankfully fertile, due in no small part to the faithful prayers of the Village Priest—Vosgrad Baer, Initiate of Taal. To the west is a strong flowing stream, which is locally referred to as 'The River', despite any attempts to persuade them with such airy-fairy things as logic or common sense that it is, in fact, a stream.

Most farms grow crops such as wheat, potatoes, beans and cabbages, and nearly all the farms keep a few chickens and an old nag to help plough the fields. Only the relatively wealthy Otto Oppenkrote can afford to keep large numbers of animals through the winter. He keeps a herd of 60 sheep as well as 12 Nordland Blue sows.

A forest infested with Beastmen looms to the east, and foul gibberings and mutterings can be heard at all hours of the day and night. Most villagers avoid the edge of the forest, for of late the Beastmen have grown bold, and there have been no shortage of sightings.

PRELUDE: WELCOME TO KROTE

The adventure begins with the PCs arriving in town to meet with the priest and learn about the strange goings on. Tell the players they have been summoned to the town by Vosgart, the local priest who wishes for them to investigate a mysterious disappearance. Then read or paraphrase the following:

As you enter the little hamlet of Krote the first thing you notice is its weathered, rundown state and the oppressive air of decay that hangs about the place. You

see fallow fields, broken fences long left in disrepair and even the road you walk upon is pocked with potholes and overgrown with weeds. A few of the villagers give you suspicious looks as you pass them, though most are too busy wearily performing their back-breaking tasks to even look up. Arriving at the centre of town you see the Fettered Fox, the local watering hole where you were told Vosgart would be waiting for you.

Vosgart is indeed waiting for them in the tavern (a crude rustic affair with few ancient toothless patrons). He is easily recognisable as a priest of Taal, as he wears a coarse woollen robe caught with brambles and bits of weeds and stained with pollen. Once the characters enter, he coughs up a greeting, with a raised hand. He sets down his wooden tankard and goes up to them, hand outstretched in greeting. He thanks them for coming, but wastes little time in explaining the situation. Read or paraphrase the following:

You settle down at Vosgart's table and he orders you a round of drinks before beginning his tale. "Once again thank you all for coming. This is indeed an odd situation and one that I am afraid we here in Krote are ill equipped to deal with. It seems one of our prominent citizens; a man by the name of Konrad Lankdorf has vanished. Two nights ago a local woman, Greta Kummel, heard what sounded like an argument coming from Konrad's home. When she went to investigate she witnessed the widow Ilsa Mohr, Konrad's long time lover, fleeing the house pursued by a rather irate pig. When the people arrived, there was no sign of Konrad except a few rags of clothing. Word quickly spread and Ilsa was arrested, though she claims to know nothing of where Konrad has gone or how a pig came to be in his home. Many in the village have long suspected Ilsa of witchery, though I think this is more because of her knowledge of herbs and healing ways than any kind of unnatural abilities. However, it seems these suspicions combined with this event have been enough for Greta and the other villagers to accuse her of being a witch and transforming Konrad into a pig. With no sign of a body or the errant beast, Otto, the town mayor, has caved into the pressure of the villagers and holds Ilsa in his cellar pending a trial to determine if she is indeed a witch. I am convinced however there is more going on here than is apparent and have gained Otto's consent to stage an investigation, which is where you come in. If you have any questions I will do my best to answer them but I think you will need to talk to those involved if you are to get to the bottom of this."

PART I: THE MYSTERIOUS DISAPPEARANCE



Vosgard Baer — Aged Priest and Do-gooder

"I remember a time when this town was prosperous and filled with the sounds of honest toil and the laughter of children. Sadly those days are now long gone."

Description: An elderly priest of Taal, who is very much past his prime. He looks tired and ill kempt. He has a faraway look in his eyes like he is imagining better times and places.

What He Knows:

Vosgard only knows the rumours he has heard from the other villages, however he is deeply suspicious of the situation and Otto in particular.

What He Will Tell the PCs:

Rumours and gossip (see below). Vosgard can tell the players the gossip he has heard from the villagers.

Roleplaying Tips: More than anything else Vosgard is old and tired and is growing weary of the constant struggle of life. That is why after all he has recruited the players to do this investigation. In his youth, and before the weight of the world crushed his spirit, he might have investigated these strange matters himself. Under it all though, he still has a good heart and wants to see justice done.

Once he has filled them in on what he knows he will then urge them to go and talk to the locals, namely Otto, Victor, Greta and possibly Ilsa.

The first order of business after meeting Vosgard is to talk to all the major NPCs and probably take a look at the scene of the crime as well. Vosgard tells the PCs where each key character can be found. In addition the players might like to talk to some of the locals to gather some general information on what is going on.

Rumours and Gossip

There are a number of people in the village that can be questioned, though most only know what they have heard—Ilsa is a witch and has turned that good man Konrad into a pig.

The following can all be discovered easily without making any tests:

"Everyone knows Otto is the wealthiest man in the village and owns more animals than anyone. They say he was one of the people that founded Krote and his family goes way back."

"I heard that Otto is going to burn Ilsa for her crimes to save the whole village."

"That Greta just can't seem to keep her nose out of other peoples business."

"Just a few weeks ago Victor and Konrad killed a giant Beastman on the edge of the woods, which would have surely attacked the town except for their bravery."

A successful **Gossip Test** reveals one of the following pieces of information for each degree of success: See page 93 in the Core Rulebook for information on how to make a Gossip Test.

"For some reason Greta never had a nice thing to say about Ilsa, don't know why, most likely just cause."

"Otto might own most of the town, but he's always wanting more, I heard he made Konrad an offer on some of his land but that he had been turned down."

"Konrad owned lots of land, almost as much as Otto, though I don't think he knew what to do with it all."

"Victor was the best hunter around before his run with the giant Beastman, now he can't even walk, though no one really knows what's wrong with him."

"Konrad has been getting really rowdy lately, getting drunk yelling at people, and he always used to be such a nice person. I blame Ilsa."

"In the last few months people have been seeing more and more Beastmen in the woods. I think they must be up to something, something related to this pig thing."

"Otto has kept to his bouse since all the trouble with the pig began. I reckon it is so he can keep an eye on that sneaky witch Ilsa."

"Not long after Konrad was turned into a pig people started seeing glimpses of him at the edge of the woods, like he wanted to come home or something."

"Ilsa got lost once as a child in the woods and people say when she returned she was different, if you know what I mean..."

"After it happened Otto told everyone to stay indoors until morning but I swear I saw him go back to Konrad's house, not sure why he would do that though."

"Just before he was turned into a pig, Konrad was always muttering about his teeth hurting, though they looked fine to me."

"They say that the woods are full of animals that used once to be human."

The players should now set off to talk to the NPC's and begin their investigation.

THE CRIPPLE AND THE HAG

Victor's house lies on the outskirts of the village and is next to Konrad's home and lands. When the characters arrive they hear Greta berating her husband Victor and generally giving him a hard time.

As you approach this small aging home you hear the screeching voice of a woman apparently cursing someone loudly. Suddenly the racket stops and a rotund woman marches out of the house to confront you a deep scowl on her face, which lightens slightly when she see who you are.

"Oh hello good sirs (and madams), won't you come in. You must be here about evidence against that filthy witch Ilsa, though it does seem a waste of time if you ask me."

The players will probably have to talk to Greta first, though she will have no objection to them talking to Victor as she has 'no use' for him. When the PCs go into the house to talk to Victor, read or paraphrase the following:

At the back of the house, you see what at first looks like an old man curled up pitifully in a chair. Closer examination however reveals it to be a man of middle years, wasted to bone thinness. He shudders quietly within his loose-fitting clothes. As you approach, his gaunt head turns to look up at you. It's clear from his watering eyes that he's in a great deal of pain.

Whatever the outcome of the players talk to Victor, Greta soon returns and 'urges' them to go, becoming more insistent they longer they hang around.

Greta Kummel – Wife of Victor and Local Gossip

"This village is full of fools and lazy bones who don't know what's good for them. Just like my poor Victor,

Krote was once full of determination and hard toil, now it is nothing but a breeding ground for the likes of Ilsa Mohr."

Description: A short overweight woman who wears a permanent scowl upon her rough features. She is full of venom for her fellow villagers and only barely tolerates her husband, for whom she shows no sympathy.

What She Knows:

Greta never actually saw Ilsa enter or leave the house on the night of the murder, but she will be loath to admit such as she really does not like Ilsa. She also knows about the fight between Konrad and Otto over the slain animal and that this is not usual behaviour for Konrad.

What She Tells the PCs:

"I saw Ilsa come running out of Konrad's house with that pig hot on her heels. It charged off into the night and she fainted dead away, no doubt exhausted from the hex she had just cast."

"I think Konrad was growing tired of Ilsa, after all, he confessed to Victor it was only a fling anyway."

"People going into the woods never come back the same and I know Ilsa goes into the woods all the time."

"At least Otto has the strength to do something about this situation, he is far better suited to guide this town than that old priest Vosgart."

Roleplaying Tips: Greta doesn't have a good word to say about anyone, not even her husband. She's convinced Ilsa is guilty and she denounces any other theory, mocking the investigators with sharp words and nasty insults. Whatever the players say, she always steers the conversation back to why Ilsa must be guilty and how well rid of her the town will be.



Victor Kummel – Invalid Hunter and Friend of Konrad

"I've been a hunter almost all my life, ever since I was strong enough to draw a bow, and kilt more things than you could count. Now I can't even walk to my front door so maybe that's Taal getting his own back."

Description: Victor is a smallish man in his middle years with thinning hair and pale watery eyes. Ever since his fateful hunting expedition he has lost the use of his legs and suffers constant juddering shakes, though there is no apparent cause of his malady.

What He Knows:

Victor knows that Konrad has been acting very strangely, ever since they slew the beastman near the woods. He also knows that Konrad took something from the beastman they killed, though not what. He believes Ilsa is innocent of the crime, though he thinks Konrad might really have been transformed into a pig.

What He Will Tell the PCs:

"Konrad was a good man and well respected in the village, it raised a few eyebrows when he fell for the widow Ilsa who has always been a bit strange even before the death of her husband."

"Konrad was a good friend and we went hunting regularly and often patrolled the woods for Beastmen, though seldom found any."

"Konrad and me killed a massive Beastman somewhere at the edge of the woods just last week. Though afterwards I got sick, and ended up like this. Greta says I'm getting better but I'm not so sure, it seems that big old Beastman might be having his revenge on me and Konrad after all."

"Konrad prised something from the giant Beastman's mouth after we killed it, though I couldn't see what it was and Konrad wouldn't tell me."

"Since we killed the Beastman, Konrad had been acting strange, getting more short tempered and violent. I think it might have had something to do with Ilsa, cause they started arguing all the time just after."

"Just last week, Konrad killed one of Otto's animals that strayed onto his land, which is very strange as I have never known him to do anything like that before."

"Since Konrad's disappearance, I have heard of sighting of a pig in the woods, which can only be the same one that ran out of Konrad's house that night."

Roleplaying Tips: Victor always strains to speak and often forgets what he is saying, wandering off the point. However certain subjects fill him with life, such as the battle with the Beastman he and Konrad slew. If allowed, he describes the fight in graphic detail as if reliving a vivid dream.

The Landowner and the Witch

Otto's house is the largest in the village and fields and pens holding pigs and sheep surround it. He lives here with his five daughters, of varying ages, his wife having died several years ago and his only son marched off to war. When the characters arrive at his home, read or paraphrase the following:

After a few raps on the old wooden door, a tall lean man snatches it open, suspicion darkening his features. It takes a moment before he nods, his face softening. He opens the door a bit wider, and then offers a seat and refreshments. With a heavy sigh he explains his role in this regrettable situation. "It is a shame that it has come to this, I had hoped that such things as this would not find their way to my village. But like all Sigmar fearing folk I must be strong now if for no other reason than the sake of my daughters. After all I can scarce have them sharing their home with a witch."

Currently he has Ilsa locked in his cellar, and is very reluctant to let the players talk to her, fearful of her evil powers. However if they can convince him (with a successful **Blather**, **Charm**, or **Intimidate Test** see Chapter IV in the Core Rulebook for details) he allows them to speak to her, though he warns them not to look at her, lest she beguile them with "them witchy eyes!" When the PCs go down to see Ilsa, read or paraphrase the following:

Otto leads you down into his cellar, warning his daughters not to follow. In the far corner of the dank room you catch sight of an old rusted cage, of the like used for keeping large wild beasts. A heavy cloth has been draped over the crude prison, all but biding its occupant.

"Now, don't be liftin' that cloth! All it takes is one look and yer soul is hers!"

Once the players have finished with their questions Otto will wish them good luck on their investigation and promise to give them whatever help he can.

Otto Oppenkrote — Landowner and Mayor



"My ancestors built this town with their own hands from nought but a hole in the ground. It falls to me to make sure both it and the good folk who live here are protected during these dark and dangerous times."

Description: A tall lean man of middle years Otto's good clothes and well-fed features clearly mark him as the wealthiest person in the village. However, unlike most moneyed Old Worlders, Otto comes across as a well-meaning soul who is just looking out for his livelihood and the town where he lives.

What He Knows:

He is the murderer and will go to great lengths to hide this fact (believing that he did what he had to do and terrified of losing power in the village). He is not entirely happy with having to use Ilsa as a scapegoat but prefers it to the alternative.

What He Will Tell the PCs:

"You know, Ilsa's husband died under odd circumstances and no one knows for sure what killed him. Of course at the time we just put him in the ground with few questions out of respect for the grieving widow."

"Of all the women in the village of age, I believe Ilsa is the only one never to bear children. Some say it is because of her time spent in the woods, but whatever the case it does seem odd."

"I do recall Ilsa often called Konrad a pig, sometimes in public, so it seems to make sense she would turn him into one."

"I'm not an evil man and take no pleasure if we have to cleanse this town of Ilsa, but I must think of the other villagers."

"It is a shame you had to be summoned at all. Alas, Vosgard has not been doing his duty as village priest well for some years. I fear it is his advancing years may have dulled his wits. Though of course I am glad you are here now as we can be sure justice is being done."

Roleplaying Tips: He knows he has murdered Konrad, but also knows that without the pig or the body, proving this will be hard, especially as the town has got it firmly into their head that Ilsa is a witch. This is a lie that Otto has repeated so many times that he now believes it himself.

Ilsa Mohr – Widow and Suspected Witch

"My love is gone so I have little care now for myself. If those that once called me neighbour, and who I gave aid to when they were sick or hurt now turn upon me,

it is just the way of things and I commit my soul to Rhya."

Description: Although she's no longer a young woman, Ilsa is still strikingly beautiful, with long black hair and soft features out of place in the harshness of Krote. She is also soft spoken, choosing her words carefully, giving her an air of wisdom and calm.

What She Knows:

All she knows is that Konrad has been acting strangely since he and Victor slew the beastman and that night when the pig rushed out at her from the house she was knocked down and fainted. She also knows that Otto is hiding something and believes that he is not the benevolent soul he claims to be.

What She Will Tell the PCs:

"I remember little of that night, only that I had scant knocked upon Konrad's door before that pig rushed out, knocking me down and making for the woods. Of Konrad, I never saw a sign."

"Konrad and I were very much in love and I would wish no harm upon him. Whoever did this knew what they were doing for there is no passion in this cold blooded act of murder."

"It is a sad truth that after his battle with the monster in the woods my Konrad changed. I fear the beast did something to him that drove him to madness."

"I tried to help Konrad with his growing anger, but it was if something dark and powerful had taken control over him. Sadly, I never found out what it was."

"I have no ill will toward Greta, though I know she dislikes me so. It is sad, she was once so nice."

"There are people and things at work within the village that do not want you here. Be careful where you tread and who you talk to."

"I know in my heart that Konrad is dead, so I do not fear that I will soon join him in Morr's keeping."

Roleplaying Tips: Even facing death Ilsa is calm and controlled. She will not be hurried or threatened by the players and takes her time to answer as she chooses. More than anything else, she is sad, sad that Konrad is gone.

PART 2: THE SCENE OF THE CRIME

Konrad's House

The players are welcome to examine Konrad's home, a modest single story four-room house surrounded by fields. When the PCs enter the house read or paraphrase the following:

The interior of the house is dank and stale with a faint smell of decay. As you look around you notice that most of the furniture has been moved about, some pieces tipped over with mud and dirt streaked across the floorboards. In the filth, you spot numerous boot prints as well as the impressions of quite sizable trotters.

There is little obviously suspicious about the house, apart from the mess, though a successful **Search Test** (see page 95 in the Core Rulebook) (scraping away some of the mud and dirt) reveals some or all of the following:

There is evidence of large bloodstains near the fireplace that have been cleaned up (this was where Konrad was butchered and fed to the pig).

- There are small nicks in the wood floor near the fireplace as if a knife or axe had been used there (these were made by an axe when Otto was hacking up Konrad).
- Near the back door is the faint outline in dried blood of a man's boots (this is a large boot print left by Otto, it matches the size of his feet exactly).
- There are a few fragments of glass on the floor before the fireplace (from the bottle Otto used to bludgeon Konrad to death).

Characters looking in the fireplace also discover:

- The remains of two glasses and a bottle of wine all of which have baked bloody hand prints on them. An **Intelligence Test** (see page 90 in the Core rulebook) confirms they are the handprints of a man.
- Some charred remains of clothing with bloodstains, quite likely to be Konrad's.

Concluding the Investigation

Once the players have spoken to all of the principle characters and examined Konrad's house they are probably ready to return to the inn and report their findings to Vosgard. Once there, let the players piece together the evidence themselves. If they're stumped, Vosgard should point out any bits of information that point toward Otto. In either case, the players should realise that something is not right and Otto has something to do with it, but they need some more evidence before they can confront him. Once you have established this with the players, read or paraphrase the following:

"It seems the only way you are going to get to the bottom of this mess is to find that pig or possibly Konrad's remains if indeed it is murder. From what I have heard, it must be in the woods somewhere, and so that is where you must go. But beware, for deadlier things than mad pigs dwell there. And you should also make haste for I think Otto means to burn Ilsa on the morrow, lest the villagers take matters into their own hands."

The players must now gather their wits and weapons and then venture into the woods.

PART 3: SECRETS IN THE WOODS

In this section the players enter to woods looking for the missing pig. Read or paraphrase the following description as they leave Krote and make their way into the woods: Throughout this section PC's will have to roll various characteristic and skill tests, see Chapter IV from the Core Rulebook for more information on how to run these tests.

The woods loom over the edge of the village, casting a deep shadow across the land, as if some terrible dark hand pushed back both fields and homes alike. As you pass beneath the gnarled branches of the outermost trees you feel a chill run through your

bones, as if a great presence had turned its sinister attention your way.

The woods are quite a frightening place and you can play up all the sounds and shadows that fill the place, as well as describing the strange markings on trees, odd footprints in the trails and the ways the trees themselves seem to lean in to ensnare the characters with their twisted branches. How long the players spend wandering the woods before they come upon the lair of the pig is up to you. Feel free to make the PCs roll some **Search**, **Outdoor Survival**, **Perception** or **Follow Trail** Tests, though in the end they should find the pig's lair.

If you want to extend the journey through the woods here are some ideas for encounters and events:

- One of the characters steps in a bog and needs some of the others to drag him out (possibly with a successful **Strength Test** (see page 90 of the Core Rulebook). He is unharmed but might have lost either one or both boots.
- The characters come upon the remains of a creature, which may or may not have been a Beastman. It is still filled with rotting arrows and several large sword rents. Apart from its stench and grisly appearance, a **Challenging (-10%) Perception Test** or an **Easy (+20%) Search Test** reveals that one of its large black fangs has been removed.
- A tree suddenly cracks and falls across the path, crashing down on the PCs. Allow each character to test **Agility** or **Dodge Blow** (if they have it). Those who fail the test take a Damage 2 hit. Those who fail by 20% or more are trapped beneath the tree. It takes a **Challenging (-10%) Strength Test** to pull the trapped character out from under the tree. Using leverage can reduce the difficulty to **Average (+0%)** and every PC who pitches in to help reduces it one step further.

The Lair of the Pig

After several hours of walking and dealing with the wretched woods, allow the PCs a **Challenging (-10%) Perception Test**. Those that succeed spot a distant pinkish shape moving ahead of them. Characters who have the **Follow Trail** skill may test to see if they can find savage tooth and snout marks on trees to alert them that they are close. As they move closer read or paraphrase the following:

You push your way past a ring of twisted boughs and are immediately assailed by a horrendous stench. Stretching before you is a small clearing filled with tiny bones of forest creatures, mixed among a mire of pig excrement and wriggling things that defy description. Even as you take in the foul vista, The mound begins to move toward you revealing itself as a giant horribly warped swine!

The players must now defeat the pig!

Chaos Pig

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43%	0%	43%	51%	34%	12%	24%	1%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	17	4	5	4	0	0	0

Skills: Concealment +10%, Follow Trails, Perception

Talents: Frenzy, Hardy, Natural Weapons

Armour: None

Weapons: Vicious Bite (counts as a hand weapon)

Mutations: Acid Excretion (Whenever a player hits the pig with a weapon they must make an Agility test or their weapons are destroyed),

Regeneration (At the start of the pigs turn it may make a Toughness test to regain 1 wound, as long as it is alive)

Fighting in the Muck

The pig keeps moving throughout the combat, working to corner a single character and knock them down into the filth. The ground is treacherous, so any character that runs, charges, or is struck in combat must succeed on an **Agility Test** or fall down. Once in the mire, the character must struggle to regain his feet. This requires a **Stand action** (see page 90 of the Core Rulebook) and a successful **Agility Test** or the character slips again and falls face first into an unpleasant soup of mud, excrement, and maggots.

Once the pig is dead, the characters can undertake the vile task of searching both it and the clearing. Things to be discovered are:

- In addition to being overlarge and malformed, the Pig has a mark on its ear of a circle with a cross through it. Characters that succeed on an **Intelligence Test** recall seeing this mark on Otto's farm.
- On one side of the pigs belly is a massive weeping cyst that looks as if something is trying to burrow its way out from within (this is the result of the tooth in its stomach).
- Cutting open the pig reveals the false Warpstone tooth once worn by Konrad (though the characters might not know what it is except that it feels 'wrong') and some human bones.
- The bones are wrapped in rags of clothing that match those from the fireplace at Konrad's home. Also there are marks on some of the bones as though the victim was cut up with a blade.

Armed with proof that the Pig was in fact Otto's and Konrad's remains were found in its belly, the characters can now hasten back to town to stop Ilsa being executed.

Conclusion: The Trial of Ilsa Mohr

By the time the PCs return to the town, whatever time it is, the entire village is gathered in the town square. There, Otto stands before a caged Ilsa, pronouncing his judgement.

"Fellow citizens of Krote, the time has come to rid ourselves of this tainted woman and her dark ways. Her crimes are foul indeed. She stands accused of transforming the good man Konrad into a common swine for her own twisted amusement. You all know of her unnatural association with the woods and the vile things that dwell within. I say we have tolerated her presence for too long and we should tolerate it no longer!"

Seeing the characters arrive, Otto pauses in his speech and seems unsure what to do. At this point, Vosgard leaps in crying out that the PCs must be heard as they

have proof Ilsa is not a witch—or so he hopes, and that the real culprit is still among them. You can either have the characters use appropriate social skills to sway the crowd and convince them Otto is in fact to blame. Or, as soon as the pig's ear is produced, Otto breaks down weeping, confessing his crime. In either case it should not be too hard for the players to convince the townsfolk of Otto's guilt and whatever plan they come up with should have a reasonable chance of working.

In either case the town's folk demand a burning and if not Ilsa, they then try for Otto. It is up to the PCs whether or not to stop them. Whatever the case Vosgard thanks them and wishes them well on their way. He does warn them to be rid of the other things they might have found in the pigs belly.

This is the end of this adventure, and the players should feel proud of their investigative skills!



THE CHARACTERS

Jurgen Baer

Career: Bailiff

Race: Human (Male)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40%	26%	39%	32%	31%	34%	30%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	3

Skills: Charm (Fel), Gossip (Fel) +10%, Intimidate (S), Perception (Int), Ride (Ag), Navigation (Int), Academic Knowledge (Law) (Int), Speak Language (Reikspiel) (Int), Read/Write (Int)

Talents: Super Numerate, Navigation, Public Speaking, Acute Hearing, Very Strong

Armour: Light Armour (Leather Jack AP 1 Body, Arms)

Weapons: Cudgel (Hand Weapon), Dagger

Trappings: Good Quality Clothing, 1 Gold Crown, 3 Silver Schillings, 7 Brass Pennies

You are getting too old for this kind of thing. After putting in many long years of service for your lord, the Baron Falkenheim, you are looking forward to finally hanging up your cudgel and getting out of the game. That said however, you are still a rough no nonsense kind of man, used to seeing people at their worst and dealing with the scum of the Empire and you can still get the job done.

Now the Baron has given you orders to go to the village of Krote and settle a local dispute, something about a pig. He has also given you orders to take his daughter with you and teach her something about the responsibility of running what will one day be her lands.



Rufus

Career: Road Warden

Race: Human (Male)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44%	36%	32%	31%	27%	25%	33%	35%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	5	0	0	2

Skills: Animal Care (Int), Gossip (Fel) +10%, Follow Trail (Int), Perception (Int), Ride (Ag), Navigation (Int), Speak Language (Reikspiel) (Int), Outdoor Survival (Int), Search (Int)

Talents: Quick Draw, Fleet Footed, Specialist Weapon Group (Gunpower), Warrior Born

Armour: Light Armour (Leather Jack AP 1 Body, Arms), Shield

Weapons: Sword (Hand Weapon), Dagger, Pistol, 10 Pistol Balls and Power

Trappings: Common Quality Clothing, 10 Yards of Rope, 5 Silver Schillings, 12 Brass Pennies

You have worked with Jurgen for many years patrolling the roads and back trails of the province, keeping them safe for travellers and good honest folk of the Empire. He has asked you to accompany him on his current job, no doubt because of your bravery and combat skills.

You are still young enough to crave the excitement that comes with your job and relish the chance to show off your skills with a blade, especially now that you have learnt the Baron's daughter Rosalin is going to be accompanying you to the village of Krote.



Rosalin Falkenheim

Career: Noble

Race: Human (Female)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
28%	31%	26%	31%	35%	43%	28%	33%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	0	3

Skills: Charm (Fel), Command (Fel), Consume Alcohol, Common Knowledge (Empire), Read/Write (Int), Gossip (Fel), Ride (Ag), Speak Language (Reikspiel) (Int)

Talents: Luck, Savvy, Schemer, Etiquette

Armour: None

Weapons: Dagger, Sword

Trappings: Noble's Garb, 10 Gold Crowns, 13 Silver Schillings



All your brothers have gone away to war and none have returned. Because your brothers took care of everything you never had to lift a finger and have spent your life so far thinking mostly of the man you may one day marry.

Now however your father is insisting that you must be groomed to take over the running of the family lands which means undertaking tasks like this journey to Krote to deal with the problems of the people, something you are NOT looking forward to.

Alfreid

Career: Scribe

Race: Human (Male)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	28%	32%	37%	22%	35%	33%	27%

Secondary Profile

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

Skills: Charm (Fel), Gossip (Fel) +10%, Perception (Int), Academic Knowledge (Nobility) (Int), Speak Language (Reikspiel) (Int), Read/Write (Int), Speak Language (Classical) (Int), Trade (Calligrapher) (Int)

Talents: Linguistics, Hardy, Sixth Sense

Armour: None

Weapons: Dagger, Sword

Trappings: Common Quality Clothing, Pair of Candles, Wax, 5 Matches, Illuminated Book, Writing Kit, 13 Silver Schillings, 2 Brass Pennies



You are Rosalin's scribe and servant and have been with her since she was a little girl. You know she can be wilful and cruel sometimes but over the years you have come to accept your role picking up after her.

Now however she is dragging you off to some Sigmar forsaken village in the middle of nowhere to investigate something about a pig. Needless to say this will no doubt prove to be yet another all time low in your life.

Ludmilla

Career: Hunter

Race: Human (Female)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32%	39%	32%	41%	29%	28%	33%	29%

Secondary Profile

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

Skills: Concealment (Ag), Follow Trail (Int), Gossip (Fel), Outdoor Survival (Int), Perception (Int), Swim (S), Silent Move, Speak Language (Reikspiel) (Int)

Talents: Special Weapon Group (Longbow), Very Resilient, Marksman, Rapid Re-load, Cool Headed

Armour: None

Weapons: Longbow, 10 Arrows, Dagger, Sword

Trappings: Common Quality Clothing, 2 Animal Traps, 12 Brass Pennies



You have worked for the Baron for many years hunting game in his woods. You enjoy the serenity of the forest and from a young age spent much of your time away from towns and villagers.

You have now been instructed by the Baron to accompany his daughter and his bailiff to some small town to sort out a local matter. Your expertise with a bow may well prove valuable in ensuring the success of their mission.

Oswald

Career: Rat Catcher

Race: Human (Male)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
34%	35%	31%	33%	35%	29%	30%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	3

Skills: Animal Care (Int), Animal Trainer (Fel), Concealment (Ag), Gossip (Fel), Perception (Int), Search (Int), Set Trap (Ag), Silent Move (Ag), Speak Language (Reikspiel) (Int)

Talents: Resistant to Disease, Resistant to Poison, Special Weapon Group (Sling), Tunnel Rat

Armour: None

Weapons: Sling, Dagger, Sword

Trappings: Poor Quality Clothing, 4 Animal Traps, Pole with 5 Dead Rats, Small but Vicious Dog, 3 Brass Pennies



You have worked from time to time with Ludmilla the hunter and she has asked you to accompany her on a mission to a nearby town.

It certainly sounds more exciting than what you had planned and you might even get the chance to make some coin.

THIRSTY FOR MORE?

DELVING DEEPER

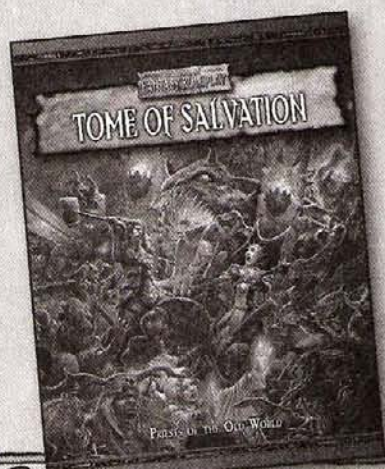
Once you have the *Core Rulebook* there are a range of options for you to further your quest.

- *The Old World Armoury* gives you in depth information into the weaponry of the Old World
- *Realms of Sorcery* has a wealth of background information on wizards (and witches) in the Old World and also contains an exciting adventure with a great deal of magical mischief involved.
- *The Old World Bestiary* carries inside information on a host of creatures that may threaten your party, from hobgoblins to zombies to griffons.
- We'd also recommend any novice GM get their hands on the *Game Master's Toolkit*. Roleplaying games famously involve complex rules systems and the screen in the toolkit summarises the most commonly used of these for easy reference. The screen is also highly useful for hiding notes and handouts that you don't want players to snoop a look at, and for hiding those all important dice rolls.

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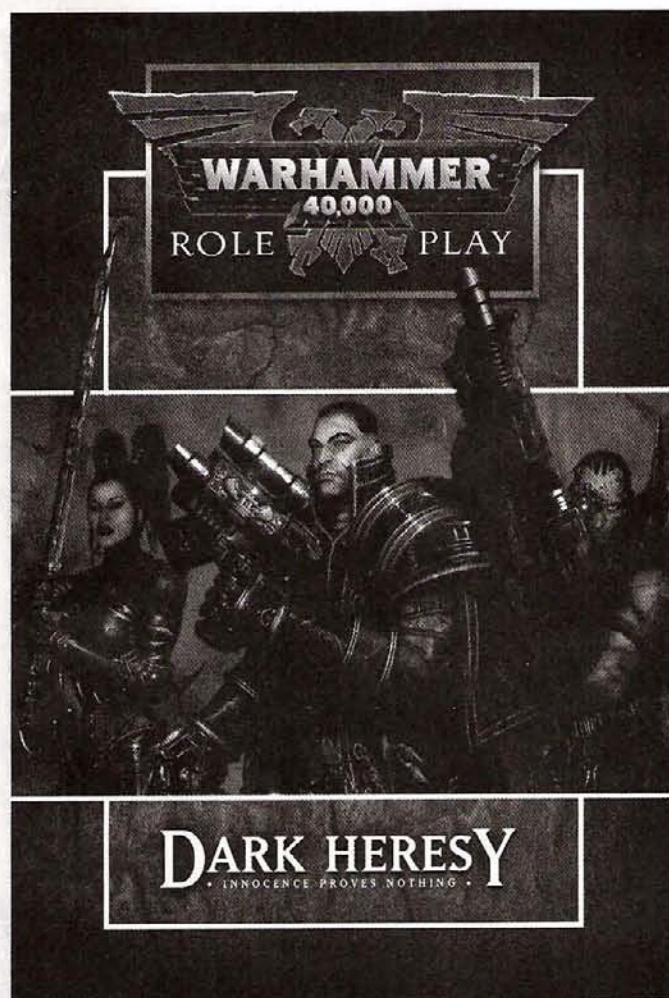
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