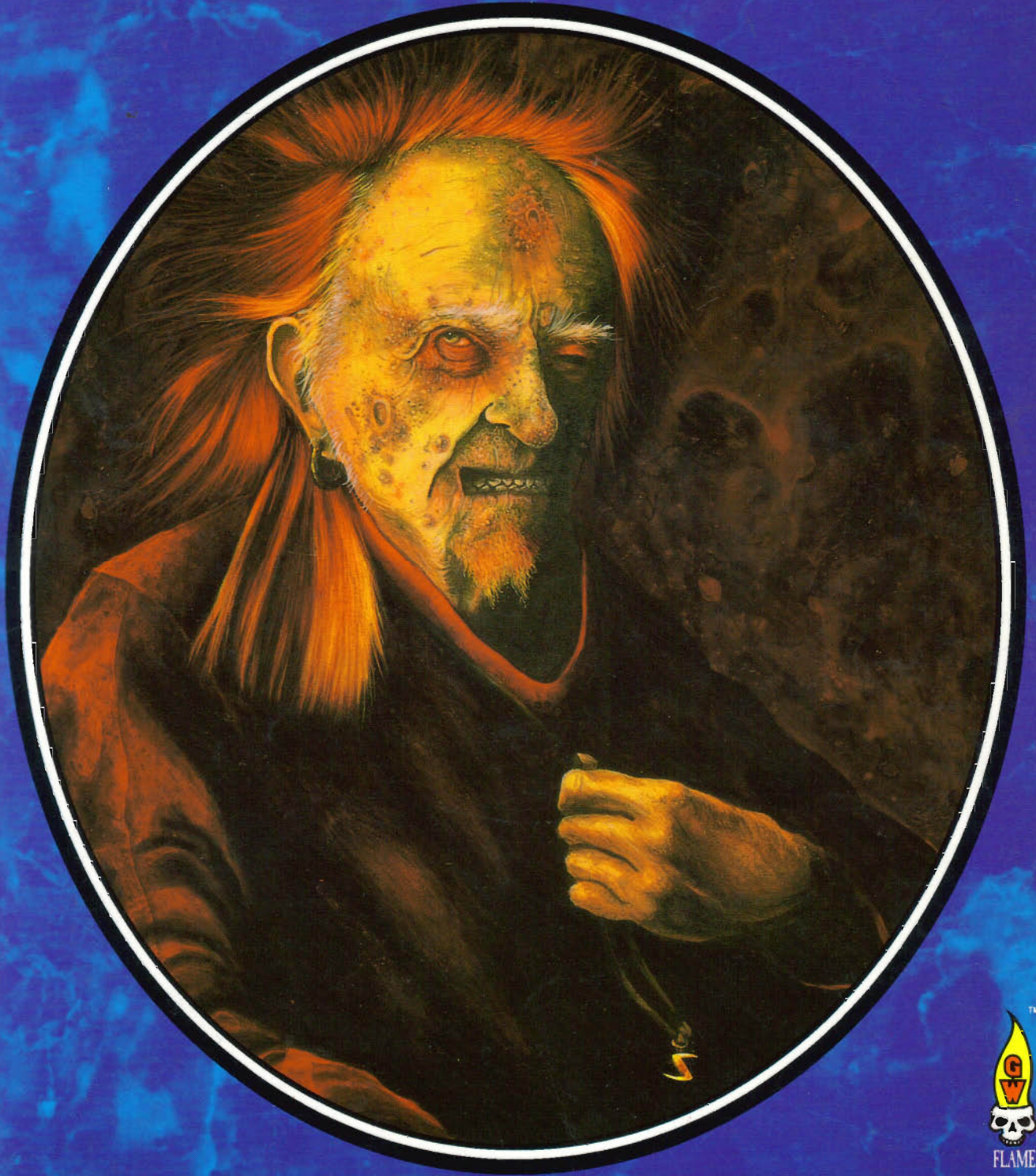


WARHAMMER[®]
FANTASY ROLE PLAY

DEATH'S DARK SHADOW



DARK MYSTERY AND SINISTER SECRETS IN THE WARHAMMER WORLD
BY CARL SARGENT

DEATH'S DARK SHADOW

An Adventure for Warhammer Fantasy Roleplay



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DEATH'S DARK SHADOW

Welcome to *Death's Dark Shadow*. This **WFRP** adventure pack presents the village of Kreutzhofen and its surrounding area.

Despite its small size, Kreutzhofen is a vibrant, cosmopolitan trading community. The residents include Tilean *sindicalistas*, a Daemonologist-in-hiding, a couple of scheming merchants, the inevitable bone-headed military men, plus bakers, brewers, barge-wrights, barmaids and a sinister gentleman named Igor, cats, dogs, ferrets, a surprisingly talented pig and much, much *stranger* creatures.

Kreutzhofen and its surrounding make an ideal setting for adventures of all kinds, and no less than a dozen adventures and adventure outlines are included. They are suitable for characters ranging from the complete novice to the highly experienced, and cater for all tastes from investigation and intrigue to heroic Chaos-smashing. Whatever you're looking for in **WFRP** adventures, you'll find it in Kreutzhofen.

WHAT THIS BOOK CONTAINS

Death's Dark Shadow is not presented in the same format as previous Flame Publications adventures. There is no single plot-line for the adventurers to follow. Instead, this book includes the following:

- ☐ the introduction (this section), giving you basic notes on how to use the book.
- ☐ full details on the history, geography and inhabitants of Kreutzhofen, with a detailed gazetteer and map key.
- ☐ *The Curse of the Reichenbachs*, an action-packed investigative adventure where the adventurers have to discover and foil a plot to destroy the entire village.

ABBREVIATIONS

A	Number of attacks (melee)	P	Parry
AP	Armour Points	PBT	<i>Power Behind the Throne</i> adventure
BS	Ballistic Skill	PC	Player Character
BiD	<i>Blood in Darkness</i> adventure	R	Range (missile weapons)
CD	<i>Castle Drachenfels</i> adventure	RD	<i>Restless Dead</i> companion/rulebook
Cl	Cool	Rld	Reload time (missile weapons)
CR	Complexity Rating (locks)	ROC-LD	<i>Realm of Chaos - The Lost & the Damned</i>
D	Damage	ROC-SD	<i>RoC - Slaves to Darkness</i>
Dex	Dexterity	RotL	<i>Return of the Lichmaster</i> adventure
DoTR	<i>Death on the Reik</i> adventure	S	Strength
DR	<i>Death Rock</i> adventure	SOB	<i>Shadows over Bögenhafen</i> adventure
DW	<i>Dwarf Wars</i> adventure	SRK	<i>Something Rotten in Kislev</i> adventure
EiF	<i>Empire in Flames</i> adventure	SS	Silver Shilling
EPs	Experience Points	T	Toughness
ES	Effective Strength (missile weapons)	TEW	<i>The Enemy Within</i> sourcebook
Fel	Fellowship	W	Wounds
FitM	<i>Fire in the Mountains</i> adventure	WC	<i>Warhammer City</i> sourcebook
GC	Gold Crown	WCom	<i>Warhammer Companion</i> journal
GM	Gamesmaster	WFRP	<i>Warhammer Fantasy Roleplay</i> rulebook
I	Initiative	WP	Will Power
Int	Intelligence	WS	Weapon Skill
Ld	Leadership		
M	Movement		
MP	Magic Points		
NPC	Non-player Character		

- ❑ Seven mini-adventures, including three optional locations in the Kreutzhofen area and ranging from a kidnapping to the excavation of an ancient Arabian tomb.
- ❑ Five adventure shorter outlines for you, the GM, to develop to suit the style of your own players.

HOW TO USE THIS BOOK

In order to use *Death's Dark Shadow*, you will need the **Warhammer Fantasy Roleplay** rulebook, plus scrap paper, pencils and dice. It is also useful – but not essential – to have the **The Restless Dead** campaign and rules supplement.

Death's Dark Shadow can be used for characters with any level of experience. Most of the adventures are designed for characters with a certain level of experience, but notes at the start of each adventure will help you adapt it for use with a stronger or weaker party.

Arriving in Kreutzhofen

New characters starting in Kreutzhofen can have been born here, or they may have come to the village because it is a gateway to many parts of the Old World. More established characters can be lured here by a festival day, or hired as couriers, bodyguards or barge hands for a cargo being conveyed to (or through) Kreutzhofen.

For example, a ranger character might know that the hunting in the area is reputed to be quite good; an academic may know of Eckhardt Kruppel and be hired to take a package of books to him; an Elf character can perhaps be a distant relative of Asterellion Leafdew and can be given a message to take to him; a character with any career or skills relating to medicine could be sent to Doktor Habermas with medical supplies and textbooks; and so on.

Characters from established **WFRP** campaigns, will also need to get to Kreutzhofen by one means or another. Here are a few ideas:

The Enemy Within Campaign

If you want to use this adventure in conjunction with the *Enemy Within* campaign, you should play *Death's Dark Shadow* at some time before **Empire in Flames**. During **EiF**, the adventurers will have quite enough on their plates without the added distraction of an excursion into the Vaults, and by the end of the campaign, they may also be nobles and have even worse problems to worry about!

A good point to use *Death's Dark Shadow* is immediately after **Something Rotten in Kislev**; the adventurers are sent to the Vaults (by Graf Boris or



Sulring Durgul, it makes no difference at this point) to search for a lost Dwarfhold or to investigate reports of fresh Goblinoid activity. Kreutzhofen is a natural stopping-off point – on one of the first villages of any size in The Empire along the Söll – and when the adventurers arrive in the village they can become embroiled in all manner of local events!

Alternatively, if the adventurers are all well-advanced in their second careers or starting third careers by the end of **Death on the Reik**, you might have them find a document in Castle Wittgenstein pointing to a Purple Hand base in the Vaults – or even to the House of the Reichenbachs themselves. This lead might take them up the river Söll and into the mountains. The journey can be filled with incidents and encounters from the *River Life of the Empire* section of **DoTR** if you like, giving you the opportunity to toughen the characters up a little as they go.

The Restless Dead Campaign

The **Restless Dead** campaign ultimately leads the adventurers to Delberz, which is not far from Altdorf, so again they can travel up the Reik and Söll to the Vaults given a suitable reason to do so.

For example, in the adventure *The Haunting Horror*, they might find a document giving some sketchy (but extremely plausible) details of a powerful cult base in the Vaults, with a clue that this cult was somehow responsible for the Chaos creatures which have afflicted the house. This clue might even mention

Kreutzhofen and the ill-fated Reichenbach family. If you have a copy of **Death on the Reik**, you can use some of the incidents and encounters from the *River Life of the Empire* section to enliven any long river journey and to toughen up the characters a little before they arrive at the location of the adventure.

The Doomstones Campaign

The **Doomstones** campaign is set in the Yetzin valley, which is just across the Winter's Teeth Pass from Kreutzhofen.

The adventurers might visit Kreutzhofen from the monastery of Eyrie, immediately after the events of **Death Rock**, or they might make their way northward across the Winter's Teeth Pass and back into The Empire after the events of **Dwarf Wars**. In either case, they can quickly become embroiled in local events – there are certain people in and around Kreutzhofen who might be very interested in the Crystals of Power...

The Death's Dark Shadow Campaign

The material contained in *Death's Dark Shadow* might be used as a short campaign in its own right, with *The Curse of the Reichenbachs* as the main thread of the campaign and the shorter adventures providing diversions from time to time. At various points during *The Curse of the Reichenbachs*, you will be given the option to introduce one of the smaller adventures.



KREUTZHOFEN

As **Map 1** shows, Kreutzhofen is uniquely placed, with river links to north-eastern Tilea and the south-west of The Empire, and mountain pass trails to south-eastern Bretonnia and to the lands of the Border Princes. To understand life in Kreutzhofen, a brief introduction to each of these lands is useful.

WISSENLAND AND THE GROWTH OF KREUTZHOFEN

The earliest reliable records show a small hamlet at Kreutzhofen as early as 1614 IC. At this time, no definite law existed in the area, and the village was subject to frequent attacks from the mountains, by bandits and Goblins. Kreutzhofen was abandoned several times in these early years as settlers fled, to return when the peril seemed to have receded.

Kreutzhofen was probably first established as a village settlement in 2107. Three years earlier, a Bre-

tonnian scholar and explorer named Marc Oppoleaux had found the Montdidier Pass, leading from the Loren Forest over the Vaults to The Empire, travelling on as far as Wusterburg to confirm his cartography. The discovery of a possible trade route to Bretonnia was very important to the rulers of the Wissenland – and the city-state of Nuln – especially at this time.

In 2107, no fewer than three 'Emperors' ruled various parts of a divided Empire. One of them, who styled himself Emperor Adelbert IV, ruled from Nuln, and was the master of Averland and Wissenland. A direct trade link to Bretonnia offered the possibility of money – and Bretonnian mercenaries – for conquering his rivals in Middenheim and Talabheim. With the support of the Grand Theogonist, Adelbert sent a strong military force to secure the Kreutzhofen area; he could only spare a handful of elite troops, but a noble recently arrived from Marienburg offered help on this score. The scheming Count Axel Reichenbach offered his help to Adelbert, who accepted it readily.

The expedition from Nuln soon secured the area, inflicting bloody defeats on raiding Goblins and bandits. Raids became less frequent, and under the protection of Adelbert's troops a handful of farmers and



craftsmen settled in the village. Sadly, the settlers soon found that the troops were there to keep them in the village as much as to protect them.

Count Axel Reichenbach found the area much to his liking. As trade with Bretonnia flourished, he diverted taxes to fill his own pockets. A petty noble in Marienburg, he could now have a luxurious manor built by labour levied from the village. His position as absolute ruler of Kreutzhofen was ruthlessly maintained by his troops, whose loyalty was assured by the riches he gave them. Reichenbach's reign became ever more oppressive: new arrivals found their goods confiscated, and the villagers were reduced to the status of serfs. Those who tried to complain were brutally suppressed.

Reichenbach's descendants proved as tyrannical as Axel. They also retarded the development of any link with Tilea. In order to maintain their iron grip on the area, Count Bruno Reichenbach (2158-2213) even hired an explorer to investigate the subterranean stretch of the river Söll to the south of the village. The man set off in a blaze of celebration, only to return some weeks later telling an awful tale of an unnavigable river and savage subterranean monsters. The explorer wrote a short book on his disastrous expedition, for which pack of lies he was paid handsomely by the cunning Bruno. This made sure that no-one attempted to explore the Tilean route again – until the Tileans emerged from the other side.

Early in the 24th century, militia from all over The Empire responded to the astonishing charisma and leadership of Magnus von Bildhofen. The great army routed the forces of Chaos in Kislev, and Magnus became Emperor Magnus I, undisputed ruler of the re-united Empire. This story has been told before, but the fate of Count Vladimir Reichenbach at this time is less well-known.

The wretched and oppressed villagers rose up, murdered the entire Reichenbach family and burned Reichenbach Manor to the ground. Many decades of suffering fuelled their anger, and when his troops were called away to fight in Kislev, Reichenbach was left unprotected. The villagers told the authorities that the Reichenbachs had been killed by bandits, and the same story was repeated by those who had fled to Bretonnia and Tilea, away from possible retribution. In an Empire full of upheaval, the story was not questioned.

Magnus' wisdom and political judgement is legendary, and when The Empire was rebuilt after his accession, he gave rulership of the County of Wissenland to the wise Pfeifraucher family. On the advice of the Grand Theogonist, Magnus tied the County to the City-State of Nuln, thus preventing any single tyrant from afflicting Kreutzhofen again.

In later years, the military garrison in Kreutzhofen has declined until it is vestigial, as trade to other lands beyond The Empire has increased and the area has become more settled. Goblinoids have not raided the area for over a century, and a series of pacts with the lands of the Steinkuhler family in the Border

Princes has added to the security of the southern border. Even in the civil wars which have recently come to an end, Kreutzhofen remained relatively peaceful.

ALIMENTO: THE TILEAN CONNECTION

The lands along the coast of the Tilean Sea are dominated by a handful of powerful City-states. The north-eastern corner of the Tilean lands lies in the shadow of the Vaults mountains, and the city of Miragliano is the major power in this area.

Miragliano has always been a city of dynamic, outgoing merchants and traders. The Miraglianese sometimes tell a humorous story about the foolish merchant who would not sell his own grandmother! Just as Miraglianese ships ply the seas from Kislev to Araby, so the merchants of Miragliano explored northward for undiscovered resources and fresh markets. However, marauding Skaven from Skavenblight made the area virtually impassable until the decisive Battle of the Blight (2192 IC). Duke Alfonzo of Miragliano bought mercenary aid from all corners of the world, and mounted a huge expedition into the swamps. Thousands were slain, but the Skaven were driven back to the Blighted Marshes and slaughtered without mercy.

The Skaven were not destroyed, but little was to be heard of them for several decades thereafter. Meanwhile, exploration of the upper Cristallo River and the fringes of the Vaults continued apace. A few skirmishes with small Goblinoid bands were reported, but the greenskins were quickly put down and the area began to be settled.

The chalky, stony soil of the northeastern lands were not good for agriculture. Still, the Tileans could grow olives, keep their long-haired hardy mountain sheep and goats, and grow the *fetore* grape from which they make the distinctive *frizzante* wine. But the living which could be scratched from these lands was a poor one, and the merchants saw little incentive to explore further.

In 2235 IC, the explorer Guido Pasolini mounted an expedition to the source of the Cristallo, following an obscure Dwarven legend about a route through the mountains. Pasolini and his men followed the river, and found that it flowed out of a vast cave system which seemed to lead for some way beneath the mountains. Having established a base camp at Campogrotta, Pasolini set off to explore the underground waterway. Slowly, almost silently, his lantern-lit boats glided into the unknown.

Pasolini found that after some 150 miles, the cave system opened into a huge, majestic vault two miles across. Luminous fungi bathed the place in a per-



manent twilight, revealing a strange spectacle to the astonished Tilean. The chamber seemed to be a vast spring, from which water flowed sedately through tunnels to north and south. The ruins of buildings were found, which scholars later confirmed were of ancient dwarven construction – the Dwarfs had also adapted the natural tunnels, making them smooth, easily navigable streams. Following the northern passages, the expedition emerged into daylight at the presumed source of the river Söll, in the south of The Empire. Pasolini named the entire subterranean stretch the River of Echoes, and some still use this name, although others use the names Cristallo and Söll for the rivers east and west of Alimento.

Pasolini sent word of his discovery to the Duke of Miragliano. Campogrotta was strengthened, and a settlement was begun in the vast spring chamber, which the Tileans named Alimento. Having thus secured their claim to the newly-discovered route, the Tileans then travelled on to Kreutzhofen and greeted the startled Imperials, who had not yet heard of the expedition's departure. As we have already seen, the people of The Empire had been misled by an earlier explorer and thought that the underground stretch of the Söll was impassable.

The Tilean communities of Campogrotta and Alimento have steadily grown in size as trade has expanded, and Kreutzhofen has prospered as well. The Tileans bring *frizzante* and other wines, gourmet foods, cheeses, high-quality leatherwork, and exotic goods from the south and east such as citrus fruits and

spices. They trade these for metal and wood from the mountains and forests of the southern Empire. Expert Tilean boatmen known as *sindicalistas* effectively monopolize the underground waterway. Accidents – occasionally fatal ones – have been known to befall those who dare try to break their monopoly... The Kreutzhofers, though, are happy to let them keep control of the underground trade route – they come into the village on a regular basis, and can easily be separated from their money by a few bottles of wine or a pretty face.

A few Tileans have settled in Kreutzhofen, one or two have married, and a fine Tilean restaurant has brought new culinary delights to the Kreutzhofers. The *sindicalistas* are tolerated, although a few nervous eyes are turned their way; but since they pay good gold now and then for a new barge from the workshop of Gretchen Erdheim the bargewright, the Kreutzhofers have warmed to them.

BRETONNIA: THE ROAD WEST

As we've seen, it was contact with Bretonnia via the Montdidier Pass that first made the Kreutzhofen area economically important. The Montdidier Pass is one of the most recent mountain routes to be discovered by Humans, and the reason for this is that the western end of the pass leads directly into the Elf-lands of the Loren Forest. Marc Oppoleaux, the explorer who opened up the route, was only able to do so after many years of friendly contact with the Elves of Loren, who came to trust him more than any other Human.

It took nearly thirty years of careful negotiation for the Visconte de Quenelles to conclude an agreement with the Elves of Loren to open the new route to trade and other traffic. The route itself is fringed by dense barriers of bramble and blackthorn, and is patrolled by Elven Rangers of the *Für Rannascath*, whose job is to ensure that neither travellers nor forest are harmed. Once it was finally opened, the Loren Highway developed slowly until the early 24th century; traffic has increased noticeably since the overthrow of the Reichenbachs.

Bretonnian merchants bring wines, fine cloth and hunting-dogs, as well as rare herbs and hardwoods traded from the Elves of Loren. The range of luxury goods available from Bretonnia – fine ceramics and glassware, tapestries and suchlike – is highly attractive to Imperial merchants. In return, the Bretonnians take away metal goods and ores, items of carved wood, and Imperial wines and brandies, as well as more exotic goods brought into Kreutzhofen from Tilea or the Border Princes.

A few Bretonnians have settled in Kreutzhofen, and have either married in the village or brought their families with them. Bretonnians are generally liked by the Kreutzhofers, and are particularly noted for their culinary skills.

THE BORDER PRINCES: LANDS IN FERMENT

The term "Border Princes" covers a great diversity of petty fiefdoms and rulers. Some are bold Imperial nobles gone to subdue a new land, while others are renegades from all over the Old World: disgraced nobles, robber barons, bandit kings and ex-mercenaries, all trying to carve themselves a kingdom out of the wilds. Some of the raiders who beset Kreutzhofen in the past were Human bandits from the mountain fringes of the Border Princes.

Although the Border Princes are in a permanent state of flux, over recent years and decades the area has become increasingly settled; while not fully pacified by any means, the wild lands of the Border Princes now boast a handful of growing city-states. The Free City of Mortensholm is one such fortified settlement, standing on the road from Winter's Teeth Pass as it comes out of the mountains and into the foothills.

The settlement was originally founded by the Norse pirate-trader Morten One-Eye, in or around 1992 IC. According to *Morten's Saga*, which is still told around the winter fires in Norsca, the great *Jarl* sailed up the Black Gulf to the river Yetzin, and followed the river as far upstream as it was navigable by longboat. He

set up a winter camp at the place which was to become known as Mortensholm; a plateau of meadowlands on the edge of the foothills. Over the following couple of centuries, the small settlement grew and flourished; Morten and his men cleared the surrounding area of Goblinoids and other monsters, and the Norse colony formed an important link in the trade routes which depended on the Winter's Teeth Pass.

Around a century ago, the Yetzin-Winter's Teeth trade route was disrupted briefly by a large Goblinoid invasion, and the Norse of Mortensholm were among several small Human settlements that suffered at the hands of the greenskins. Almost before an expeditionary force from The Empire could be mobilised, the Orc army was torn apart by internal dissensions, and was destroyed piecemeal by Imperial troops and those of the various Border Princes whose territories they tried to cross. Mortensholm was almost in ruins, and the surviving Norse settlers were too few to rebuild the town; consequently, in 2423 IC, Sven Mortenson, a descendant of Morten One-Eye, sold Mortensholm to Graf Edric Steinkuhler, a landless noble from Middenland who had accompanied the Imperial force over the mountains. The Steinkuhler Princes, as they became known, rebuilt Mortensholm and re-opened the trade routes.

Today, Mortensholm is a walled city of some size, and the Steinkuhler Princes have turned their attention to pacifying the Yetzin valley. Always a haunt of bandits and the occasional Goblin band, the valley seems to have become tainted by Chaos during the Orc invasion, and the trade road to Winter's Teeth is threatened by Beastmen and worse. Contact has been lost with the small Wood Elf community of Sith Faslucinne, which had previously been treaty-bound to protect the trade road as it passed through the forests at the southern end of Winter's Teeth Pass. In 2430 IC, Imperial Grand Marshal Hetzer took the unprecedented step of assigning three companies of Imperial troops to garrison duty in Mortensholm under the command of the Steinkuhlers. Along with the Princes' own troops and an superior though assorted contingent of mercenaries, these troops were to guarantee the security of the trade road and protect this vital route into The Empire.

There is a ready market in the Border Princes for weapons, skilled mercenaries and other military items, as well as manufactured items of most kinds. Skins and furs from the Black Mountains and foothills are regularly for sale in Kreutzhofen, and sometimes exotic goods come in from Araby or even Cathay – these sometimes include items whose legality is dubious.

Despite the Steinkuhlers' efforts to subdue the area around the Winter's Teeth Pass, the journey between Kreutzhofen and Mortensholm is still a hazardous one. Aside from the unexplained appearance of creatures of Chaos after the Orc invasion, the forests and slopes of the Yetzin valley are home to bandits, wolves, Goblins and many other dangers. Only a sizeable and well-armed merchant caravan can travel this route with any real confidence.



KREUTZHOFEN TODAY

This adventure pack assumes that the present date is 2515 IC – after the culminating events of the **Enemy Within** campaign, which are presented in **Empire in Flames**. The current Emperor is Heinrich I, the successor to Emperor Karl-Franz, and the current ruler of the County of Wissenland is Countess Etelka Pfeifraucher, who succeeded her grandfather Bruno in 2513 (her father – Bruno's son – died in 2508). Wissenland is attached to the City-State of Nuln, whose ruler – Countess Emmanuelle Krieglitz-Untermensch – is Empress, married to Heinrich I. If, for any reason, you want to use this adventure pack at a date before 2515 – if you want characters to go on into the **Enemy Within** campaign, for instance – then you can do so quite easily. You will just need to change the odd name or other detail here and there.

Today, Kreutzhofen is relatively busy and prosperous, but not outstandingly so. Since Imperial reunification, the Jouinard-Helmgart-Bögenhafen route has taken over most of The Empire's trade with Bretonnia, being a much shorter route to Altdorf and the Reik river system. The dangers of the Yetzin valley have depressed trade along the Winter's Teeth route, although efforts are continuing to clear the valley of monsters. Trade with Tilea is reasonably steady, but there are rumours of another petty war brewing between the city-states of the north, and there have

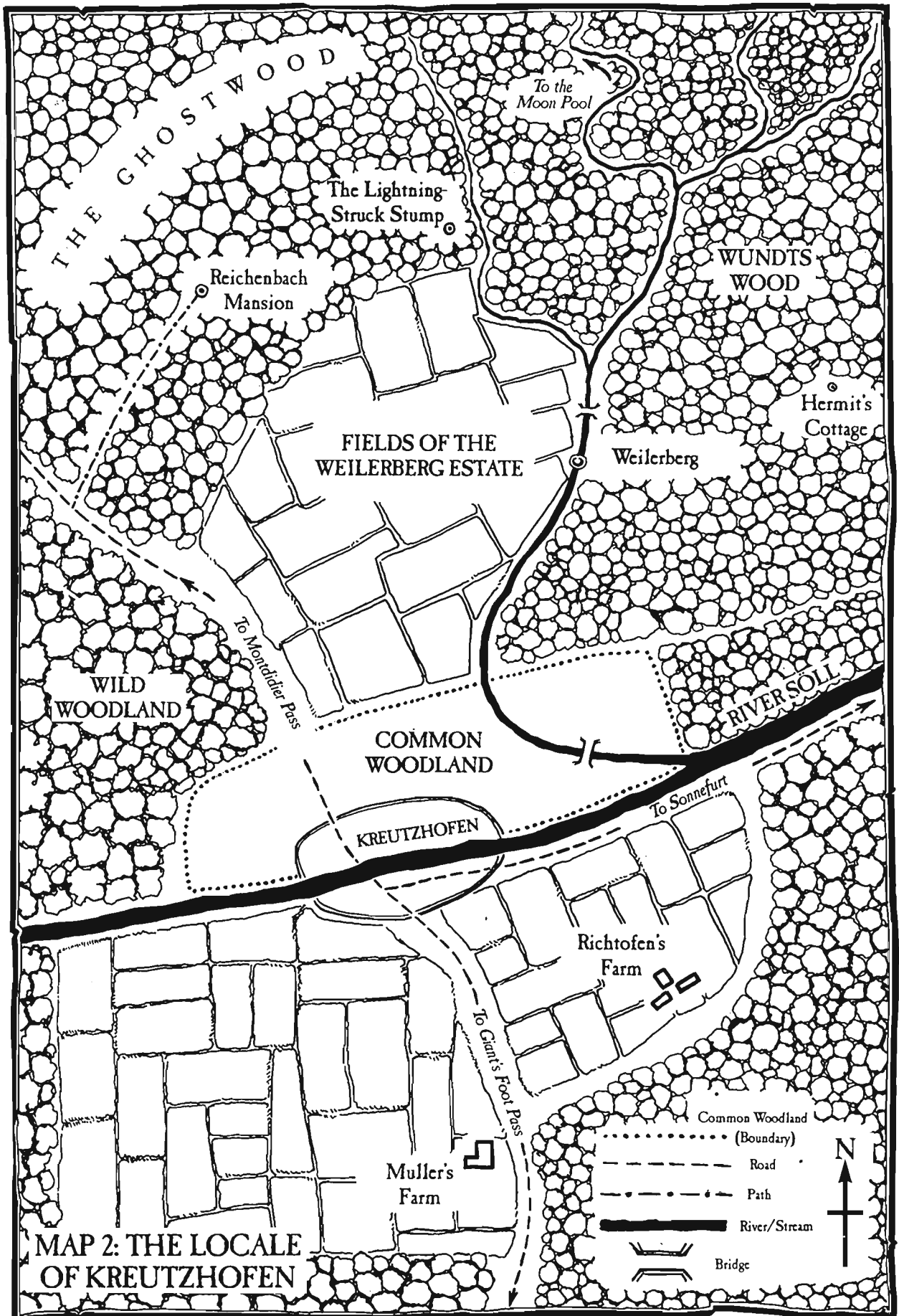
been reports of Skaven being sighted in the tunnels around Alimento. These and other factors have ensured that, despite its strategic position, Kreutzhofen remains a fairly small community.

The military population of Kreutzhofen has also been diminished as Mortensholm has been strengthened. Today, only Captain Trottel and a handful of militia remain in Kreutzhofen. With almost nothing to do, they are bored and ill-tempered. The village is overseen by a magistrate (the Dorfrichter) who is appointed by the Pfeifraucher family. He looks after levying taxes on imports and exports, and also the taxes levied upon the people of Kreutzhofen. The Dorfrichter is also responsible for law and order in the village. In time of need, he can call on the militia for help, but the village Watch is usually sufficient.

A few folk in Kreutzhofen own their own homes. Some of the others are tenants of homes owned by the Pfeifrauchers and administered by the Dorfrichter. However, many others have their homes or commercial properties owned by a single landlord, the hated Josef Gierig. This shrewd and manipulative businessman has managed to acquire all the leases owned by the Reichenbach family at the time of their demise, and he now owns a good part of Kreutzhofen.

Life in Kreutzhofen is good. Generally safe from marauding monsters and civil disturbances, the people of this village ply their trades in relative peace and prosperity. They are tolerant, liberal and kindly folk. The next section introduces them in detail.





MAP 2: THE LOCALE OF KREUTZHOFEN

A GAZETEER OF KREUTZHOFEN

This chapter gives you full information on the residents and buildings of Kreutzhofen and the nearby hamlet of Weilerburg, plus some occasional visitors and local festivals and customs. Full game information can be found in the *Profiles* section at the end of the book.

The possessions listed there are only what a character might have with him (or her) when encountered casually, and the building descriptions in this chapter only mention especially valuable or interesting items – there isn't room in this book to give a full inventory of contents for every building in both villages. You will want to decide whether or not a building contains its owner's life savings or other valuables if the adventurers try to break in.

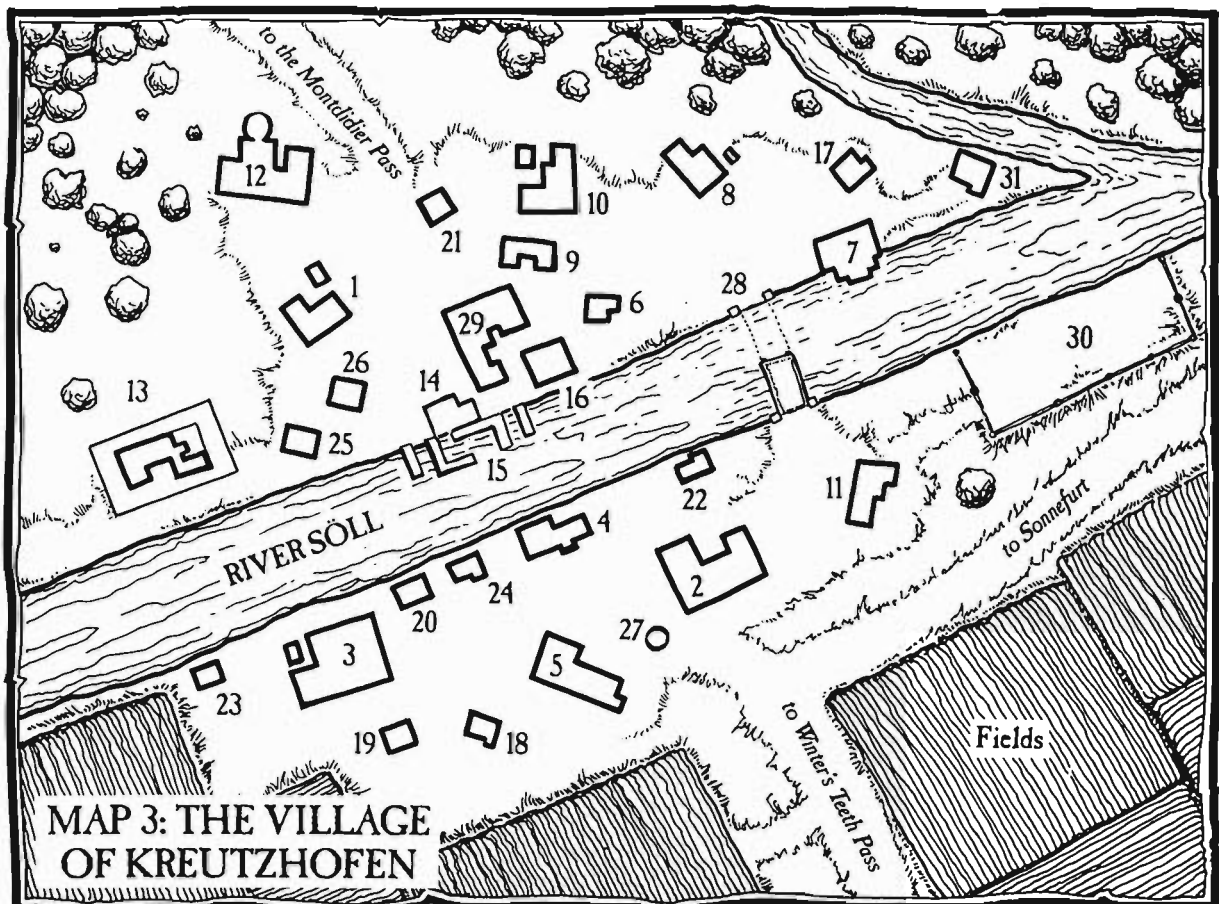
KREUTZHOFEN (MAPS 2,3)

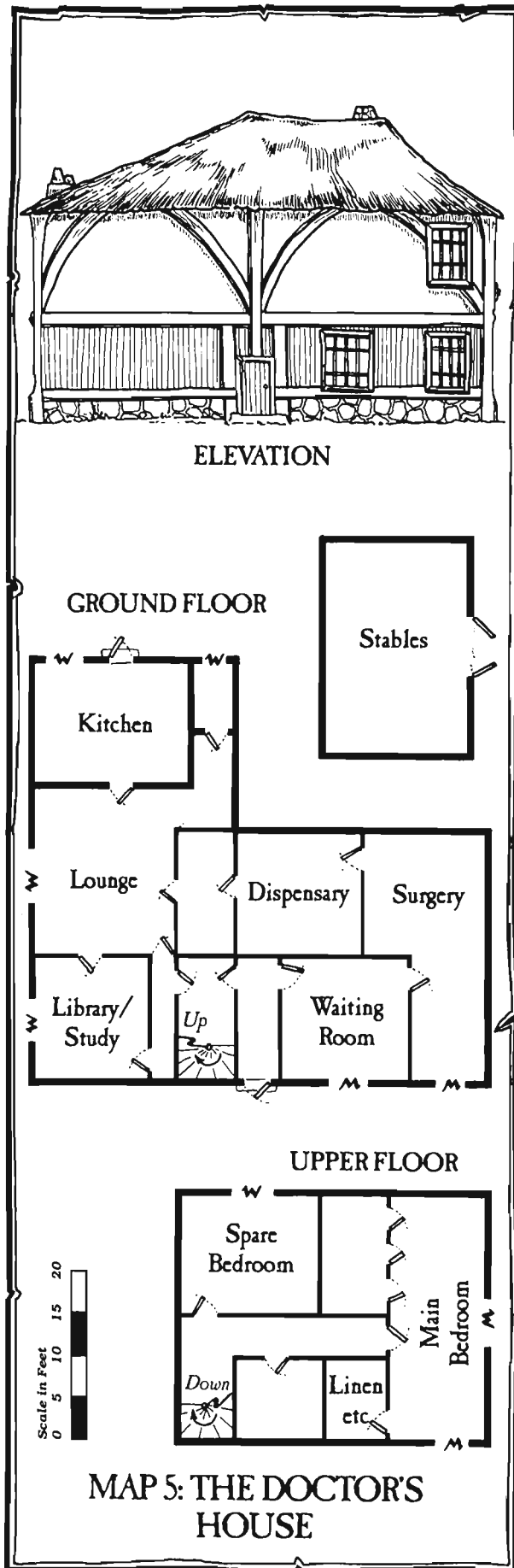
1. Doctor Entesang (Map 5)

Jakob Entesang's surgery hours are from 2 pm to 5 pm in his surgery. He does not, however, receive visitors in the other parts of his house, and the curtains are normally kept drawn.

The Doctor is not an easy man to draw into conversation, but the adventurers may be able to draw him out and discover that he once practised medicine in Marienburg. This is true, but he was only there briefly (2509-2511 IC). He was forced to flee because of unlawful anatomical experiments, and moved on to Middenheim (2512-2513 IC), whence he arrived in Kreutzhofen early in 2513. Records in the Temple of Ulric at Middenheim (*very hard to get at!*) have him officially listed as being suspected of necromancy. He has also made extensive use of aliases: in Marienburg he used his real name of Jakob Schachtel, and in Middenheim he used the name Jakob Schneider.

The Doctor is still up to no good. His faithful





manservant Igor is installed in a secret laboratory in the ruined Reichenbach Mansion (see *The Curse of the Reichenbachs* for further details). At night, Doctor Entesang sneaks away from his home in the village to work on a horrific new experiment – the creation of artificial life. In the course of this experiment, the Doctor has employed the services of Boris Hippler the grave robber.

Jakob Entesang's home contains no clues about his experiments. A locked coffer in his study contains ingredients for various spells – silver keys (*Open*), tiny brass bells (*Magic Alarm*), a leather pouch of Goblin ribs (*Cause Animosity*), and the like. This is the only clue to his wizardly skills, which are certainly not common knowledge. He also keeps a horse and cart in a small stable at the back of his house. These are officially for visits to Weilerberg, but they are also useful for taking corpses provided by Boris Hippler out to the Reichenbach mansion for his experiments.

2. The Black Eagle Inn (Map 6)

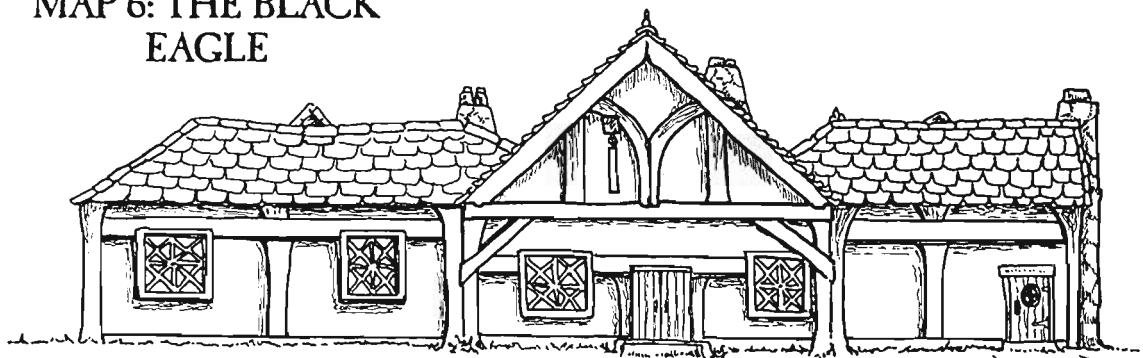
This hostelry accommodates up to 20 people in 4 single rooms, 4 double rooms and a small common room with an eight-person capacity. The landlord is Johann Silber, a retired sailor who is very popular with the people of Kreutzhofen. It is a common joke among the Kreutzhofers that Johann used to be a pirate, and they usually regale outsiders with this claim before laughing it off. "Why, he were second mate to Black Jacques", they will say, referring to an infamous Brettonian pirate who was executed at Brionne in 2512. Johann looks uncomfortable at this ribbing (I test to notice this) – and while he laughs the joke off as best he can, it is true.

Johann's barmaid, Annalise Hoffer, lives in on the premises – a matter of great interest to the local gossips. There are also two virtually permanent residents, Anders Weber and Gerhardt Stutzer. In exchange for a reduced rent, these two help Johann around the inn, hefting barrels, cleaning up, and similar work. They work in the fields in summer, and also get casual work at the wharf when barges tie up there.

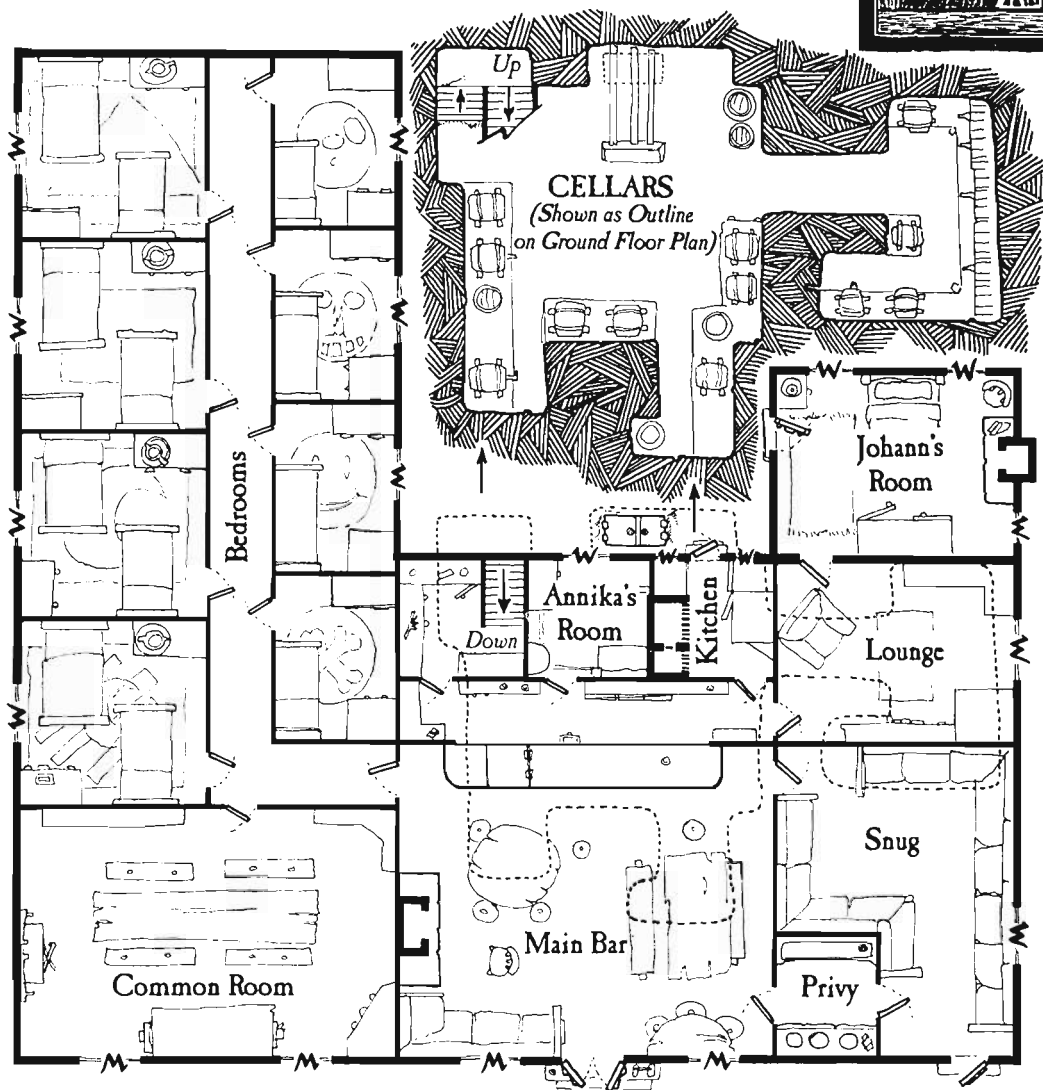
Bed and breakfast at the Black Eagle costs 14/- per person for a single room, 12/- per person for a double, and 4/- in the common room. Lunch is 6/- and dinner is 8/6; few people eat their meals here, so catering for a group of any size may be hard for Johann. The meals are cooked to order by Britt Stollenberg; the fare is simple, but always good. The beer is brewed in Kreutzhofen by Andreas Sauler.

Recently, some of the Tilean sindacistas have begun patronising the Black Eagle. This began when Benito Sangiovesi was forced to close his restaurant temporarily owing to illness, and the habit has lasted – the Tileans have acquired a taste for the Eagle's board of fare.

MAP 6: THE BLACK EAGLE



Scale in Feet
0 5 10 15 20



3. The Helmsman (Map 7)

This hostelry is somewhat above the level of the Black Eagle. The proprietor is Ralf Gross, whose family has lived in Kreutzhofen for nearly three centuries. His wife Eva does most of the cooking, and his sons Edgar and Konrad help around the inn. There is also one permanent resident here, Thomas Schutz the watchman, who works on night duty. His two guard dogs are kenneled outside, and are very well-trained – they only attack people if told to do so! He pays a reduced (half price) board as a regular customer. Finally, Ralf's very formidable grandmother lives in, and she is one of the three great gossips of the village, together with Gretchen Klatsch and Gudrun Mangel.

Ralf's brother Boris is a member of the Watch, and helps out as barman in the evenings. Young Etelka Schmidt, daughter of the village handyman Nikolaus, has just started to help Eva during the day – changing sheets, cooking, and the like.

The Helmsman has 8 single room (17/6) and 10 double rooms (14/-); prices include breakfast. Lunch (7/6) and dinner (10/-) are also available. There are also three large 'suites', which can comfortably accommodate 4 people (or, more often, one wealthy merchant, a flunkie, and a bodyguard); these cost 30/ – per night, including breakfast. Finally, there is a large meeting room which is used by groups of merchants from time to time.

The Helmsman tends to cater for merchants and traders passing through Kreutzhofen, while the Black Eagle is preferred by the villagers and those working a passage through. This should be an amicable division, but it isn't. Recently, Ralf Gross has taken to ordering barrels of Bugman's Ales from their brewery in Wusterburg, much to the chagrin of Andreas Saufer the village brewer. Gross sells Saufer's ale too, but many locals are changing to Bugman's and Saufer is an unhappy man.

4. Saufer's Brewery

Andreas Saufer and his wife Berta brew ales which have sold well locally, and they also sell some to merchants from Mortensholm to the south. The competition from Bugman's imports isn't enhancing their peace of mind, however. Their deep cellar is cool all the year round, and they are able to make a little extra money by storing wines and cheeses for merchants and local farmers.

The Saufers are a happy couple, but they have problems with their son Emmerich. He spends a lot of time with Hans Artblant, who is generally recognised as 'bad company'. Hans has taught the boy some of his thieving abilities, and has even sent him out to cut the pursestrings of some Tilean sailors and merchants. The Saufers don't realise this, but they are worried that their son is associating with Hans.

5. Stables and Smithy

Viktor Schmidt's stables accommodate the horses and mules of the overland traders who pass through Kreutzhofen; he can also take in a waggon or two if necessary. Viktor is also the village handyman, and can shoe a horse, make or repair a harness, and even turn out simple tools and utensils. Viktor has two brothers – the twins Jakob and Nikolaus – and Jakob lives and works with Viktor.

Viktor had to travel to Miragliano last year to settle the affairs of a distant relative. The case turned out to be a complex one, keeping him away for some time. During his stay in Tilea he met and married his Tilean wife Carmen, a sultry beauty with whom he is utterly and deeply in love.

Carmen's literacy and good business sense make her an asset to his business as well as his personal life, and most of the male villagers agree that she is a very welcome addition to Kreutzhofen.

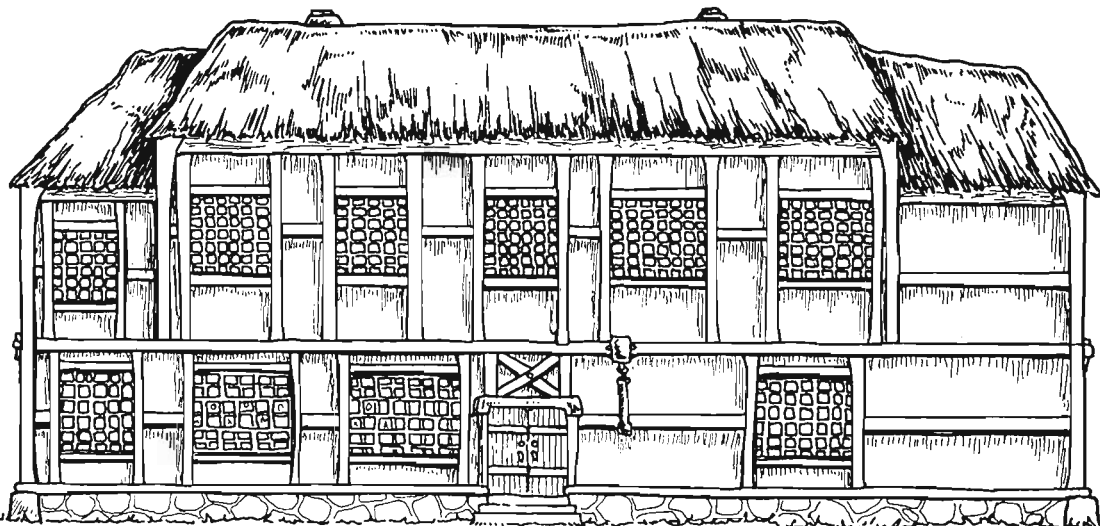
6. General Store (Map 8)

The village store is run by the sisters Brunhilde and Selena Diesedorff, who took over when their cousin Helmut retired due to illness in 2507. He died the following year. The sisters came from Nuln to make a new life here, and Brunhilde's no-nonsense management has ensured the continuing success of the business. Having lived in Kreutzhofen village for 'only' eight years, the two are still regarded as outsiders by some of the older villagers, but they are generally accepted and have become an important part of village life.

The store has a surprisingly wide range of stock; add D20% to the chance of finding any particular item here. Specialised items, such as weapons, armour and spell components, are not generally sold here, but the store does have a small selection of daggers, slings and quarterstaves.

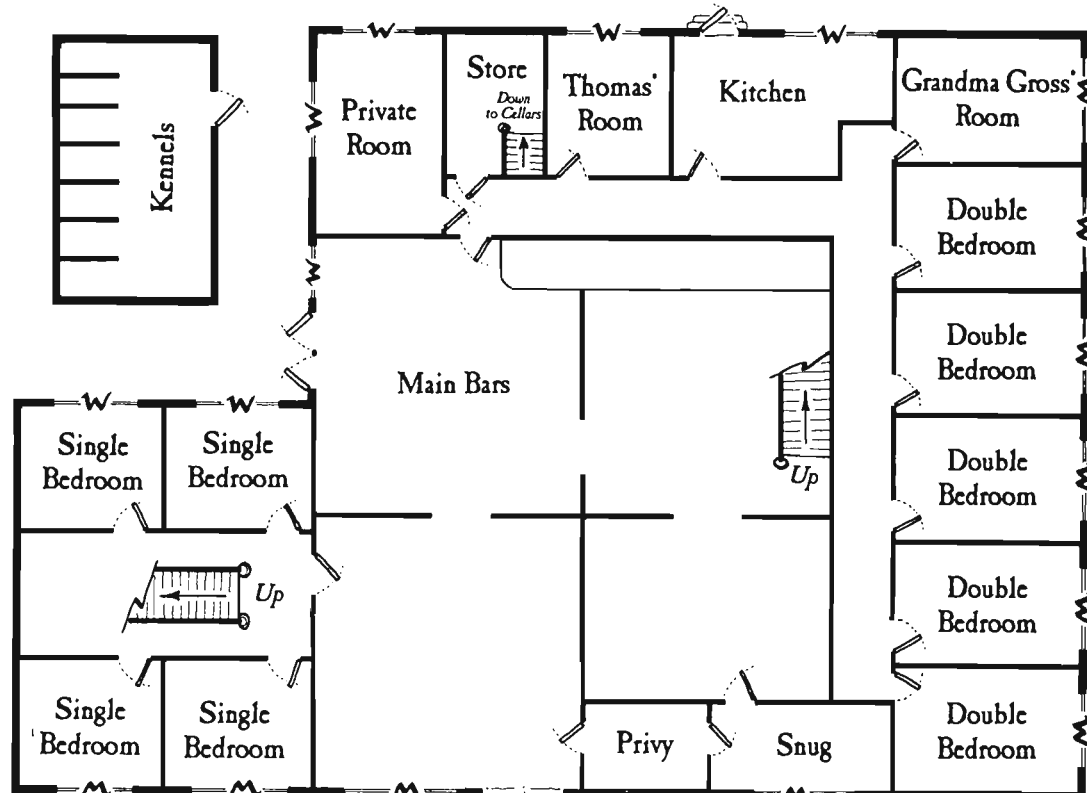
Brunhilde was once married, but her husband left her for a dancer from Cathay and she has brought up her son Gunther alone. This experience has left her bitter and a little sharp-tongued, and she is known throughout the village as a hard bargainer. Gunther still helps around the store, but unknown to Brunhilde he spends much of his spare time mixing with the Tilean sindacistas. He is impressed by the boasting and liveliness of the Tileans, and likes to pretend he is an apprentice racketeer attached to some nameless Tilean organisation – a fantasy which may get him into considerable trouble.

Selena is a quiet, unworldly character with a studious nature – a distinct contrast from her abrasive sister. She is currently being courted by Jakob Schmidt – unknown to Brunhilde, who would probably make both their lives a misery if she found out.

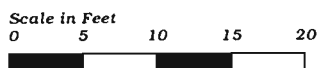


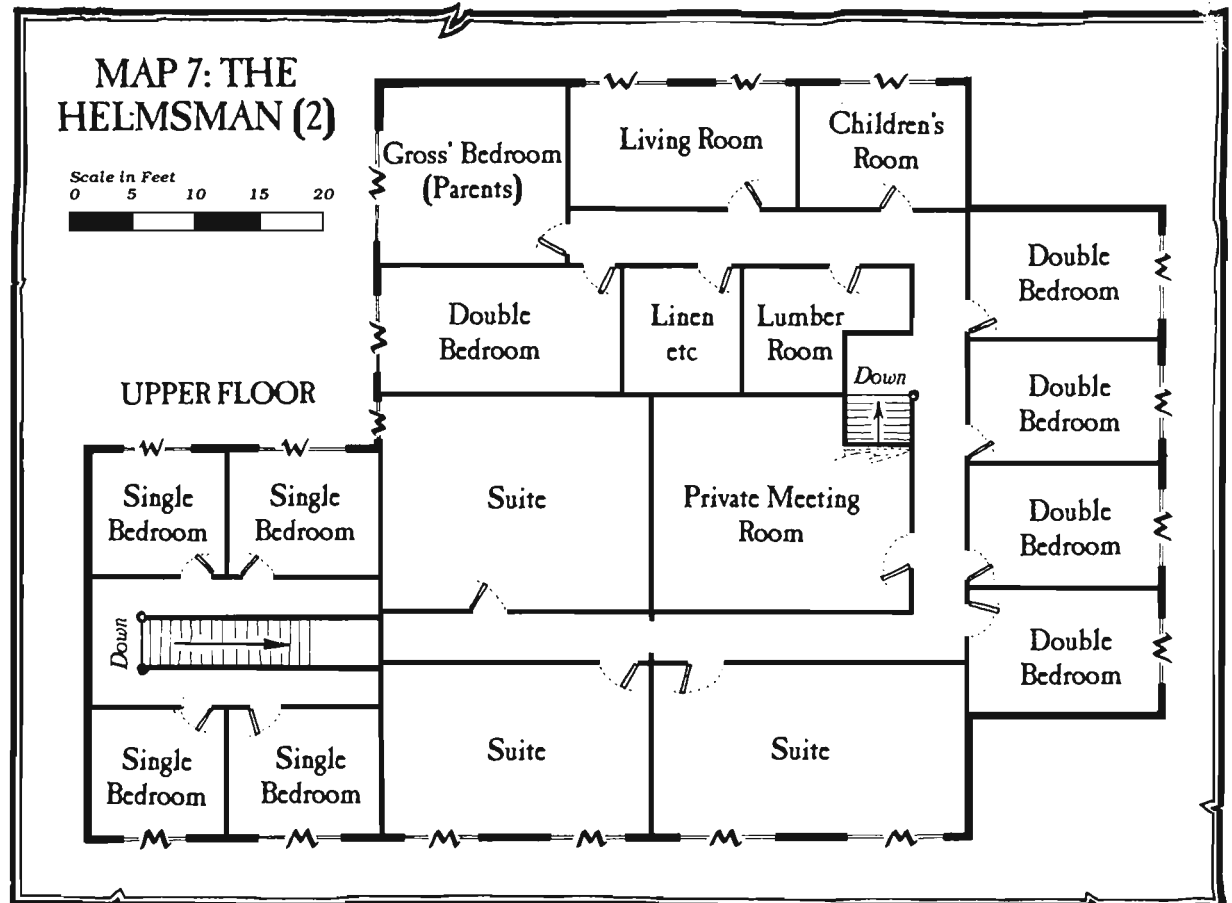
ELEVATION

MAP 7: THE HELMSMAN (I)



GROUND FLOOR





7. The Mill

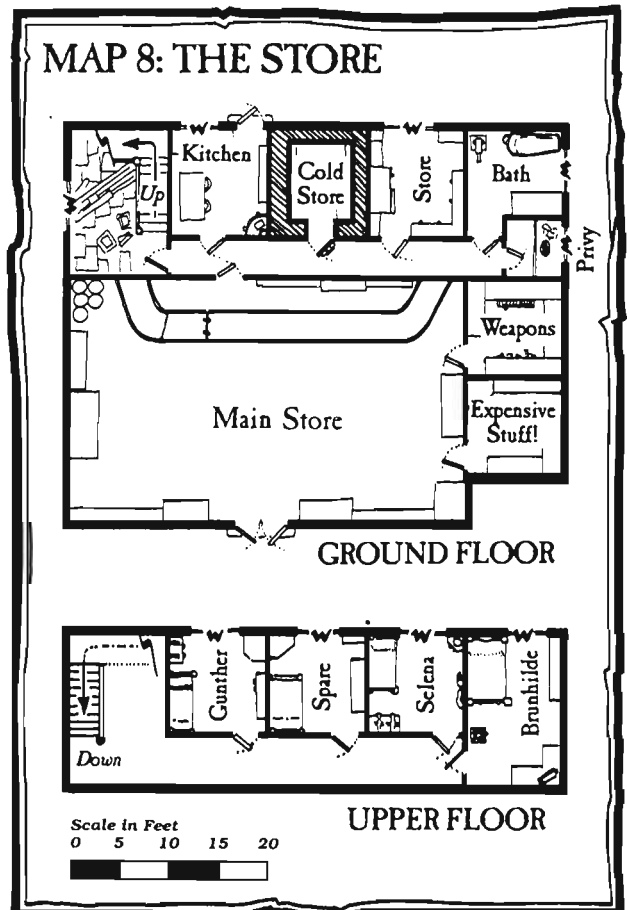
Kastor Kroeber inherited the mill from his father Kastor the Elder in 2506, when the old man died in an outbreak of plague. Kastor finds it hard work to keep the mill going, especially since a childhood accident which has left him partly crippled with a crushed foot. He is helped by his wife Helena, a cousin of the Schmidt family, and the Schmidt men sometimes help out when Kastor finds things difficult.

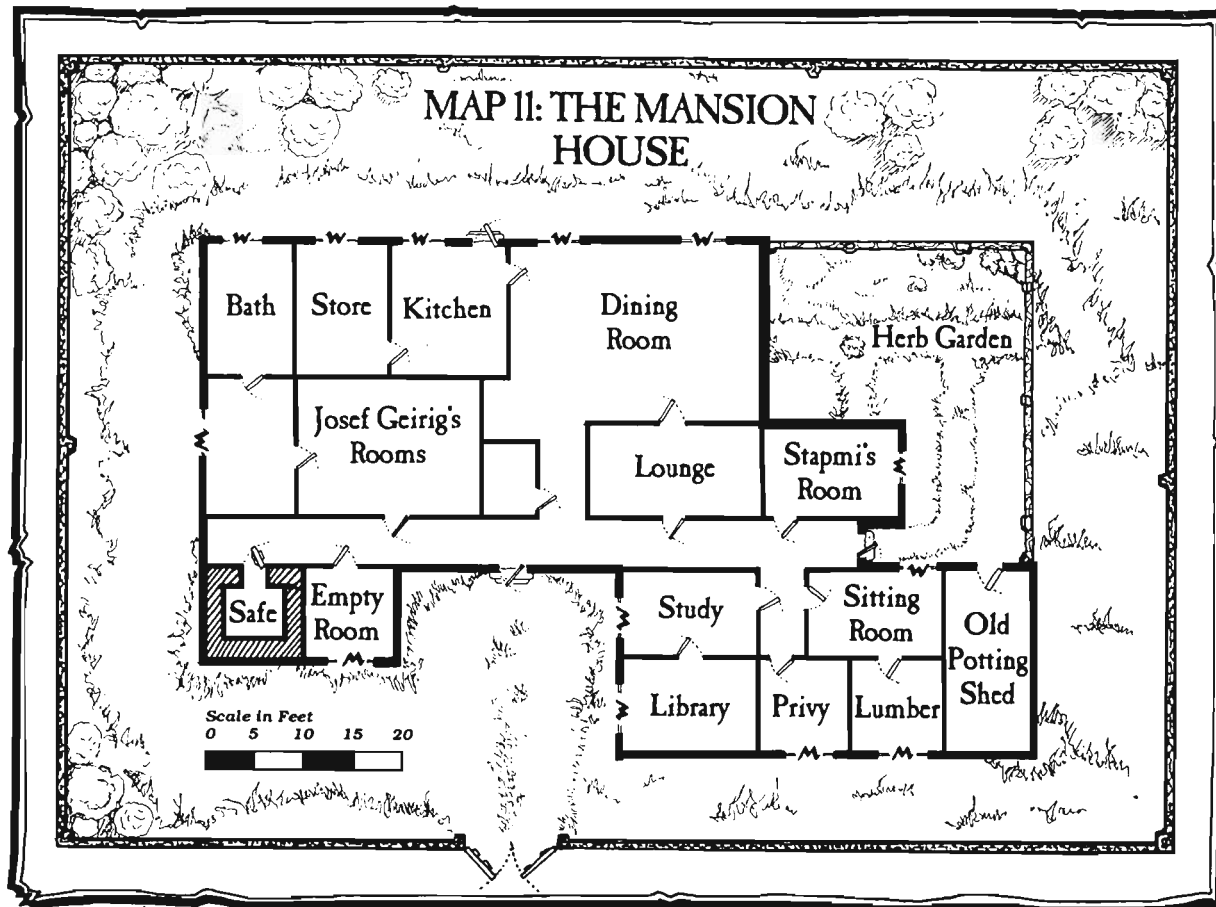
However, it sometimes seems to Kastor that he is fighting a losing battle. The combination of his injury – which flares into excruciating arthritis in cold, wet weather – the failing business, and his childless marriage has made Kastor a very gloomy man, looking older than his years.

8. Bakery

The villagers baked their own bread until the arrival of Armand Boulanger in 2511. He bought a property which had stood vacant since the last Goblin raid, and is doing a roaring trade – both with the villagers and the travellers who pass through Kreutzhofen.

Armand bakes pastries and the like for the Tilean restaurant and the two inns, and hard rye bread (which he *hates*) for buyers from Mortensholm. The Kreutzhofers like the excitable, lively Armand. His





JOSEF GIERIG'S PROPERTIES

The Mill: Kastor Kroeber has been forced to take out a loan with Gierig, secured against 25% of his property. If he cannot pay back the money within a year (and he almost certainly won't be able to), Gierig will own the 25% share.

The Bakery: Left empty after a Goblin raid, the property reverted to the Pfeifrauchers, and Gierig purchased it. Armand rents the house from him, but a sub-clause in the contract gives him the right to evict the Bretonnians at any time, without prior warning.

The Artists' Colony: Bought from the Lindenthal family, now let on short rentals. Although Asterellion has a year's lease, a sub-clause allows Gierig to evict him at any time, without warning.

The Mansion House: Bought by Gierig when he first moved to Kreutzhofen in 2506.

The Wharves: The ownership of the wharves is a complicated matter. Technically, they belong to the Pfeifraucher family and are let to the village

Bargewright at a peppercorn rent – the title of Bargewright being awarded by the Dorfrichter. However, Gierig bought up all the adjoining buildings (including Gretchen's home), so that now he controls the right of way on every approach to the wharves. So far, Gierig has not tried to use the potential power this gives him.

The Restaurant: Gierig owns 50% of this and is in partnership with Sangiovesi, although the two dislike each other and Sangiovesi cheats on Gierig.

The Drall Home: Bought up from Helmut Drall, a ne'er-do-well gambling man who died in an accident shortly afterward. Widow Drall and Petra are struggling to pay the rent Gierig demands, but are too proud to let their neighbours know what has happened. Gierig is using threats of eviction to back up his unwelcome advances to Petra.

The Kruppel Home: Bought after the plague and rented to the old man, who has a fair military pension to support him.

pretty wife Dominique is also well-liked, and their twin children Alain and Jean-Paul are well-behaved and often patted on the head by the older women of the village (much to their annoyance).

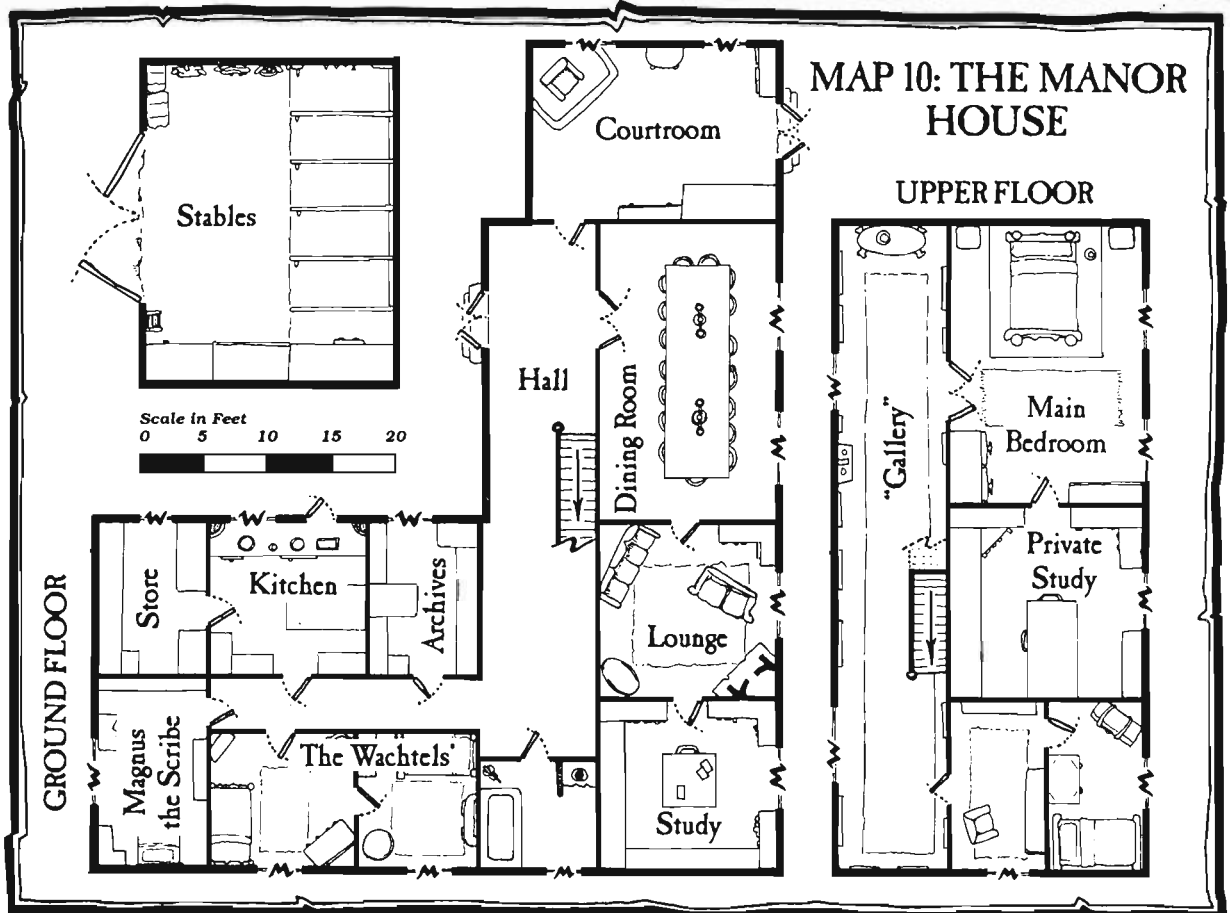
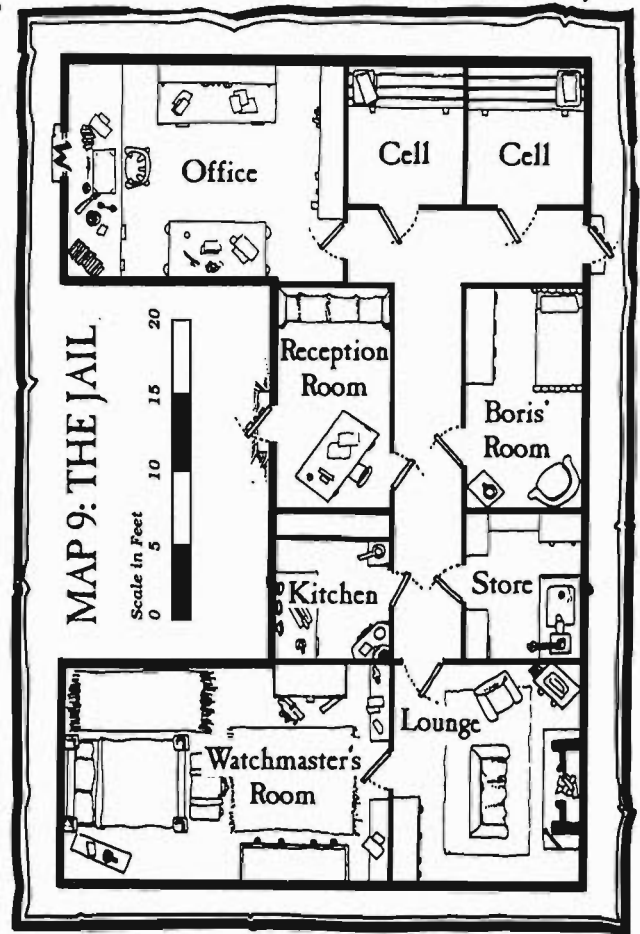
Armand is having a secret affair with the village beauty, Britt Stollenberg, and her brothers would lynch him if they ever found out.

9. Watch-house and Jail (Map 9)

The village Watch is responsible for keeping order on a day-to-day basis. The Watch-house has a pair of holding cells, and people accused of any significant crime are held here while arrangements are made to send them to Wissenburg or Nuln for trial.

Watch Captain Hugo Becker shares the premises with Boris Gross – when Boris is not helping out at the Helmsman Inn. The other full-time Watchman, Kaspar Erdheim, lives with his mother Gretchen the bargewright, and only really acts as a Watchman when called upon.

This small group is capable of taking care of any everyday problems in Kreutzhofen; these are usually no more serious than a runaway child or a couple of drunks in the evening. Hugo has the power to deputize Watchmen as necessary in the event of a serious civil disturbance.



10. The Manor House (Map 10)

This imposing building is not officially the Manor House – that distinction belongs to the ruins of the Reichenbach mansion – but it is generally known by that title – not least because the villagers want to forget about the Reichenbachs. It is occupied by the Dorfrichter, the magistrate appointed by the Count of Wissenland to look after the running of the village. Sigismund Klippel is one of the most important men in Kreutzhofen; among other duties he is appointed to oversee the Watch Captain, the militia leader, and such matters as the collection of taxes.

Sigismund Klippel is a scholarly man, who enjoys passing his plentiful spare time reading and writing to the many scholars he knows in The Empire, Tilea and Brettonia. He is always interested in any unusual or exotic goods brought into the village, and he has an interesting – if rather jumbled – collection of antiques and bric-a-brac in his home. He spends much of time trying to keep Leni Wachtel, Bruno's wife and the housekeeper, from dusting them.

In the village, Klippel is nearly always accompanied by Bruno Wachtel, his bodyguard. People do not readily argue with the tall, powerfully-built Wachtel; the combination of his brute strength with the Dorfrichter's charm means that the administration of the village runs very smoothly indeed! Klippel can, of course, call on the Watch for assistance, and in an emergency he has the power to draft all able-bodied villagers into the Watch under his command.

Klippel also employs a young scribe, Magnus Dunn, to deal with the paperwork involved in administering the village, collecting taxes and so on. Magnus is a gloomy soul who reads extremely depressing philosophical books. Of late he has made the odd visit to the artists' colony, and he is currently wallowing happily in the depths of a hopeless love for Mimi Abelard. This is all the more hopeless because he keeps it a closely-guarded personal secret.

11. Militia House

This building is occupied by the absurd, pompous Captain Bruno Trottell and his adjutant Hals Rother. Rother is the brother of Berta Saufer, the brewer's wife. Trottell is on an indefinite posting here, having previously been posted in another backwater, Immelburg, to the east of Kreutzhofen. It is beginning to dawn on the good Captain that someone, somewhere in the Pfeilraucher household has taken against him. With his warhorse and two riding horses quartered in Viktor Schmidt's stables for the foreseeable future, Bruno realises that his prospects for gathering honour and glory are severely limited. Not knowing what else to do, he has fallen back on the dignity of his office, and he gets more pompous by the day.

The military presence in Kreutzhofen has been greatly weakened recently. One drain has been the

posting of troops to Mortensholm, and the other was the great civil war which preceded the accession of Emperor Heinrich I in 2514, only a year ago. Now, only Trottell and his adjutant remain. Angry letters pleading for reinforcements have gone unanswered, and although the Captain planned to travel to Nuln to protest in person, he has recently realised that this would halve the strength of the village militia, which has presented him with a dilemma. Can he be spared from the village for long enough to make the journey? The private answer of most Kreutzhofers would most certainly be a resounding yes.

12. The Artists' Colony

This large house stood empty since the elderly Lindenthals (parents of Ludo the notary) died in the plague of 2506. Ludo sold the property to Josef Gierig who had it renovated and now rents it out. The current occupants, who are half-way through a year's lease, are a strange group indeed. They have scandalized the village and given the gossips much to talk about.

The house is actually rented to a Wood Elf from Loren, Asterellion Leafdew. He was a noted poet and actor in Brettonia, and his Sylvan Players touring company was a huge success. However, he has tired of performing and decided to take a year's break to 'rest, recuperate and rekindle the artistic flame'.

Visitors are always welcome at Leafdew Mansions, as Asterellion jokingly calls his temporary home. This gives you an excellent opportunity to invent some really appalling arty types who come and go at depressingly frequent intervals. Two, however, have taken up semi-permanent residence. Mimi Abelard is a petite sculptress from Gisoreux who is usually draped around Asterellion, emphasizing the extreme disparity in their heights. Recently, a large block of Tilean marble arrived for her, and the sound of determined chiselling has been heard in the early hours of the morning.

Jean-Marie Artaud, an aspiring young author, has also recently arrived to write the Great Brettonian Novel. He attempts to talk to the locals, and sometimes 'wuffth it' (he lithpth) at The Helmsman of an Angestag night. Jean-Marie is an intense and deeply sensitive young man, misunderstood by everyone (so he claims) and liked only by a few. The last permanent member of the household is Asterellion's fiery Tilean housekeeper, Maria Gambaccini. These two very dramatic and colourful people get on very well, and Maria even tries mothering the Elf, although he artfully resists this while pretending to let her do it. Maria does not have much to do with the other Tileans in the village, although she is polite to them. For their own part, they whisper of an abandoned husband in Remas and generally regard her with a polite stand-offishness which is unusual for Tileans.

Asterellion is not quite so effete and harmless as he appears. He is actually an agent for the Elven



clans of Loren, watching out for the illegal importation of elven art and artefacts from Brettonia. Human bandits are an increasing problem in the Loren forest, and some will kill Elves purely for their jewellery and other valuables; these are sold to unscrupulous Bretonnian merchants and exported far away from Loren. Asterellion is preparing a report on this matter, but will not shy away from quietly killing anyone he finds engaged in this trade, so long as he can do so without blowing his cover.

13. The Mansion House (Map 11)

This building fairly reeks of wealth and prosperity – a far cry from many of the homes in Kreutzhofen. And well it might, for here lives the feared and hated Josef Gierig, along with his odious Dwarf bodyguard Stapmi Thundergut.

Originally from Talabheim, Gierig is a merchant with interests throughout The Empire and in various other parts of the Old World. He will deal in anything which offers a profit, although he hasn't (yet) been caught in any illegal dealings. He is a miser, a profiteer, completely unprincipled and an absolute swine. A triple-locked strongbox, carefully hidden in a wall alcove in the cellar, contains the money box he loves so much.

Gierig is a major landowner in Kreutzhofen. Visiting the village when his cargoes first arrived here, he realised its potential straight away. The plague of 2506 was a great boon for him, for he was able to buy up a great many properties extremely cheaply. He further extended his hold on the village by lending money to several villagers against the security of their houses – his mastery of fine print has ensured that many other properties are within his grasp. Despite some early protests, there was nothing illegal in what he did, and the Dorflichter was powerless to overturn the contracts.

14. The Bargewright

Gretchen Erdheim took over the title and privileges of village Bargewright from her husband Axel when he was drowned in 2509. A tough, hardy woman, she is skilful and very competent. She is cheerful and lively, and much liked by everyone. Incoming boats are warmly welcomed at almost any time of the day or night, and Gretchen will usually have hot herb tea ready in a few minutes while she wheels a few gold coins' worth of running repairs out of the captain. Last year she built the river barge *Bella Viaggiatore* for a Tilean merchant, and the proceeds have left her fairly prosperous. She has some 500 GCs locked in a metal coffer, hidden below the floorboards of her workshop.

Gretchen's son Kaspar still lives with his mother, although he is hoping to court Petra Drall, and is puzzled by her rebuff. Kaspar helps his mother at her trade and is beginning to learn some of her skills; he is also a member of the Watch. He gets on well with Watch Captain Becker, and is popular

around the village as a likeable and honest young man. He has one unfortunate disability – he suffers hay fever attacks in spring and summer. From Sigmarzeit to Vorgeheim he has a 25% chance per day of suffering from an attack (35% if he was afflicted the previous day); in Nachgeheim and Erntzeit this drops to 15% (25% if he was afflicted the day before). While suffering a hay fever attack, Kaspar receives penalties of -10 to **WS**, **BS**, **I**, and **Dex**.

15. The Wharves (Map 12)

Barges headed for the River of Echoes or the Söll typically moor here for a day or two – longer if the captain is waiting for a buyer or seller from Brettonia, Mortensholm or elsewhere. At night, the barge crews often stay on their vessels to protect them from thieves, but Thomas Schutz the bridgekeeper makes regular rounds of the waterfront, as does the Watch on occasion – and in any case, there is seldom any trouble. At any given time, there may be 0-5 (D6-1) barges securely moored here.

16. Il Taverna Tauro Rosso (Map 13)

Despite its impressive Tilean name, the Imperial and Bretonnian villagers call Benito Sangiovesi's Tilean restaurant and inn the Red Bull, after the sign which hangs outside – a board cut into the shape of a bull's head and painted red. A red bull is the crest of the Cornuti clan, not just *a*, but *the*, powerful family of Miragliano, and the visiting Tilean merchants and sindacistas generally regard this piece of irreverence as a fine joke.

Benito lives on the premises, with his Bretonnian wife Eleonora and his young brother Guido. The inn also boasts five single rooms at 15/- per night including breakfast, and four double rooms at 12/6 per person per night including breakfast. Lunch and dinner can cost from 7/- (a simple two-course pasta meal with a glass of *frizzante*) right up to 5 GCs or even more for a slap-up, no-holds-barred traditional Tilean banquet of eight or more courses, which usually lasts five to six hours (at least).

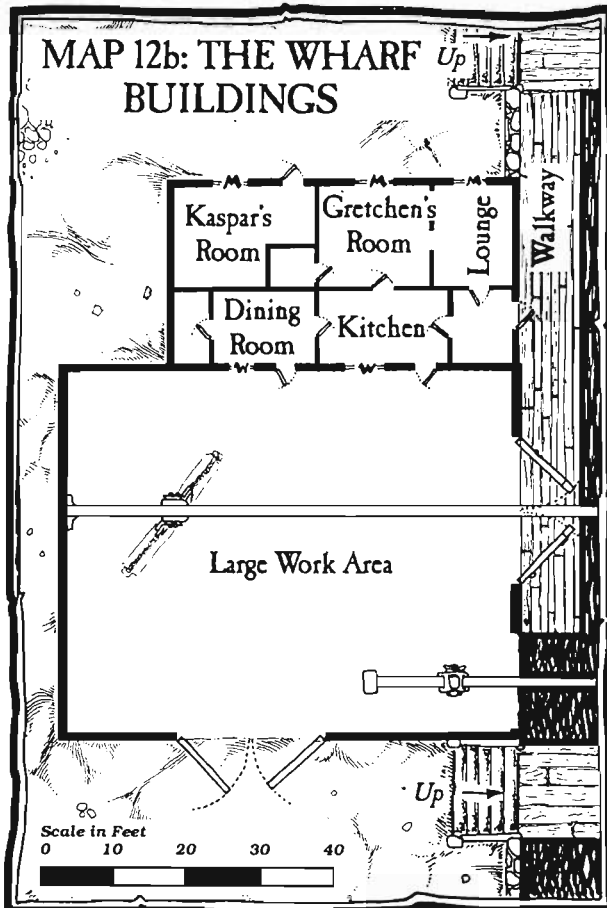
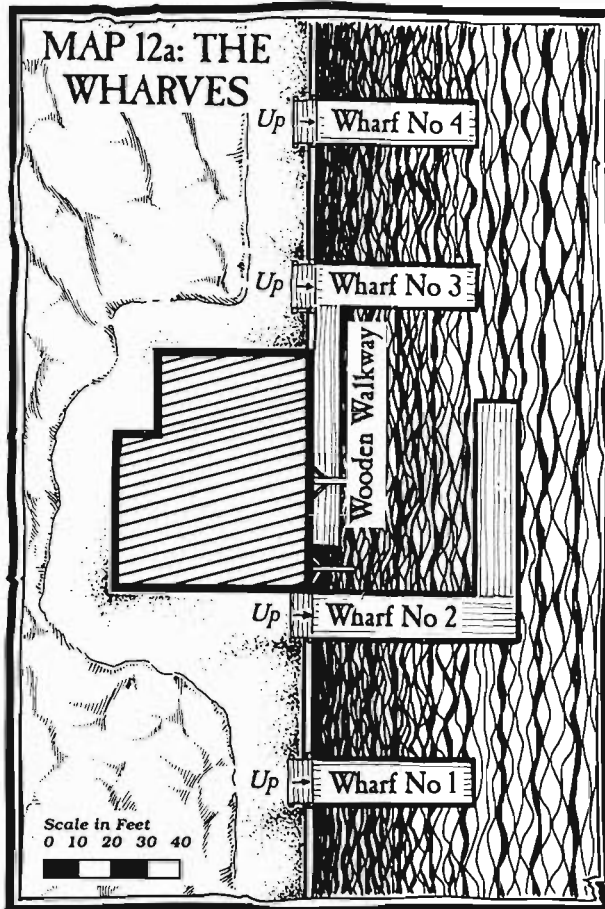
Here are some typical Tilean meals with the approximate price; if the characters examine the bill of fare in the Red Bull, this is the sort of thing they will find:

Coniglio Selvaggio alla Cacciatore – rabbit cooked with oil, vegetables, herbs, and wine. Not bad. Popular with the locals because it's cheap. 8/-.

Anguille del Lago Monticchio – river eels fried and marinated in wine, olive oil, with onions. Good if you like river eels. 10/-.

Soffioncini alla Genovese – savoury dumplings served with eggplant, other vegetables, pasta, and melted cheese. Filling. 11/-.

Pidocchi alla Miraglianese Tartufate – river mussels served with egg, truffles, garlic and parsley in



a rich sauce. Very rich. Popular with visiting Tileans. 22/6.

Capretto allo spiedo – Spit-roasted goat, with vegetables and spices. Good in cold weather. 18/-.

Bolliti misti – served with an egg and herb sauce, this is a mixture of boiled meats. Best not to enquire too closely into where some of the meat came from. Benito admits to using horse from time to time, and local rumour alleges other, less savoury ingredients. The locals stay away from this. 7/-.

Il Tauro Rosso is a happy, bustling restaurant doing good business. The six sindacistas listed in the *Profiles* section are not always present, of course; they are, however, the most likely to be here at any given time. Other Tileans arrive, stay, and sell their wares and pick up cargoes to take home at regular intervals.

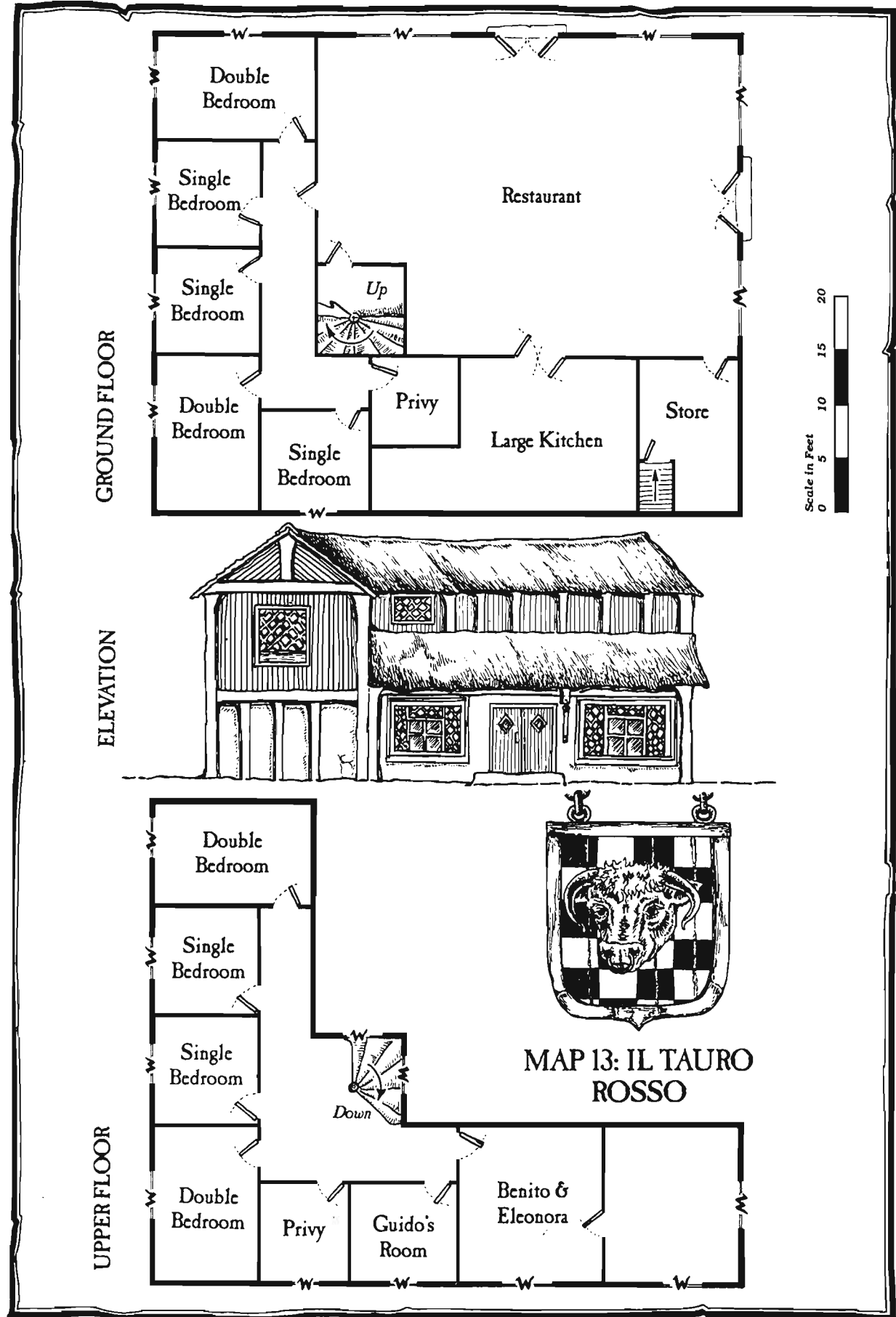
17. The Widow Drall

The Widow Drall is disabled by chronic bronchitis and rheumatism, and her lovely daughter Petra is the only source of support for the household, house-keeping and occasionally helping with waitressing at Il Tauro Rosso. The cottage is obviously poorer than most, although Petra keeps it spotlessly clean. Unknown to anyone else in the village, the Dralls' house is owned by Josef Gierig, and he is using the threat of evicting them in the hope of forcing his attentions upon Petra. She has resisted so far, while continuing to housekeep for him; she can't afford to lose the money. Her position is becoming increasingly desperate.

18. The Notary

Ludovicus Lindenthal, popularly known as Ludo, lives here with his pet cat Luigi (given him by a Tilean bargeman whose cat had kittens *en route*). Ludo is employed by the Dorfrichter to make sure that all contracts and other dealings are properly recorded and witnessed; these form vital evidence in the event of any dispute, as Josef Gierig knows only too well. He visits the Dorfrichter daily with a report on the day's dealings, and often stays to dinner. Being literate, Ludo is interested in the world of scholarship, but he is self-conscious of his lack of formal education. The Dorfrichter is flattered by Ludo's friendliness and enjoys discussing history, scholarship, and suchlike with the keenly attentive young man.

Ludo is also something of a ladies' man, with a weakness for older women. He respects Gretchen Erdheim's work very much, and is strongly attracted to the earthy, no-nonsense lady artisan. As yet, he has – unusually – lacked the courage to invite her for a meal at Il Tauro Rosso, the conventional venue for a first date.





19. The Entertainer

Siggy Katz is a labourer who scrapes a few extra brass and silver coins playing his mandolin or fooling around on public holidays or Angestag nights, entertaining the locals with awful old jokes. Siggy is naturally good-tempered with a winning smile and a pleasant manner. However, depression runs in his family, and from time to time he suffers from very low spirits indeed. He is attentive to pretty young women, but his real desire is to travel the world to distant lands he has only heard of – Cathay, Albion, Araby. Even Estalia would do for a start! Siggy may be lost to the village before much longer; Josef Gierig is biding his time, getting his odious aide Stapmi to keep him informed, and when Siggy looks ready to go Gierig will try to buy his home at a knock-down price.

20. The Handyman

Nikolaus Schmidt lives here with his young daughter Etelka, the apple of his eye. His wife Gretchen died a year ago, and he Nikolaus is only just beginning to get over this loss. He is the brother of Viktor and the twin of Jakob, and their steadfastness – together with Carmen's taking little Etelka under her wing – is the main reason he has not completely given in to depression. Nikolaus does what he can when he can – this maxim applies both to his work and his dealings with other villagers. He is known as a good-hearted soul, always ready to do a favour for a friend in need. He is trying to save money for his little girl's future, and has 55 GCs stashed away under the floorboards in his living room.

21. The Thief

Hans Artblant works as a labourer on the farmlands owned by Theodosius von Eisenstadt, but he tries to supplement his income by dipping into the pockets of drunks and Tileans (*especially* Tileans) of an evening. He is not the world's best thief, and has paid a couple of visits to the jail for petty theft. The local people are well aware of his 'hobby', and may or may not warn strangers about him, according to what kind of impression the strangers have made.

22. The Pensioner

This property is owned by Josef Gierig and rented out to Eckhard Kruppel, a retired scribe from Nuln. His decades in the service of the Krieglitz-Untermensch family have brought him a handsome pension, and he is easily able to afford the rent and the stipend of his pretty nurse Juliane.

Kruppel is a crusty old curmudgeon, who spends his time in his bathchair grumbling about the collapsing morals of today's society especially the young (by his reckoning, anyone under the age of fifty). He is a fervent Sigmar-worshipper, and commends strict religious observance to anyone who will listen. He is only lucid 25% of the time, and is

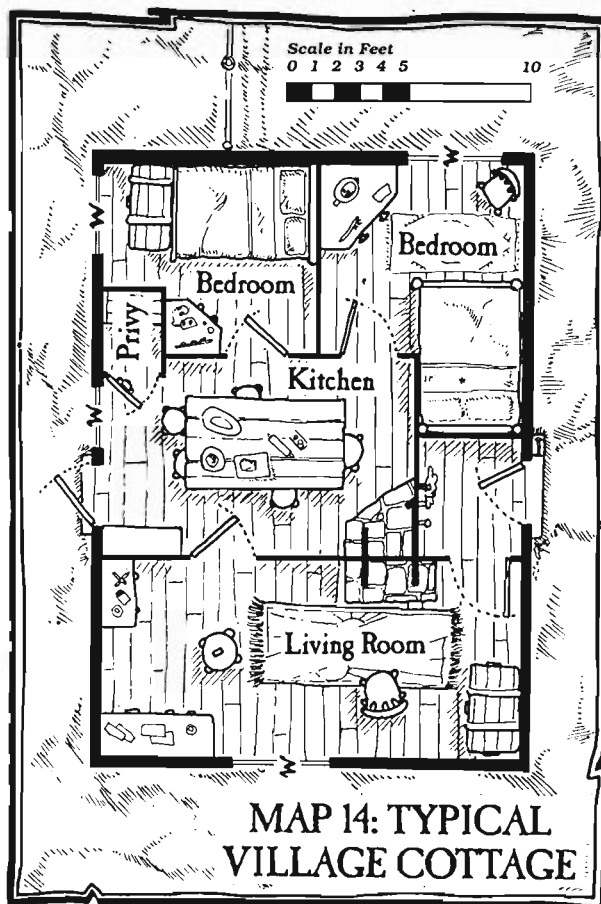
sunk in senile depression the rest of the time (a successful **Fel** test with a -30 modifier can snap him out of it for 1D6 minutes).

Kruppel can be a very useful NPC for adventurers to meet, since he can provide Academic characters with a fair amount of training – if he wants to, that is. You can force characters to put up with long rambling sermons while they wait – weeks – for some useful training. And they should *never* give even a hint of disagreement with his intolerant, reactionary and downright bigoted opinions.

All this contrasts with Juliane's kindly nature. She thinks old Eckhard has a right to be a bit crotchety at his age – being unaware the old man was chief of bailiffs for some time, and had many old people thrown into the streets to starve. Juliane is as lovely as she is kindly, and is well liked around Kreutzhofen.

23. The Daemonologist

Rudolf Furst rents this property from Josef Gierig. He has paid a premium rent for one year in advance, giving instructions that he is writing an academic textbook on theology and wishes not to be disturbed. He brought with him ample writing supplies and a goodly collection of books, so his story seemed a plausible one. The truth is very different.





Furst studied under a noted wizard in Altdorf, but turned to daemonology out of morbid curiosity. Eventually he overstretched himself, as so many Daemonologists do, and summoned a Daemon of Slaanesh which he could not properly command or control. The Daemon mockingly informed the aspirant magician that it could appear and kill him at any time in the future, but for the present it had better things to do.

That was nine months ago. Furst has made the basic mistake of thinking that he can run and hide – fear has affected his judgement. The fearful Daemonologist has been in Kreutzhofen for two months, but he already has the reputation of a recluse. He keeps his curtains drawn all the time, and odd noises have been heard from inside the house. The villagers wonder what this means, but since Furst keeps to himself they aren't too unhappy to have him in their midst. Furst frantically pores over a huge stock of ancient tomes, hunting desperately for some means of avoiding his fate.

24. The Stoltenbergs

This home has been the property of another long-established Kreutzhofen family, the Stoltenbergs, for at least two and a half centuries. The current occupants are brothers Wilhelm and Erich and their sister Britt. Wilhelm and Erich are simple, straightforward men, who work as labourers, drink on weekends, and expect little sister to keep house, cook the food, and wash their clothes. Britt, for her

part, is having a passionate affair with Armand Boulangier – something her brothers would not be at all happy to discover.

25. Gretchen Klatsch the Gossip

Gretchen Klatsch saw her husband and children carried off by the plague of 2506. She was the only survivor of her family, but she has found some friends and consolation in her final years. She gossips all the time with Frau Mangel and old Granmother Gross, and the three seem always to be taking herbal tea or an early-evening schnapps in the home of one or other of them. Gretchen is a devout follower of Sigmar and has a great deal to say about declining moral standard among the young. She is in perfect agreement with Eckhard Kruppel on this point, but the two cannot stand each other – neither will let the other get a word in edgeways. A book kept under her mattress tells of a goodly sum deposited in a bank in Nuln, and she also has an opaque herb jar filled with coins (117 GCs, 81 SS, 105 BPs) in a cupboard in her parlour.

26. Gudrun Mangel the Gossip

Gudrun Mangel's husband died two years ago; her children had already grown up and moved away, so she is left on her own like her friend Gretchen Klatsch. One of her sons became a scholar at the University of Nuln, the other a merchant in Talabheim. Neither of them writes very often, as she will

complain at great length to anyone who listens. Gudrun is the most malicious of the gossips in the village.

27. The Memorial

This is a bronze statue of Count Reinwald Pfeifraucher (2301-2387), standing 9ft tall and holding a scroll before him in a dramatic pose. A bronze plate on the granite plinth bears an inscription – almost illegible beneath layers of verdigris and bird droppings – reading *'In commemoration of Count Reinwald Pfeifraucher, who visited Kreutzhofen IC 2355 and saw to the strengthening of its defences'*. Careful inspection will reveal that lightly scratched beneath the inscription are the words *'an the raisin of the taxis an all'*.

28. The Swing Bridge

This excellent device was built by Dwarven engineers commissioned by the Dorfrichter in 2509. With a complex system of interlocking gears and pulleys, the whole bridge can turn through 90 degrees. Boats are charged a shilling a foot to pass through, and carts and mule trains crossing the bridge are charged a penny a leg; the machinery is maintained by Thomas Schutz, who is also responsible for keeping lamps lit on the bridge at night-time to avoid accidental collisions. At night, the

bridge is normally swung 'shut' – few barges travel after dark.

29. The Warehouses

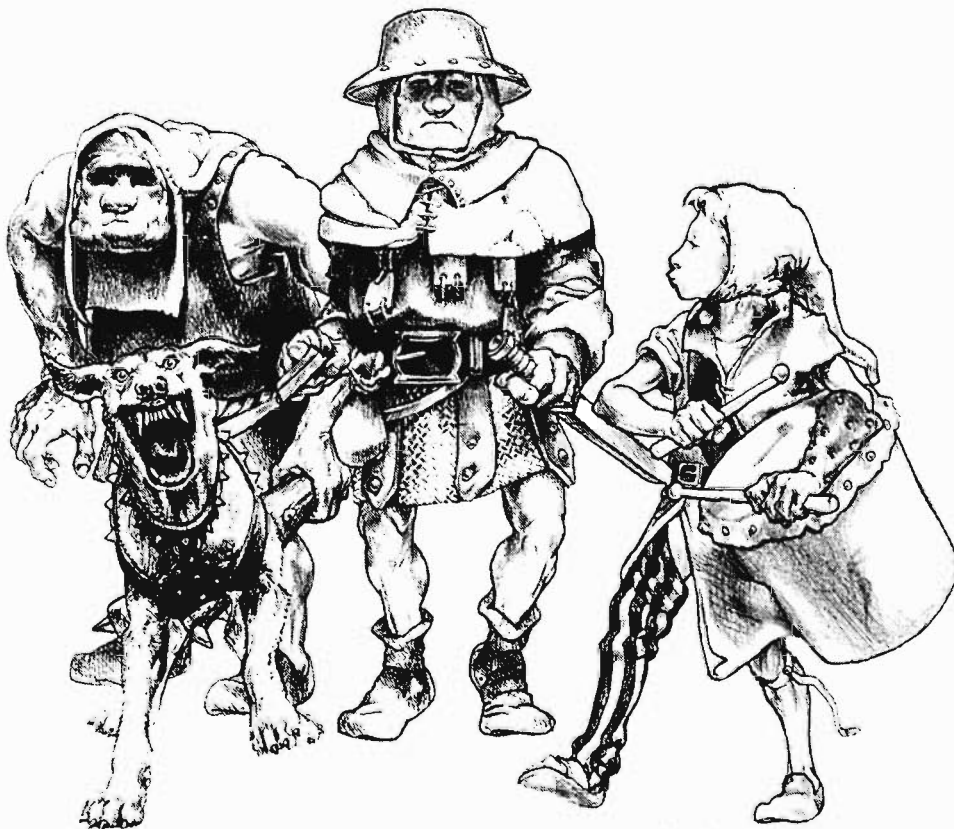
This small complex of buildings is very secure, with strong doors (T 6 D 12) and high, narrow windows (4in wide). Thomas Schutz patrols here at night with his guard dogs, and if he anticipates trouble from outsiders he may employ extra help.

30. The Graveyard

The old gravedigger, August Gruber, died a year ago and is buried here. The current gravedigger, Boris Hippler, lives out at Weilerberg. He comes in when required for funerals, and once a week to tidy up. When he thinks no-one will notice, he is not averse to selling corpses to Doktor Entesang for his experiments.

31. The Hovel

This ramshackle shed is almost out of the village, and is home to Udo Dreckspatz. It is about as appealing as Udo himself. Buried a foot down in the earth below his hovel floor is a pot with 200 SS stashed in it – Udo's nest egg for his old age.



By [illegible]

WEILERBERG (MAP 4)

A little over two miles from Kreutzhofen stands the hamlet of Weilerberg, on a tributary of the river Söll between the Weilerberg Estates and Wundt's Wood. The hamlet is dominated by a large farmhouse, which the locals call "The Count's House".

32. The Count's House

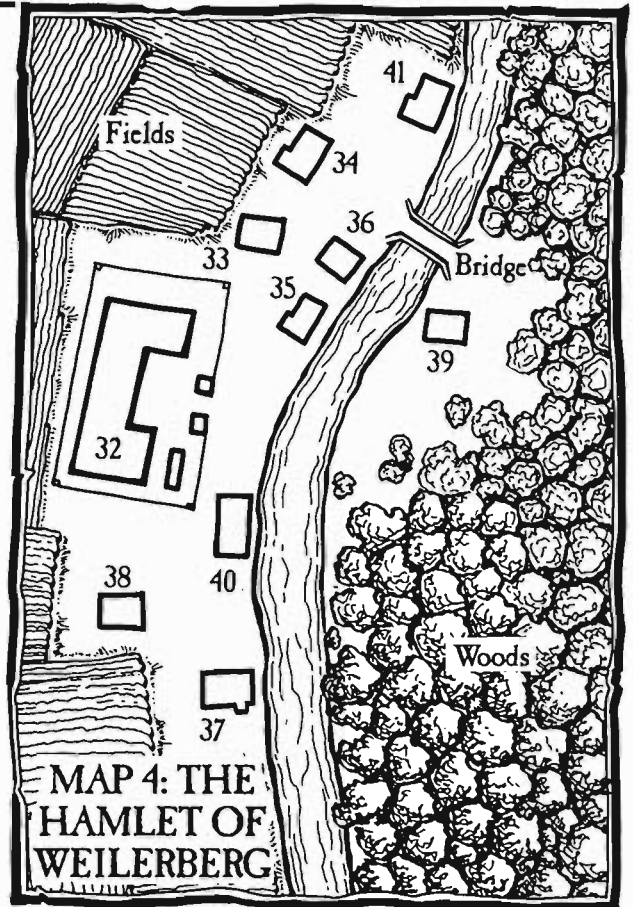
This large, sprawling house is the home of 'Count' Theodosius von Eisenstadt. He is not officially entitled to call himself a Count, but the villagers have taken to using the title and he does nothing to stop them.

A petty noble once in the service of the Viscomte de Quenelles, von Eisenstadt is much-travelled, an officer and gentleman who has served many masters. Now, due to a clerical error in the bureaucracy of Quenelles, he has been wrongly granted an absurdly large pension. He bought the house from the Wundt family (along with Wundt's Wood and the Weilerberg Estates) after their last son moved to Tilea to set up in the spice trade, and since that time he has been immersing himself in the role of a country squire. He spends his time stamping around the village being important, or "huntin', shootin' and fishin'" on his estates, or boring anyone who will listen with fanciful and repetitive tales of his military career.

Among the Count's household is Kaspar Jenninger, a talented falconer who secretly despises his oafish master. Dieter Krankel, his gamekeeper, is a watchful and resourceful man who has the difficult task of keeping the woods stocked with game for Theodosius to slaughter while protecting them from poaching villagers. He suspects that Gotthard Heyer may trespass in Wundt's Wood, and has placed a few mantraps there to catch any poacher or trespasser. Hermione Lurchfoot, an over-excitable Halfling housekeeper and cook who is prone to fainting fits, completes the von Eisenstat household. There will also be some farm labourers around, including villagers listed below and itinerant labour, especially at harvest times.

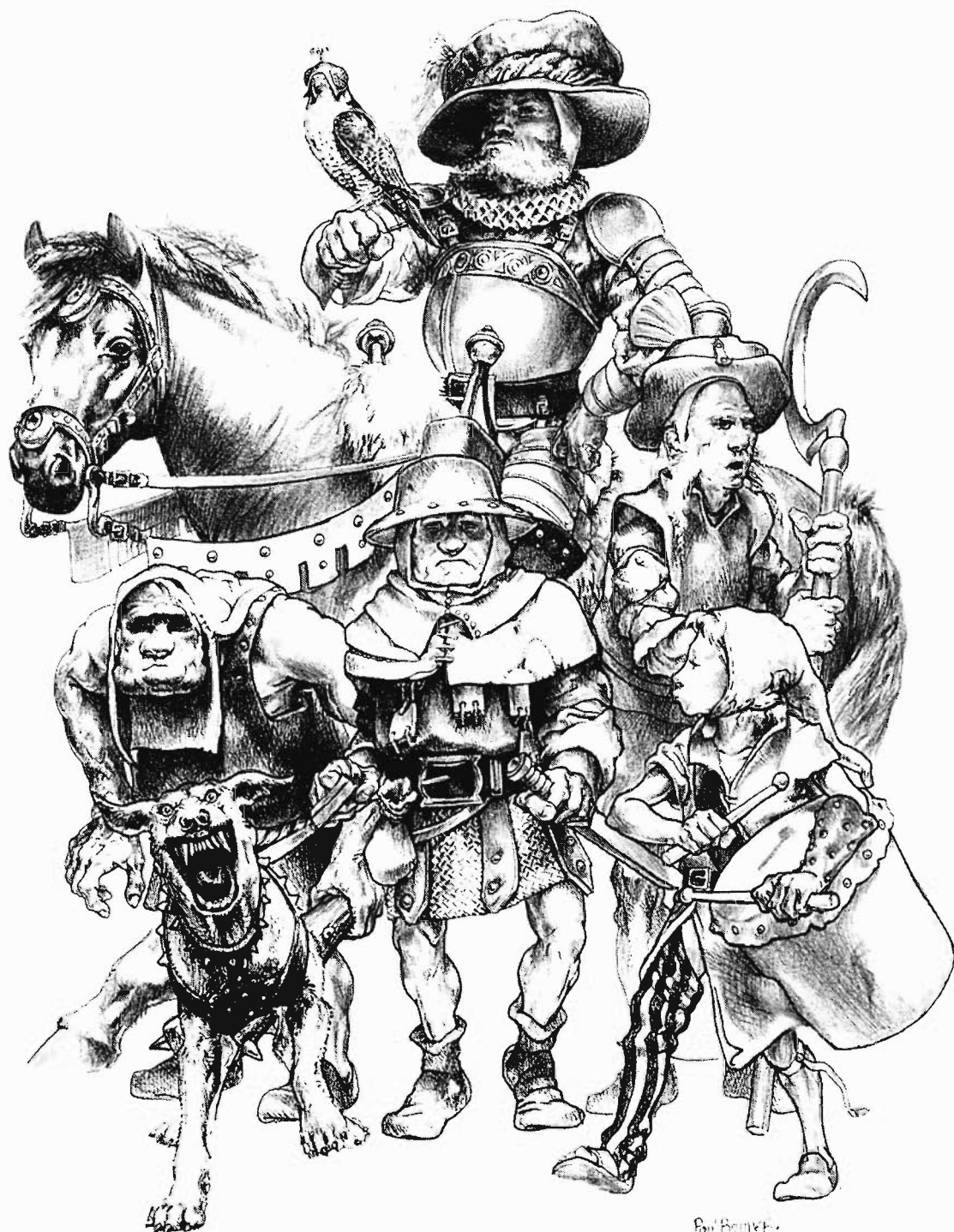
33-37. Villagers' Cottages

The inhabitants of these cottages are all simple labourers who work in the fields of the Weilerberg Estates for most of the year, filling in with a little fishing, trapping, and scavenging for the rest of the time. Due to a very old legal contract, the occupants of the cottages pay peppercorn rents of a shilling a year in return for working the Estates' farmland, and they have small patches of land from which they can make their own livings. The villagers of Weilerberg are as follows – further details can be found in the *Profiles* section.



Cottage Occupants

- | | |
|----|--|
| 33 | Stephan and Gretel Jäger, a young couple without children, rustic and somewhat dim-witted. |
| 34 | Leopold Doof, an unmarried farmer, friendly with the Jägers, but mainly keeps to himself. |
| 35 | Kurt and Helena Lummel, the son of the Lummels next door and the sister of Siggie Katz from Kreutzhofen. Their marriage, which has not been blessed with children, was the result of youthful impetuosity, and Kurt is regretful and bitter about it. The two argue almost non-stop. The sound of their raised voices is occasionally punctuated by sounds of smashing crockery as Helena launches plates at Kurt. |
| 36 | Otto and Tileda Lummel, parents of Kurt. Friendly with most people in the village, apart from their son and daughter-in-law. They hardly ever speak to them, and are saddened by the unhappy marriage. |
| 37 | The brothers Buch, two unmarried farmers, particularly friendly and sociable. They tend to drink excessively at the end of a week's work, but are amiable drunks. Any halfway-decent female adventurers are bound to attract their attentions- friendly but very definitely persistent. |



38. The Gravedigger

The sinister Boris Hippler lives here. He earns his usual wage labouring in the fields, but is also the gravedigger in Kreutzhofen (qv). He quietly supplements his income by selling the occasional body to Doctor Entesang. Since the local population is low, Boris has taken matters into his own hands on occasion, helping strangers home from one of the inns in Kreutzhofen – they always seem to fall in the river and drown... Boris has killed three people in the last four months, and although he is careful to let no-one see him, the Kreutzhofers are becoming alarmed about the number of fatal accidents in their community!

39. The Mercenary

Dagmar Tausk, a striking woman who looks younger than her 30 years, took up residence here not long ago, having inherited the right to the cottage from a cousin, and it's a convenient temporary retreat. Dagmar is a mercenary; during the wars which followed the assassination of Emperor Karl-Franz I she was employed by a militant Sigmarite sect, and was responsible for the deaths of some prominent supporters of the Ulrican faction and friends of the new Emperor Heinrich I. She fears that her deeds may have been discovered, and has retreated to Weilerberg to lay low for a while. She plans to head west on to Brettonia seeking employment sometime in the not-too-near future. Making plans isn't really her strongest point.

Dagmar is easily the richest inhabitant of Weilerberg after 'Count' Theodosius, and although she keeps her actual wealth a secret, it is clear that she has no need to work in the fields. She has invented a story about inheriting a small income from an uncle in Marienburg, and keeps mainly to herself, living modestly and trying not to attract attention. She is bored, however, and is considering taking a hunting trip with Gotthard Heyer, just to get out of the village for a while.

40. The Hunter

Gotthard Heyer is an expert hunter and trapper, and makes long trips into the mountains in search of furs. His expertise with traps and his two stocky, powerful hunting dogs also make him the unofficial rat catcher for Kreutzhofen and Weilerberg. A typical hunting trip sees Gotthard going into the Black Mountains with a merchant caravan bound for Winter's Teeth Pass. If he can, he'll sign on as a guard or scout for the first few days of the journey. Once in the foothills, Gotthard strikes out on his own, setting and checking traps and shooting game as the opportunity arises. A week or so will generally give him enough pelts to trade in Kreutzhofen for a couple of months' living expenses. On his last trip, he met and slew an Orc, and decided to keep its

sword, which was unusually clean for an orcish weapon and had an attractive decorated inlay. Unknown to him, the weapon is magical.

41. Old Mother Eberhauer

The stooped figure of old Claudia Eberhauer, with her black cat Hetzer, is a familiar and slightly feared one in Weilerberg. Claudia appears to be a frail old woman, prone to muttering to herself, who does a fair line in herbal remedies. Some local rumours have it that the old woman is a witch, but most villagers regard this as mere superstition. Her occasional talks with the local Druidic Priestess are regarded by such sensible folk as not unexpected – the old woman *does* know about herbs, after all.

Actually, the rumours are perfectly true. Old Mother Eberhauer is a powerful Elementalist whose granddaughter Janna is a prominent wizard in Mid-denheim. Her cat is not a normal creature, but a magical familiar – the *Profiles* section gives full details.

Claudia has a soft spot for the wild young Druidic Priestess, and is teaching her a few skills. Claudia usually only uses her magic if there is some threat to the community, like the Goblin attack of 2509, and even then she tries to keep her powers secret. She is a secretive woman who avoids contact with other people. Not infrequently she wanders off into the Ghostwood and travels to the Moon Pool, where she often meditates or talks with Wanda.

OTHER LOCATIONS

As Map 2 shows, there are a various points of interest around Kreutzhofen and Weilerberg. Here are some brief notes; more information on some of these places may be found in the various adventures and outlines, later in this book.

The Weilerberg Estates

These fields are tied to the great farmhouse in Weilerberg, and are owned by Theodosius von Eisenstadt.

Muller's Farm

This large farm has many of the fields around the village, and is owned by the crusty old patriarch Ulrich Muller, who is 73 but still hard-working. His sons Georg and Stehmar work the farm with the old man. Georg married a girl from Wursterburg, Elsa, two years ago and their first baby, Holger, was born a few months ago. Ulrich may be fit, but a long farm day is too much for him, and the brothers need more additional help on the farm with each passing year.

Richthofen's Farm

Magnus Richthofen and his young wife Frida make a fair living growing turnips and similar delicacies with the assistance of their live-in farmhands Wolmar and Ludwig Jäger, relatives of members of the Weilerberg Jägers. Frida often walks to the village to buy various goods, and is not usually short of an escort back.

Reichenbach Mansion

This great ruin was once the home of the hated Reichenbach family. The story of their demise has already been told. This location plays a major part in the adventure *The Curse of the Reichenbachs*, and it is here that Doctor Entesang conducts his insane experiments.

The Moon Pool

This is a few miles upstream of Weilerberg, along the small waterway which winds from the heart of the Ghostwood down to Kreutzhofen. The local people firmly believe the Moon Pool to be powerfully cursed, and certainly the last foolish person who set off for it was found dead, horribly savaged, the next day (as a matter of fact Wanda the Druidess had killed him, and the body had been gnawed by a passing wolf). The locals will never speak of the Moon Pool in the hearing of outsiders.

The Moon Pool is a sacred site to Wanda (see *The Druidess*, page 35), who was first shown here by old Claudia Eberhauer. Wanda sometimes has visions here which warn of impending threats to the area. She treats the pool as a sacred grove, and it is here that she conducts her worship. She hates intruders coming here, and will do all she can to divert, distract, challenge and- if needs be- attack anyone getting too close if she happens to observe them.

The Moon Pool is virtually impossible to find if a person is not of the Old Faith; characters of Chaotic or Lawful alignment will not see the pool until they literally step into it, and those of any other alignment will not see it until within 8 yards of it. Any direct contact with the Moon Pool (such as falling in, drinking, wading, etc) will at once alert Wanda, who will come to challenge the intruder.

Wundt's Wood

Attached to the Weilerberg Estate, this woodland is left undisturbed, and Theodosius von Eisenstadt uses it as a hunting park. It is wild and very tangled.

Common Woodland

This narrow strip of woodland is the common property of the people of Kreutzhofen and Weilerberg. They forage for acorns, wild mushrooms and the



like here, take firewood, trap rabbits and squirrels, and graze goats and pigs in the wood. The Dorfrichter is responsible for seeing that the wood is properly maintained.

Wild Woodland

The area is bounded on the west and south by wild, poor-quality woodland. Technically, these woods are the exclusive preserve of the Count of Wissenland, and all others must keep to the rights of way along the road and river. In practice, though, the locals come and go as they please through these woods. Some do forage or graze animals here, but the woods are of poor quality and yield very little.

The Ghostwood

This dark, forbidding forest is much thicker than the surrounding woodlands. It is avoided by the local people, who claim it is haunted by the spirits of *'them as died unnatural-like'*, and by various other fell creatures. They love frightening their children and each other with wild tales of supernatural encounters in the Ghostwood. Wanda the Druidic Priestess spends most of her time here.

VISITORS AND WANDERERS

As well as the permanent residents of Kreutzhofen and Weilerberg, there are several characters who pass through the area, without being attached to a particular location. Here are brief descriptions of these characters – refer to the *Profiles* section for detailed information

The Druidess

Wanda Elschenbeck is something of a mystery. She lives in the woodlands, seemingly without any fixed abode. She is very young, and quite wild, and can only speak Reikspiel very haltingly (she must make an **Int** test to comprehend any complex or abstract idea communicated to her in language). She is dirty, unkempt, and quite unpredictable. Many of the local people believe that she has been raised by wild animals; some say a she-wolf, others say a bear. Despite the reservations the villagers express about Wanda, many of them are glad to have Druidic Priestess in the area.

Merchants and Traders

Merchants are regular visitors to Kreutzhofen, often in considerable numbers. Traders will often travel two or three together, with a bodyguard hired to protect them and their goods, while merchants typically have caravans of goods with several merce-

nary guards and at least one scribe to deal with the paperwork. Merchants will be encountered in the streets and impromptu markets of the village, in the hostelrys, and at the wharves.

River Captains and Bargemen

These are the crews of the river vessels which make up a large proportion of Kreutzhofen's trade. Most river crews are hired by merchants and traders, either for a flat fee or for a share of the profits.

Sindicalistas

These are Tilean bargemen belonging to the *Sindica Mutuale di Nauti Fluviali*, a powerful guild which has strong membership among the river boatmen of northern Tilea. They work most of the barges which pass along the River of Echoes.

LAW AND ORDER

In theory, the basis of law and order in Kreutzhofen and the surrounding area is very simple. The Dorfrichter is appointed by magistrates in Wursterburg, working for the Pfeifraucher family. The Dorfrichter appoints the Watch Captain, and the two men recruit and organise the Watch together. The Watch Captain is responsible for keeping the peace, and the Dorfrichter is responsible for hearing cases, collecting taxes, and general administration. Simple enough in theory – but in practice there is a problem.

Watch and Militia

The problem is Captain Bruno Trottell. Trottell is bored and increasingly frustrated. He has no troops to drill, no parades to preside over, no funds, no equipment, and no leave to recruit except in an emergency. Not even the Captain can pretend that there is any emergency in Kreutzhofen at present.

However, a friend of his in Wursterburg has recently discovered some old documents setting out the duties and privileges which attach to the office of Militia Captain in Kreutzhofen. For example, he can arrest people and hold them without trial for up to a week if he suspects them of sedition, espionage or anything else which threatens the military security of the village. This has opened up new horizons for the good Captain, and the instinctive dislike between him and the Dorfrichter has blossomed into a barely-suppressed feud.

Further, both Trottell and the Watch Captain have the right to draft all able-bodied villagers into their respective forces in time of trouble, and there seems to be no legal clarification over who has precedence. Trottell is secretly gloating over the thought that he could strip the Watch of manpower by exercising this right – it hasn't occurred to him that the Dor-

frichter has a natural countermove in his right to request the assistance of the Militia in an emergency.

A Brush with the Law

So far as the adventurers go, a first minor offence (picking a pocket, trespassing, drunkenness, etc) will see them issued with a stern warning to behave themselves in future. A more serious crime, or a second petty offence, will bring them in front of the Dorfrichter for a formal hearing. If the offence is serious (involving violence or a sum of money over 50 GCs, for example), the accused will be sent under guard to Wusterberg to stand trial; the guard will usually consist of Captain Trottell and Hals Rother, reinforced by the Watch if the Dorfrichter fears a rescue attempt. Minor cases are dealt with on the spot, although the accused is guaranteed the option of going to Wursterburg for trial; not a good idea, since the Dorfrichter is fairly lenient and the accused always has to pay the travel expenses for relocating the case to Wursterburg.

Hopefully, the adventurers aren't going to murder people in their beds or try to steal all the money in the village. However, prowling around the wharves at night is will arouse suspicion, and characters can be charged with loitering or suspicious behaviour, occasioning a fine of 10/- to 5 GCs, and/or up to 14 days in jail. This is the one thing the villagers are very, very strict about. Trade makes their community prosperous, and prowlers around warehouses are strongly discouraged.

RELIGION

There is no formal shrine, temple or priest in Kreutzhofen. There are several reasons for this state of affairs.

Firstly, the area is not immediately threatened by marauding Beastmen, Goblinoids, or the like. Serious religious faith tends to wane with comfort and prosperity.

Secondly, the village did have a priest of Taal up until 2505. Then, no less than six died one after the other. First, old Hannes Treuwald died after serving the village for forty years. His replacement was killed by bandits as he made his way to Kreutzhofen, and his replacement had been in the village no more than a fortnight before he was caught in a long-forgotten mantrap while making his way through the woods to Weilerberg; he died of blood poisoning a month later. The next drowned in his bath in the autumn of 2499 (murdered by Berta Saufer, with whom he was having an affair, although this is not generally known), and two more died in rapid succession in the plague of 2506. The Temple of Taal at Wusterberg became reluctant to send any more priests to this apparent death-trap, and began to ignore letters from Kreutzhofen. The letters began to tail off, and

now most of the priests of Taal have forgotten the existence of Kreutzhofen entirely. The few that haven't forgotten breathed a sigh of relief when the letters stopped arriving...

Lastly, most of the local people follow the Old Faith, like many rural communities in the Old World. In the two years since Wanda first arrived in the area, she has grown closer to the villagers, and may even accept small gifts of food from them. She is still very nervous and shy, however, and has never been seen to come any closer to a villager than a few yards. The older women of the village (subtly prompted by Claudia Eberhauer) realise that she is an agent of the Old Faith; last winter Wanda left some herbs outside Saufer's brewery when Berta had a severe chest infection. The herbs eased her affliction, and did much to allay any doubts or misgivings that remained about the strange, wild girl. Many of the villagers hope that, before too long, Wanda will become used enough to them to be able to participate in their ceremonies, and act as their village priestess.

TRADE AND COMMERCE

Since Kreutzhofen is a community that thrives on trade, the adventurers might well want to do some trading when they arrive here – especially if they have played **Death on the Reik**. The trading rules given in that adventure will work equally well in Kreutzhofen, with a couple of minor adjustments to reflect Kreutzhofen's unique position. The changes to the **DotR** rules are set out below.

Kreutzhofen is part of the holdings of Countess Etelka Pleifraucher of Wissenland, with a Population of 56, and a Wealth of 4 based on trading and farming. Its trading constants for buying/selling are 550/1. Its garrison/militia is rated at 2b/3cc.

Availability of Goods

Treat Kreutzhofen as a small town for purposes of determining availability: this gives a base 70% chance of a cargo being available at any given time.

Type of Cargo

Use the table from *Death on the Reik*, but treat a result of *Metal* as *Luxuries*. A result of *Ore* has an even chance of being ore or metal. Here are some notes on specific cargo types:

Grain: of whatever specific type may be the produce of the Weilerberg Estate, or may be shipped up the Söll from further north.

Ore/Metal: most of the ore and metal passing through Kreutzhofen is on its way from the mines of the Grey and Black Mountains to the markets of The Empire – or, more rarely, Bretonnia.

More precious metal will pass through Kreutzhofen than is usual in the Reikland, so if a roll on the metals subtable of **DotR** indicates iron, reroll. If the second roll indicates iron, the result stands.

Luxuries: various types of luxury goods pass through Kreutzhofen. Use the following table if you want more detail.

D100 Goods	From	Vol. Mod	Price
01-15 Art/craft items	Bret.	0.25	85
16-26 Fine Art items	Bret.	0.1	150
27-34 Herbs	Bret.	0.1	45
35-48 Gourmet foods	Tilea	0.25	35
49-59 Fancy Leatherwork	Tilea	0.25	30
60-71 Citrus Fruits(1)	Tilea	0.4	25
72-78 Spices	Tilea	0.1	120
79-91 Furs	Border Ps	0.25	55
92-96 Spices	Border Ps	0.15	115
97-00 Silks, incense etc	Border Ps	0.1	125

Timber: is mainly shipped in from The Empire. 20% of the timber that passes through Kreutzhofen will be Loren hardwoods imported from Bretonnia: this has half the *volume modifier* and twice the *base price* of normal timber.

Wine: comes in from The Empire, Bretonnia and Tilea, and is shipped out in all directions. The adventurers will need to pay attention here when dealing in wines – there's absolutely no point in selling Tilean wine back to a Tilean merchant!

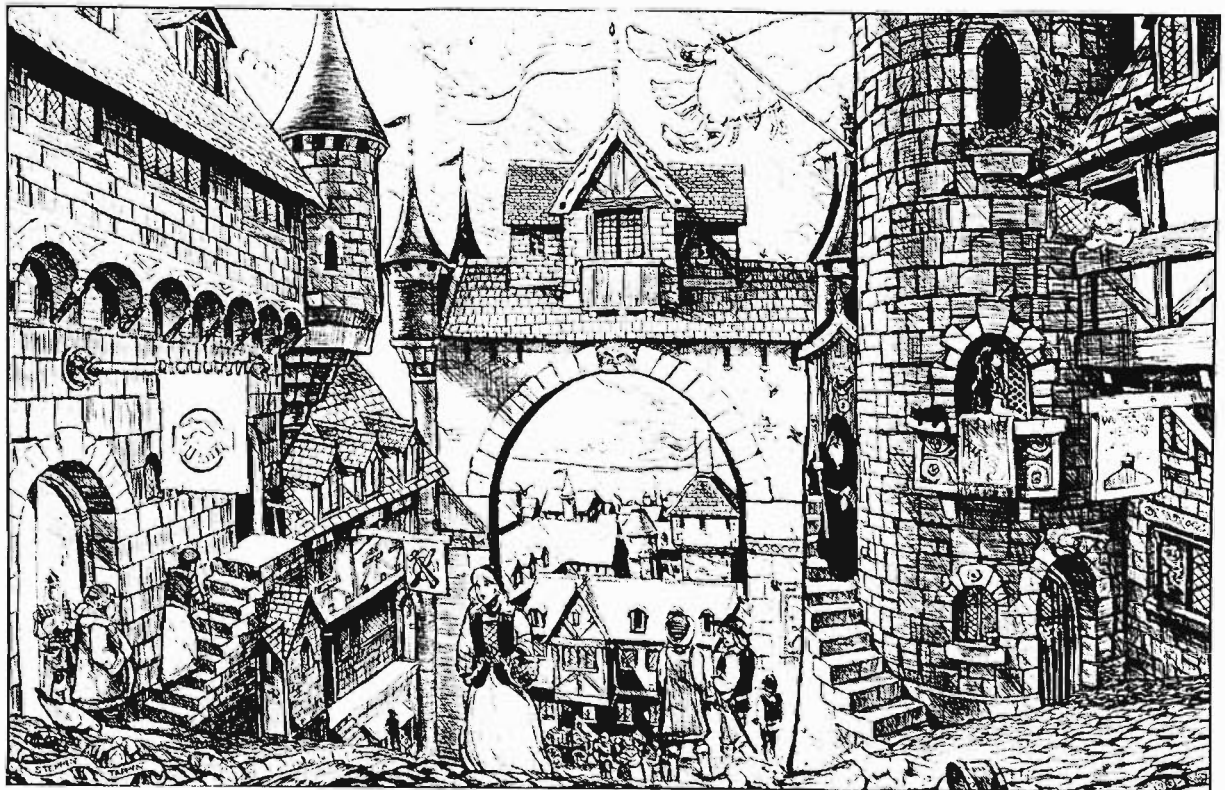
Selling

Because Kreutzhofen stands at the junction of a number of fairly important trade-routes, it is possible to sell bulk goods here, despite what it says to the contrary in **DotR**. The village itself generates no demand for bulk goods; this demand comes from the many merchants who pass through the place.

Obviously, if there aren't any merchants in town, then there will be no-one to sell to! You can decide for yourself whether a merchant or two happen to be around, and whether or not they are interested in what the adventurers are trying to sell, or you can generate demand randomly, using the procedure given in **DotR**. Details for typical merchants and traders are given in the *Profiles* section.

Bending the Rules

You can also add special circumstances and events into the trading system fairly easily. For example, a bad harvest in Tilea could make Reikland grain sell there at a three or four times the normal price;



this drain to Tilea could force the price of grain within The Empire upwards in response. Their neighbours may be starving but, as the merchants will point out in reasonable terms, they have a living to make...

Alternatively, there could be even more trouble than usual in the Border Princes, so that traders in Mortensholm might pay 150% of the usual price for weaponry and metals. Or the wealthy of The Empire might have developed a short-lived but intense fad for a certain type of Tilean wine – this will sell at almost three times its normal price in The Empire, and all other wines will be marked down to 75% or so as demand for them slumps.

Price shifts, and the reasons for them, are left up to you, to use if you want. Imagine the chagrin of a band of adventurers who have sunk their combined life savings into a cargo of spices, only to find that an Imperial decree has declared that they are hazardous to the health and the market price has dropped to about half what they paid for it! And market fluctuations can provide a nice lure for drawing the adventurers into the right place for the next adventure – for example, if you want them to go to the Border Princes and they've just bought a cargo of Tilean wine, then Goblinoid activity in the Appucini Mountains has sealed the frontier between Tilea and the Border Princes. Merchants there are rumoured to be paying up to five times the normal price for anything from Tilea. Mortensholm here we come!

CUSTOMS AND FESTIVALS IN KREUTZHOFEN

Market Day

The merchants and traders conduct their business in the stalls around the wharf area whenever there are cargoes in the village – which is most of the time. Market days, however, are held on the first Konistag of each month. Market days are special – both for traders and for the locals.

Traders bring in colourful, unusual goods to these monthly markets. Rich, rare cloths from Araby, silks and satin and fine spices, glazed Tilean raisin breads, trinkets and baubles for the ladies, ingenious wooden toys for the children... These items are always in small quantities, but they add colour and fun to the monthly market stalls.

The locals, for their part, have stalls of home-made goods: jams and preserves, tools from Viktor Schmidt, and maybe a puppy (or two) as a pet for

a soft-hearted bargee.

In addition there is a small influx of entertainers, charlatans, peddlars and suchlike, especially in the warmer summer months. An occasional cock-fight, or the fun of putting a drunken boatman in a set of hastily improvised stocks for misbehaving, adds to the fun. All in all, market days are a good time to meet people, buy a few cheap-but-flashy bits and pieces, and get your pockets picked.

The Feast of Mitterfruhl

The Kreutzhofers mark the spring equinox with a very strange set of celebrations. The hatching of frog-spawn in the local ponds and streams is a signal that summer is on the way, and the Kreutzhofers scour the countryside collecting the local species of edible frog in large quantities.

A great Frog-Feast is prepared for Mitterfruhl Day, and the young men of the village compete to see who can eat the most frogs in a minute – the winner is named the Frog King, and is carried through the village on a decorated chair by the young women, who are dressed in green and yellow as Frog Maidens. The Frog King presides over the rest of the festivities, which finish in the late afternoon with the Frog Maidens dancing around a tall pole wound round with coloured ribbons. Last year's Frog King was Kaspar Erdheim, whose record of thirty-seven frogs in a minute is tipped to stand for several years.

Scholars still visit Kreutzhofen on Mitterfruhl day to observe these strange festivities, and some accounts of them may be found in books on obscure rustic customs; their meaning, if any, has been completely forgotten.

Sonstillnacht

The summer equinox is a public holiday, with much feasting and drinking. It is also a time which many odd local beliefs associate with love and marriage. For example, one legend says that if a girl obtains a lock of hair from her chosen man and buries it beneath her threshold on this night, the man will be irresistibly drawn to her. Another local belief states that a maiden who dances around the Lightning-struck Oak on this night, wearing only what nature has given her, will surely see the face of the man she will marry. Cynics assert that any girl who does this can expect to see quite a few male faces in the surrounding hedgerows!

Harvest Day

17 Konistag is recognised locally as the first day of autumn, and the great harvest celebration on this day has displaced the autumn equinox celebration. Great feasts are held, lasting from noon to midnight – but no meat is eaten at any time. Local superstition states that eating meat on Harvest Day will bring bad luck on the whole village for the following



year. At sunset there is a torchlit procession of unmarried villagers, each wearing a mask depicting a wild animal – these are prepared months in advance, and the villagers lavish a great deal of care on them. Last thing at night, every villager leaves small offerings of warm milk, ale and bread outside his door, for the spirits of nature. These are always empty next morning, although no-one has ever seen any mortal creature take them. Even Udo Dreckspatz wouldn't risk doing this!

Mondstille

The winter equinox is celebrated with yet more feasting, and huge bonfires are lit at various points along the village boundary, and kept burning until dawn. It is traditional to eat goose at this feast, but the centrepiece of the feasting is the great Mondstille Pudding. Made of fruit, suet, flour, brandy, dried fruits, nuts, and other rich ingredients, the puddings look a little like edible cannonballs, and have much the same weight. They puddings are made 1-2 months in advance, and hung from the rafters in heavy muslin bags to mature. Every cook in the village has his or her own recipe, and many guard their secrets jealously, even from their own families. Most villagers agree that the best Mondstille Puddings are made by Britt Stoltenberg at the Black Eagle. It is also traditional for the housewives of the village to get together and make a pudding which is presented to the Dorfrichter. Each household normally contributes one ingredient. Again,

small slices are left out at night for the nature spirits.

Husband-Swapping Day

This is the last day of Vorgeheim is celebrated with a light-hearted custom. The younger wives of the village laughingly exchange husbands for the last day before the more serious observance of Geheimnisnacht. The loaned-out husbands must be obedient to their temporary wives, and – a reversal of the usual practice – have to perform all the housework and other menial chores. They may also be forced to wear aprons and similar signs of domestic servitude. The bachelors of the village generally stay indoors, to avoid being enslaved themselves. A young woman coming to marrying age may be loaned a husband for an hour or two during the day, as if this will prepare her for married life.

At dusk, the borrowed husbands are rewarded for their labours with a glass of mead, a honey cake, and a single brass penny. They are then driven back to their own homes and wives with a birch broom.

The origins of this custom are lost in the mists of time, but some scholars have decided that they may be a fertility rite of some kind. According to village gossip, this would be a more than appropriate interpretation of events when the baker's wife loans her husband to Britt Stoltenberg...

MINI-ADVENTURES

This chapter presents a number of short adventures for you to use whenever you wish. Some of them can be introduced into *The Curse of the Reichenbachs* as sub-plots and distractions, or you can keep all the adventures separate if you wish.

Each mini-adventure is designed to fill a single session of play. Most of them have backgrounds which will benefit from the adventurers getting to know a little about Kreutzhofen and its inhabitants before the adventure starts, so that during one adventure you might drop in some of the background for a later one. The section headed *Preparation* in each mini-adventure gives you some help in doing this. The mini-adventures can be played in any order.

You'll notice that there are no precise experience point awards given for the mini-adventures. Generally, each adventure should be worth 50-125 EPs per character, since each one should last for a single play session. However, if you expand the adventures, or beef them up to challenge a fairly strong party of adventurers, the experience rewards should be increased accordingly.

TREACHERY AT WINTER'S TEETH

Summary

The adventurers are hired as guards for a merchant taking a valuable cargo to Mortensholm. The journey is an eventful one, full of danger and treachery. It also allows you to spin off several other adventures, and lead the adventurers into the Border Princes if you want to set some action there.

Ideally, the adventurers should be in their second careers. Having a Level 1 Wizard and one Warrior-type with 2 Attacks will be helpful. However, you can still use this adventure if the party is weaker, by giving Rudolf Sammer an additional bodyguard or two.

Preparation

Banditry along the road to Winter's Teeth Pass has been on the increase, and some attacks have been made on the Steinkuhler lands. Don't over-emphasize this, though – it's seen as little more than 'just one of things that happens every now and again' – a chance increase. A few more stories of bandit attacks come into Kreutzhofen, villagers and traders begin to grumble a little more loudly about it, but trade is not seriously disrupted.

At the start of the adventure, it is useful for the adventurers to be on good terms with the authorities in Kreutzhofen, especially the Dorfrichter and the Watch Captain; these worthies might recommend them to a newly-arrived merchant who is looking for extra manpower. Failing this, one of the tavern landlords can do the job – Ralf Gross at the Helmsman is a good introduction to visiting merchants.

By whatever means, then, the adventurers are put in touch with a merchant by the name of Rudolf Sammer, who is newly-arrived in Kreutzhofen from Wusterberg, accompanied by a train of about twenty mules and his two bodyguards, Stefan Siemens and Humfried Hoechst. His cargo consists of a great many wooden boxes, measuring about 4ft x 2ft x 18in (and some of a smaller size) which are nailed shut and wrapped around with leather banding. He does not reveal what is inside these boxes.

Sammer explains that he is taking an important cargo to Mortensholm, and it must get there quickly. A couple of his mercenary guards were taken ill in Sonnesfurt, and besides replacing them he wants to take on extra guards for the journey over Winter's Teeth, because of the recent rise in bandit activity.



He will offer the adventurers 50 GCs each for escorting him as far as Mortensholm; he can be haggled upwards to 60 GCs – but no further.

Setting Out

The mule train sets off at dawn the next morning, and the journey to Mortensholm will take 8-10 days, depending on the weather. Sammer buys a supply of dried and pickled food from the store, and the adventurers have the opportunity to buy anything else they think they'll need.

Siemens is not interested in making friends with the adventurers. He is distant and aloof, and makes the odd denigrating remark about 'amateurs' and such-like. He obviously thinks the adventurers aren't good enough for the job.

Hoechst, on the other hand, is friendly and open, and will spend time talking and joking with the adventurers. He looks after the mules and is also the camp cook. The food isn't good, but it's better than nothing. Sammer is nervous and agitated, watches the sky for bad weather, jumps at every rustle in the nearby bushes, and so on. He is usually too preoccupied to talk to the adventurers, but when he does he takes a lot of trouble to be pleasant to them, and express his gratitude for their assistance.

Who Goes There?

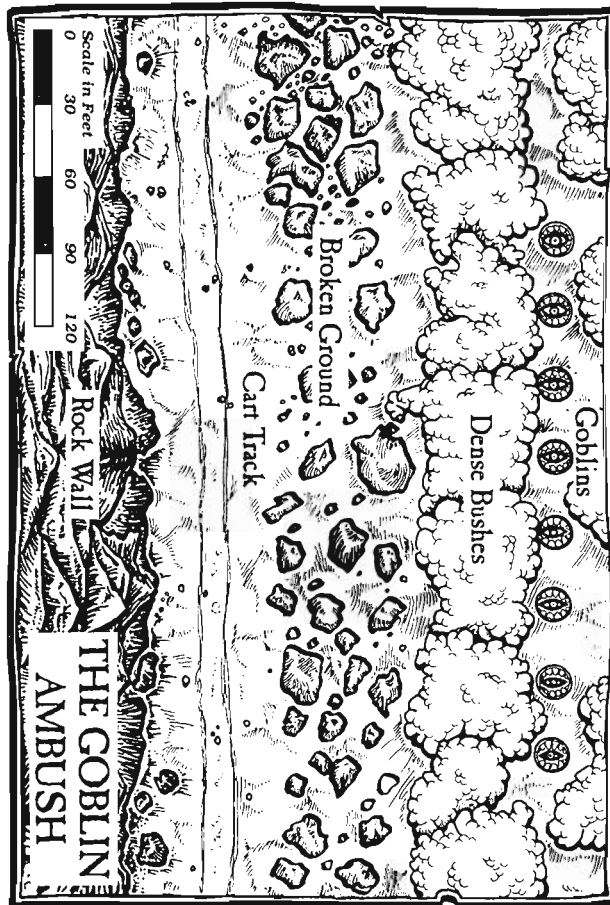
It is important to get the players into the habit of setting up a firm order of watch during the night. If they get this wrong, they're not going to last very long. So, right from the start, make them realise that there is a real need to post a watch at night. A couple of night-time encounters – predators such as wolves, giant rats, giant bats and giant snakes might try to take the mules, for instance – should keep everyone on their toes. You should also insist on having a sketch-map of the camp every night – who is sleeping where, who is on watch where, where there is natural cover such as trees, rocks and bushes, and so on.

Goblin Attack

This is a nuisance encounter, designed to soften the adventurers up for the main part of the adventure which happens a couple of days later. About 2-3 days out from Kreutzhofen, the mule train is ambushed by a group of Goblins.

The Goblin dispositions are shown in the diagram. They are set up behind rocks and bushes at one side of the road, and open fire with short bows when the mule train is directly in front of their position. There are eight Goblins, and they are firing into the group rather than picking individual targets; this doubles their **BS**. The range is *Long*, so their adjusted **BS** is 40.

The adventurers have a chance to spot the Goblins before the trap is sprung. Give each character an **I**



test (*Excellent Vision* +10, *Acute Hearing* +10, *Ranger* +10, *Elf* +10) to detect the ambush; every full 10 points by which the test succeeds give the character one round's action before the ambush is launched.

Since the Goblins are firing indiscriminately, hits are randomised among the available targets. Here is a simple method for doing this:

D12	Target
1-8	Mule
9	NPC: Roll a D6
	1-2 Sammer
	3-4 Siemens
	5-6 Hoechst
10-12	Player Character: determine randomly

All hits are at **S** 3.

The Goblins' intention is to cause a few casualties, and force the rest of the train to move out of the hail of arrows, leaving the dead and wounded behind – a source of food and equipment for the Goblins!

The rocky ground counts as *difficult* (move at half pace), and the bushes where the Goblins are hiding count as *soft cover* (**BS** -10 when firing at them). They are spaced out in such a way that they do not count as a group, and are always treated as individual targets. At the end of each round, give the remaining Goblins a **CI** test – with a -5 penalty for each Goblin killed or routed so far.

This encounter prepares the adventurers for a further incident, which takes place a couple of days later – about the half-way point on the journey.

Snake in the Grass

Towards the end of the day, they see a couple of dead Goblins and a dead mule on the road in the distance, and a Human lying on the ground, moaning. He raises his head weakly as the mule train approaches, and cries weakly for help.

Scanning the surrounding convinces the adventurers that there is no ambush or bandit activity around here, and Sammer insists on picking the man up in any case – he could not bring himself to simply leave him to die on the road.

The man is bleeding from several cuts, and appears stunned and drowsy; his eyes don't appear to focus properly, and he has trouble speaking. Any character with *Heal Wounds* skill who examines him will realise on a successful **Int** test that his wounds do not appear sufficient to account for his condition. A successful **Int** test by a character with *Herb Lore* or *Prepare Poisons* will reveal distinctive signs of minor poisoning with a toxin such as Manbane.

The man claims to be Magnus Mach, a trapper from Mortensholm. He keeps murmuring in a semi-coherent fashion about an ambush by Goblins. On the face of it, the Goblins seems to have stripped his dead mule of its saddlebags and left the trapper for dead. The truth, however, is a little more sinister. The whole thing is a set-up; Mach's condition is due to a couple of small cuts and a voluntary light dose of Manbane, and the Goblins and the dead mule are all part of a deception.

The adventurers may well be suspicious of Mach, which is exactly what he wants. He's a decoy, forming part of a cunning plan. The real danger is Hoechst the bodyguard – but they shouldn't come to this conclusion yet.

Character's actions	Chance to spot Hoechst
Watching Mach	0%
Sleeping	0%
Watching perimeter of camp	1/3
Scouting for danger around camp	1/5
Watching Hoechst	1
Any other activity in camp	1/2

A character who spots Hoechst tampering with the food will have a number of options. One is to challenge Hoechst immediately about this. He claims that he just put some herbs into the stew (**Int** test – *Cook* +10, *Halfling* +10 – to remember that he hasn't done so before), and he will readily eat the stew himself to prove that there is nothing wrong with it. Sammer and Siemens won't take the adventurers' claim seriously – they have been travelling with Hoechst for weeks now – and they will eat the stew regardless of any warnings.

The adventurers can eat or not, as they choose – although if they have kept quiet about their suspicions, refusing to touch the food for no apparent reason will make them look rather strange to the others. Alternatively, they could do something more subtle, like 'accidentally' knocking over the pot before anyone has a chance to eat – then everyone has to eat dried meat, Hoechst looks like thunder, and no-one is subject to the effects of the drug. You will need to amend the outline of events below to fit what the adventurers have done.

Hoechst has already taken an antidote, and will be unaffected by the Manbane. Mach is still feigning injury, and is apparently unable to swallow solid food; he will not touch the stew. Anyone else who eats the stew must make a **T** test (*Immunity to Poison* +10) or suffer the following effects:

D6	Effects
1-2	None
3-4	Slowed: -10 to WS, BS, I, Dex
5-6	Unconscious

Hoechst's Manbane was not very well prepared, and is less effective than it ought to be. Remember, too, that it does not affect Elves. The effects begin after about an hour, but they are so gradual that a character will not be aware of them unless he is already suspicious, has *Prepare Poisons* skill, and makes a successful **Int** test. Even then, the character will only feel more drowsy than usual – and after several days footslogging along a mountain pass this isn't unexpected. The effects last for D4+4 hours – until well after the ambush that is to come.

A Bitter Feast

As the adventurers make camp, just before he prepares the evening meal, Hoechst sidles up to a (Human) character and whispers softly, 'Keep a close eye on that Magnus. I don't trust him. It seems to me those Greenskins had been dead for a day or more before we found him. There's something not quite right about this.' Hoechst wants the adventurers to keep a close eye on Mach, sure enough – so they don't notice Hoechst himself spiking their dinner with Manbane. Both men are in league with the bandits who will attack later on.

As always, make the players tell you precisely what their characters are doing, where, with whom and when. While cooking the meal, Hoechst will surreptitiously pull a small leather pouch from inside his jerkin and dump the contents into the cooking pot. Characters have the following chances to spot this:

The Attack

At some time during the night, Hoechst at keeps watch. While walking around the perimeter, he kicks at a stone and utters an oath, pretending that he has stubbed his toe. This is the signal for the bandits to attack. If the signal is not given for any reason, the bandits will attack about an hour before dawn anyway. Hoechst himself will try to kill Siemens if he can get to him, knowing that Siemens is a strong fighter.

There is one bandit for each of the adventurers, plus Hoechst and Mach; you might like to add a couple more if the adventurers are especially strong, but generally it's a good idea to keep the total **A** scores of either side about the same. The idea is to give the adventurers a hard fight, but one they can win.

The attack starts with a round of arrow fire directed against anyone who is within 5 yards of the campfire; then the bandits drop their bows, draw their swords, and charge into the camp. When the bandits move in, sleeping characters are allowed an **I** test (*Acute Hearing* +10) – those who pass can act in the third round of the attack, while those who fail must wait until the fourth. Characters who insist on struggling into armour are counted as *prone* for the first 2D10+20 rounds of the attack. A character who is *unconscious* from the effects of the Manbane cannot be awoken.

The bandits will not try to get away until half their number are put out of action. After this point, they must make a **Ld** test each time one of their number is killed, incapacitated or forced to flee – those who fail the test must also flee.

Fleeing bandits will head towards the place where they left their horses – a small glade a few hundred yards off. One bandit has been left guarding the horses. He will ride off if anyone approaches without giving a pre-arranged signal (an owl hoot), but the other horses can be taken by the adventurers, and could be sold in Mortensholm for 200 GCs each. The horses are not in very good condition, but a character with *Animal Care* skill could double their value in a month or so by taking proper care of them.

Further Encounters

The remainder of the journey can be expanded with other encounters if you wish. Here is one example, and you should have no trouble coming up with ideas of your own.

The Friendly Giant

The adventurers are approached by a Giant wearing furs and carrying a huge club. He advances towards them in a non-hostile manner, but a nervous party might attack him, in which case he will most definitely fight, and should do some serious damage in the process. If the adventurers have the sense not to attack the Giant, he talks to them – very slowly. He doesn't understand much Old Worlde, and his vocabulary is severely limited. Here are a few pieces of sample speech:

'Hello. You little.'

'Me have good cave. Little things take it. You little – you help?'

'You go smash little things. Good, yes?'

The Giant wants the adventurers to help him. He used to live in a large cave, but the surrounding passages have become infested with Goblins, who are

using arrows and other annoyances to drive him out. The Giant is too big to pursue the Goblins through the smaller passages, and wants the adventurers to do it for him. In return for their help, he has some good quality bear furs (which always find a ready market in Mortensholm) and a modest quantity of treasure taken from Human bandits he has waylaid in the past.

You can determine the strength and distribution of Goblins as you please, but Sammer wants to get his goods to Mortensholm fairly quickly and won't want to delay more than a day at the most. However, he realises – as should the adventurers – that it's not a good idea to tell a Giant to get lost.

You can design your own map for the Giant's cave. It should consist of a fairly large main chamber, with an entrance high enough to walk in – the Giant will have to crawl, of course. Smaller passages run off from the main chamber, and the adventurers might have to stoop or crawl through some of them. The Goblins, of course, are small enough to be able to stand upright there, and can turn their small size to their advantage. About a dozen Goblins will be enough to give the adventurers a few problems, especially if they don't have the room to stand upright to fight.

The value of the furs and treasure should not exceed about 100 GCs, and might include 0-3 (D4-1) low-power magical items: a scroll with Petty Magic and level 1 spells, for instance, or a magical weapon with no special abilities.

Trying to converse with the Giant should be tricky and frustrating. Make the players act out charades and sign language as the Giant gets irritated and thumps his huge club on the ground (not something to take lightly). However, don't let the adventurers try to trick their way out of this by plying him with drink and exploiting the alcoholism rules. It takes an enormous amount of alcohol to get a Giant drunk and the adventurers don't have enough – to a Giant, a whole cask counts as a single drink. If the adventurers want to play tricks on the Giant, they'll have to be cleverer than that.

Mortensholm

In Mortensholm, Sammer will take his cargo to a warrior lord in the service of Prince Steinkuhler himself. The boxes contain weapons of the finest quality, including many bows and a few firearms. These will be used to keep marauding local bandits at bay. If the adventurers have behaved bravely and generally done a good job, Sammer might give them a bonus equal to half the initial payment.

Further Adventures

Once the adventurers arrive in Mortensholm, a whole range of possibilities for adventures in the Border Princes will open up to them. Here are a few ideas, and you can add more if you like.

Sammer can advise the adventurers if they decide to go into trade for themselves, buying in Mortensholm and taking the goods to Kreutzhofen for sale. Sammer may also put the adventurers in touch with a fellow-merchant who is looking for an escort – a perennially useful way of luring the unsuspecting adventurers into highly dangerous territory!

Hoechst can be handed over to the authorities in Mortensholm, where he will be recognized as a notorious outlaw with a price of 200 GCs on his head. Besides the reward, the adventurers get a certain amount of public attention – meaning that his surviving bandit allies will know who they are and can arrange for a suitable revenge. They may find assassins and the like trailing for them for months to come.

Finally, there is the possibility of a commission from the authorities in Mortensholm (probably through an intermediary to begin with) to take important materials (secret diplomatic letters, for example) back to The Empire. This could be a way into high society in the Border Princes, and all sorts of adventures could result from this.

DANGEROUS DELICACIES

Summary

Armand Boulangier the baker lands himself in trouble, and in order to rescue him the adventurers have to trespass on the jealously-guarded preserves of the Weilerberg estates. They have the chance to meet all the local dignitaries – especially Count Theodosius and the Dorfrichter. Sadly, these meetings are not in the most favourable of circumstances.

Preparation

Some days before the adventure takes place, Armand Boulangier takes delivery of a large and contented-looking pig, delivered by a Bretonnian merchant just in from Quenelles. The animal spends most of its time lazing in the sty Armand builds at the back of the bakery, and excites a certain amount of discussion in the village: what does he want to import a pig from Bretonnia for? Surely there are enough local pigs – or aren't they good enough for him? Ah, well, these Bretonnians are all mad anyway.

The rumours of Armand's madness grow apace when he is seen heading into the woods, with the pig ambling behind on a long piece of rope, just as if it were a dog. If anyone asks what he is doing, he just smiles and tells them to wait and see – his family are likewise reticent. You should try to work this into another adventure as background noise – the source of amused local talk in the inns, while the adventurers are doing something else. The mad Bretonnian's up to something again.

Dominique's eye's widened as Liothariel knelt down beside the pig.

"He's going to...?"

"Talk to it, yes." Ferdi smiled reassuringly, trying to act as though this were the most natural thing in the world. "We want to know where Armand is, the pig obviously knows, so we ask the pig, very politely, mind you. Simple, eh?"

"Very, very politely. I've only ever spoken to wild boars before," said Liothariel, "Never domesticated pigs. I just hope I don't accidentally say something insulting. Pigs can be very touchy, you know."

"I'll... I'll go and make some tea, shall I?" Without waiting for a reply, Dominique left.

"I bet she thinks we're all mad." Ferdi grinned as he fished out an apple from his backpack. "How are you getting on, Lio?"

"The pig wants to know why you're looking at it like that."

"Oh, nothing really. Just thinking about, um, bacon sandwiches."

"A great help you are. I think you should give it the apple before you have any more dangerous ideas."

A couple of days later, Armand proudly announced the sale of a range of new delicacies at the bakery, all involving truffles. Characters who make a successful *Int* test (Cook +10, Halfling +10) will realise that the pig is the source of all this – it is a specially-bred and highly-trained Bretonnian truffle-hunting pig, the like of which has probably never been seen in these parts before.

With the pig's help, Armand has apparently hit upon a very rich source of truffles somewhere in the woods around Kreutzhofen. No-one else knows where this is, because Armand is very secretive about where he goes. A couple of the villagers – especially Guido Sanguiovesi at *Il Tauro Rosso* – start to ask questions about these wonderful (and quite valuable) natural ingredients, but Armand refuses to say where he finds them. After a while, he is no longer seen taking his pig into the woods, and the novelty dies down.

Starting the Adventure

After the adventurers have had time to forget this, have them spot Armand heading into the woods at dead of night, accompanied by his pig and carrying a hooded lantern. Make sure that they are not in a position to follow him – they are upstairs in a building and see him out of the window, for instance – and if any character does follow Armand, have the baker notice and craftily double back on his tracks at some stage. He doesn't want to be followed, and he's being very careful.

The following morning, the adventurers are woken up by a semi-hysterical Dominique Boulanger banging on their door, crying for them to help rescue her husband. "They have kidnapped Armand, murdered him! Help! Help!" When she can be quietened down, she explains that Giscard (the pig's name) has come back alone this morning. Armand went out with him last night and has been most foully killed...

She eventually admits she has no evidence of this. All she knows is that the pig has come back alone, but something has clearly happened to Armand or he would surely have come back by now. Even now, he could be somewhere in the woods, dying – the adventurers will have to be quick or Dominique will work herself up into a frenzy again.

The only clue they have is Giscard the pig. It could be that the adventurers will have some magical means of communicating with animals, in which case the pig will explain that Armand collapsed somewhere in the woods a little while ago and he'd be happy to lead the adventurers to him – provided he can have all the truffles they collected so far today.

If the adventurers don't have any means of talking to animals, they could try heading into the woods in the general direction Armand usually took, and hope that the pig knows the way and will lead them to Armand – which he will.

One way or another, the adventurers should be able to follow Giscard out of the village, along the stream towards Weilerberg, across the bridge, and towards Wundt's Wood. He is actually headed for the hermit's cottage. The pig strains at the leash if the adventurers try to stop him entering Wundt's Wood, and simply drags them towards the cottage. By the point where they first enter the wood, the adventurers see a board nailed to a tree with a tattered poster which reads:

**TRESPASSERS WILL BE
IMPALED.
By Order of
Sir Theodosius von Eisenstadt.**

The woodland is very dense, and any movement above *cautious* rate requires an **I** test each turn. A failed test means that the character falls. He must make a **T** test or sprain an ankle (movement reduced to one-half *cautious* rate for 3D10 hours).

As well as the tangled undergrowth and treacherous footing, there is the additional hazard of the mantraps which Dieter Krankel has placed in the woods to deter poachers. Each turn the adventurers spend in the woods, they have a 5% chance of encountering one of these traps. An **I** test (Ranger +10, Elf +10, *Spot Traps* +10) is permitted to spot a trap, otherwise it will snap shut on the legs of a hapless character, causing an automatic **S** 3 leg hit (equal chance of either leg). The jaws of the trap can be prised apart by up to two characters with a total

Strength of 5 or more, otherwise a successful **S** test is necessary to open the trap wide enough for the victim to remove his leg.

About half a mile in, the adventurers are spotted by the gamekeeper Dieter Krankel, who is patrolling the woods. He shouts at them to get out of the woods immediately, as they are on private property – and he doesn't listen to any excuses. Characters can only see him if an **Int** test is made (Ranger +10, Elf +10, *Concealment Rural* +10). He is about 80 yards away through the dense undergrowth, and he isn't going to approach too closely. He can move at *standard* rate, since he knows the woods well. Unless the adventurers leave immediately (and he will shadow them to make sure), Dieter will give one last warning and then leave, warning the adventurers that they will pay for this trespass.

The Hermit's Cottage

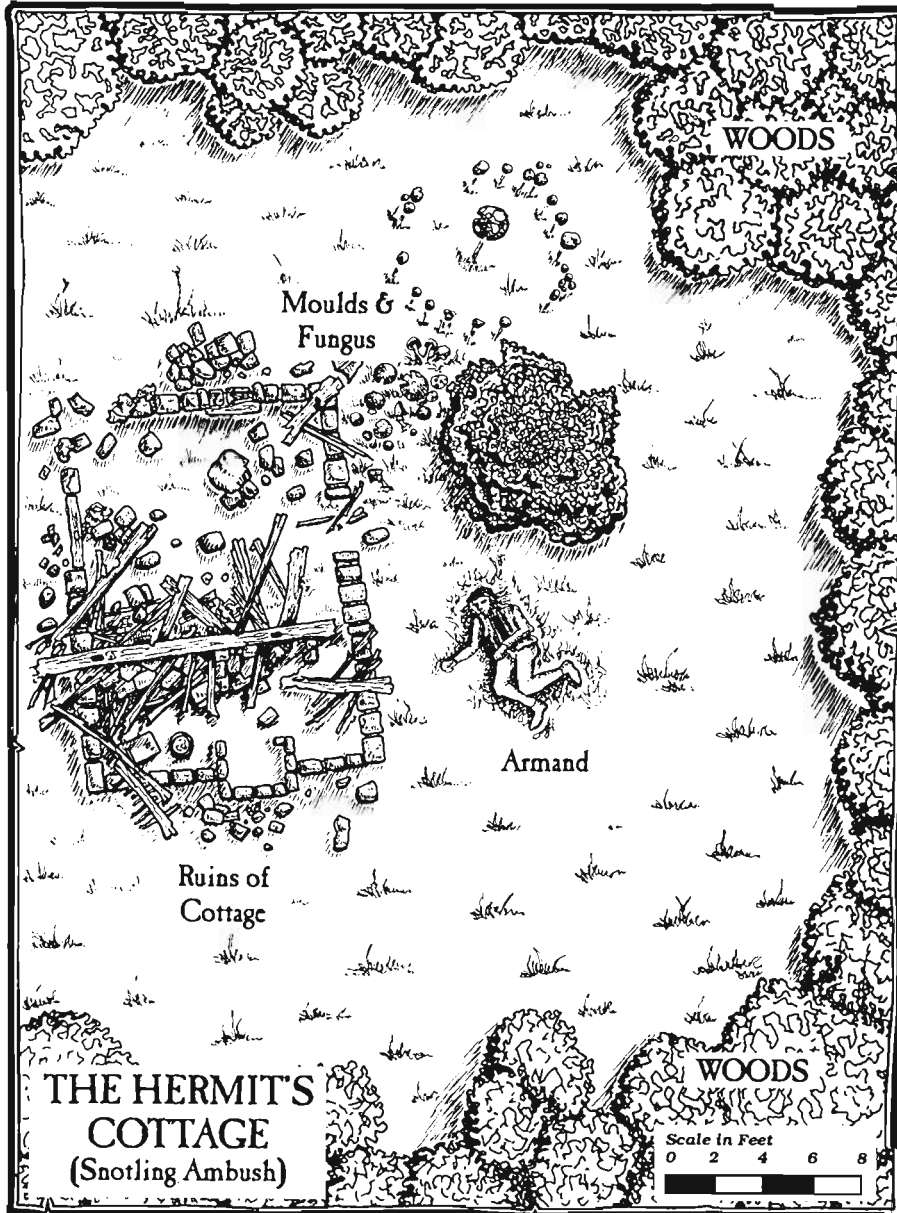
If the adventurers head on, they eventually reach the ruins of the hermit's cottage. The vegetation here is very tangled, and the wood is fairly dark, so it's not easy to see what is going on. The cottage itself is mostly in ruins. Armand lies in the position shown on the map. He is unconscious, not dead, although the adventurers have no way of knowing this from a distance. Giscard looks hopefully at the adventurers for a few seconds, and then begins to snuffle around the roots of the tree.

Unknown to anyone, the clearing has become home to a small group of Snotlings, who cultivate a wide variety of fungus and moulds – including truffles – in and around the ruins of the cottage. They always fled when Armand and Giscard came in search of truffles, but this time one of them let fly with a pore of Yellow Mould. More by luck than judgement, it exploded right in Armand's face, felling the Bretonnian and turning his pig to flight. Emboldened by this success, the Snotlings will try to defend their small territory against these new intruders. They are still too timid to show themselves, but will fight with their spores and missile weapons.

As soon as the first character approaches Armand, D6 spore weapons are thrown at the adventurers – the Snotlings' **BS** of 17 is doubled since the weapons are aimed at the group rather than at an individual character. Those that hit will land within a yard or so of Armand, exploding into a 10-yard sphere of dust with the unconscious Bretonnian at the centre. The spores that miss will still land in the clearing – use the deviation procedure given for bombs in the **WFRP** rulebook.

Once you have determined which of the missiles lands where, roll on the following table to determine the spore type:

D12	Spore Type
1-5	Yellow Mould
6-9	Red Mould
10-11	Purple Mould
12	Fluorspore



Effects are as given in the **WFRP** rulebook.

Characters who make an **I** test will be able to judge the rough direction from which the spores were thrown; about half came from the ruins of the cottage, while the rest came from the undergrowth on the other side of the clearing. **I** tests to spot the Snotlings hiding in the undergrowth suffer a -20 penalty – the Snotlings are small, basically green, and very good at hiding. They also keep moving, so that the **I** test must be repeated every round. A character who fails the test may not fire that round, as he cannot see a target.

As soon as the spores land, there is a sound of high-pitched jabbering from within the cottage, and footsteps patter back into the undergrowth behind the ruins. If anyone is unwise enough to blunder through the ruined cottage after the retreating Snotlings, they will find that it is full of Yellow and Purple mould – the Snotlings can pass through the cottage without triggering the spores, but adventurers are not so

lucky. The entire cottage, and an area of 2 yards all around it, is flooded with the spores, and anyone in the spore-filled area suffers both effects simultaneously.

Meanwhile, the Snotlings are letting fly with arrows from their tiny shortbows (**R** 16/32/64, **ES2**, **Rld** 1) – again, there are D6 arrows per round, -1 for each Snotling killed. Every time a Snotling is killed, the remainder must make a **C** test or flee – they may be emboldened by their recent success, but they're not *that* brave! There are ten Snotlings in all.

Characters who go blundering into the undergrowth waving swords will probably achieve nothing except a twisted ankle. Because of their size, the Snotlings are able to move at full speed in the undergrowth, and they all have *Concealment Urban* and *Dodge Blow* skills. The best way to deal with them is either to grab Armand and make a fighting withdrawal, or to dig in, return fire, and wait for the Snotlings to go away.

If the adventurers can get Armand away, they can try to bring him round. He was at zero *Wounds* when they found him, and he will have suffered the effects of any further spore attacks during

the fight with the Snotlings. If he is still alive (try to keep him alive, as he may come in useful during later adventures) he can be brought round, but is weak, and confused, and can only moan and mumble incoherently. He can, however, move at *cautious* speed with a little assistance.

Giscard the pig, meanwhile, is nowhere to be seen. As soon as the first Snotling attack took place, Giscard fled the clearing and is now on his way back to Kreutzhofen. The adventurers, for their part, can make their way back to the village in reasonable safety. If they retrace their steps back rather than taking another route through the wood, reduce their chances of finding an active maptrap to 1% per turn.

Trespassers Will Be...

Around a quarter-mile from the edge of the woods, the adventurers are faced with Theodosius von

Eisenstadt on his charger, Dieter the gamekeeper, Kaspar the falconer (with a hawk) and D4 of the Weilerberg labourers (determine randomly), who all have longbows at the ready.

"Caught you, you scum!" bellows Theodosius. "Throw down your weapons immediately! And your armour! And everything else! I'll show you how I deal with trespassers!"

If the adventurers surrender and lay down their arms, Theodosius will have them tied to trees and give two of them a thorough flogging with a bullwhip (2D6 Wounds per character). He then orders Dieter to flog the rest, and rides off. Dieter gives a few desultory lashes (1 Wound for each of 2 other characters) and then unties one character, mumbling to them not to trespass again.

If the adventurers refuse to lay down everything they have and try to be reasonable, they have to talk fast. They must at once explain why they entered the wood, and if they killed any Snotlings (just saying they saw one won't cut any ice) this will count in their favour – but Theodosius will demand evidence. Allow for inspired bluffing here. Then make a **Fel** test for the character doing most of the talking. You can add +10 for a Warrior character, +5 for a Ranger character, and modifiers of up to +/- 20 according to how you rate his performance.

Lying Blaggards

If the **Fel** test is failed, Theodosius denounces the adventurers as scoundrels and criminals, and gives them one last chance to surrender. Anything but instant obedience is rewarded by a volley of arrows, just as the adventurers see a couple more figures ride up from the south to approach the fray. The Dorfrichter and the Watch Captain were just coming to pay a social call on Theodosius, although the adventurers will not have time to see exactly who the two approaching riders are. There is time for one round of combat; at the end of this round, a voice cries out, *"Stop this at once! Stop by order of the Dorfrichter!"*

At this, Theodosius and his followers stop fighting at once – although they will dodge and parry if attacked. If the adventurers continue to fight, the Dorfrichter and the Watch Captain (who is with him) give one last warning and then enter the fray against the adventurers. Theodosius' side also begins to fight again. The odds are against the adventurers.

Grudging Acceptance

If the **Fel** test was made, Theodosius will not attack the adventurers, but he will demand their names and addresses and promise them that they haven't heard the last of their trespassing. Then the Dorfrichter and Watch Captain will turn up, as above.

The Trial

Either way, the adventurers end up heading back to Kreutzhofen in the custody of the Dorfrichter and Watch Captain, with Theodosius' people as an escort. If the adventurers offered no resistance to the out-

raged landowner, the Dorfrichter will hold an informal meeting at his home the next day to sort the matter out. If they had to be subdued and brought in by force, the adventurers will spend the night in the cells and the morning's proceedings will take the form of a full court session with Watchman on guard.

If Theodosius didn't attack the adventurers and they offered no violence, it is a simple case of trespass. The fact that the adventurers were rescuing Armand will count for something, and against Theodosius' protests the Dorfrichter will clearly give weight to this. Have the adventurers make their case and allow the character with the highest **Fel** score a **Fel** test at +20 (**Law** +10).

If this test is made, the Dorfrichter is lenient. He says that Armand (who is present) has suggested an appropriate settlement. Armand will deliver a box of his truffles to Theodosius each Festag for the rest of the year (or six months if this is longer), in lieu of a fine. The adventurers are, however, warned that their offence has been recorded and they should not trespass again. A successful **Fel** test will allow a character to realize that the Dorfrichter is finger-wagging and doesn't really mean this.

If the **Fel** test isn't made, the Dorfrichter says that despite the extenuating circumstances the adventurers are fined 5 GCs each and must spend D4 nights in the cells. Armand is fined double the amount, but because of his value to the village he gets off being locked up.



If Theodosius attacked the adventurers and they did not fight back, then the Dorfrichter gives judgement against Theodosius. Trespass does not justify such a reaction. Theodosius is fined the sum of 100 GCs, but is not given any jail sentence. Theodosius is angry and clearly finds it hard to force down his fury at this. He leaves as soon as possible.

If the adventurers did fight Theodosius, the Dorfrichter will not care who started the violence. His view is that there would have been no violence had the adventurers not trespassed, and it is their fault entirely. They are sentenced to fines of 15 GCs each, plus a week in jail. If any of Theodosius' people was seriously hurt then one or more characters may be sent for trial in Wusterburg, which will be a very grave business indeed.

Consequences

The adventurers will have a firm friend in Armand, and an enemy – at least in the short term – in Theodosius. This is useful for developing later adventures, for Theodosius is not without friends in high places and can arrange some back-handed harassment if you wish. In the case of the Dorfrichter, matters are very variable. They may have developed good or bad relations with him. He can be an excellent contact, and the adventurers may gain official commissions as couriers and suchlike from time to time. They might also pick up a little gossip now and again. If the Dorfrichter has had to punish them, he may well have the adventurers quietly watched, and will take a dim view of any further transgressions. The adventurers are definitely classified as undesirables.

CATTLE THIEVES!

Summary

The adventurers are hired to keep a night-time watch over the woodlands which separate Kreutzhofen from the Weilerberg Estate, looking out for cattle-rustlers who have struck repeatedly in the area. In a series of false alarms, the adventurers discover that several of the local residents have various guilty secrets, and then they confront the cattle thieves themselves.

Preparation

For the past couple of days, rumours have been circulating in Kreutzhofen about cattle-rustling on the Weilerberg Estate. Discreet enquiries will reveal that no-one else has lost any cattle. Theodosius von Eisenstadt is said to be furious, and the adventurers may even encounter him stumping around the place and threatening all kinds of dire punishments on all and sundry. *"Hang the lot of them!"* he will bawl, *"The thieves for theft and the peasants who are protecting them for perverting the course of justice! And the other peasants for criminal negligence – they ought to know*

what's going on in their own blasted village, by thunder! String a few of 'em up, I say! String 'em up until someone talks!" Clearly he sees himself as the victim of an immense peasant conspiracy – probably inspired by hostile foreign agencies.

The adventurers are approached by Dieter Krankel the gamekeeper. If they have previously fallen foul of Theodosius or Dieter, this will be forgotten (almost), since the adventurers are clearly outsiders and Theodosius has convinced himself that the rustling is the work of locals. Dieter explains the situation briefly, and offers the adventurers the task of watching the common woodland between Kreutzhofen and Weilerberg. The thefts have only taken place at night, and so the adventurers are offered 2 GCs per night, with a bonus of 50 GCs if they actually catch the rustlers. Dieter has other men patrolling the other edges of the Weilerberg Estate, so the adventurers need only worry about the side that backs onto the common woodland.

The adventure gets under way on the first night, when the adventurers are lurking in the woods waiting for something suspicious to happen. The trick is to present them with a number of false alarms before they finally run into the real rustlers. Here are a few ideas: most of them involve the adventurers uncovering some guilty secrets which various Kreutzhofers would rather they didn't find out, and they could end up in a position to tear the social fabric of the village apart.

You might want to stretch the action out for a few nights. On the first night of watching, the adventurers have a few false alarms but there is no sign of the rustlers. Dieter might keep them on the payroll for another day or two, but if they encounter Theodosius – especially if they have fallen foul of him in an earlier escapade – he will be in a towering rage, making wild accusations about all and sundry. He could well accuse the adventurers to their faces of being in league with the rustlers – *"Why haven't they caught them yet? I'll tell you why – because they don't want to, that's why. String 'em up as accessories! You'll never have law and order until you give the peasants a good healthy dose of fear! Hang a few of 'em, it's the only language they understand!"*

The adventurers and the other hired guards all draw a blank, but cattle go on disappearing. Dieter, not unnaturally, becomes more and more anxious and angry, but the adventurers are kept on the payroll. Dieter pleads with them to step up their vigilance, as the 'Count' has some important visitors arriving in a few days and he is desperate to recover his stock by this time.

An Illicit Liaison

This encounter will happen late in the evening. Voices and footsteps can be heard approaching through the woods. There seems to be one male voice and one female, and they do not appear to be making any attempt at stealth – they are laughing and occasionally bursting into song.

The adventurers can stay put and see if the voices come any nearer, or they can try to approach, either openly or by stealth. If they stay put, the voices come a little closer. A successful *Listen* test (base 30%, *Acute Hearing* +10, modify up to +/- 20% for circumstances) will reveal that the male voice has a Bretonian accent – characters who have met Armand Boulanger and/or Britt Stoltenburg will recognise their voices on a successful test. After a few minutes, the voices stop moving. If you want to pique the adventurers' curiosity, you might have them hear a sudden pop – actually the cork from a bottle of sparkling wine, but it could sound a lot like a muffled pistol-shot, especially to a character who has never actually *heard* a pistol-shot.

Approaching the pair openly will cause them to flee – they have been conducting their affair for some time, but neither wants to be discovered. Approaching stealthily – if successful – will allow the adventurers to catch them by surprise. They will try to flee if possible, or Armand will offer the adventurers extravagant bribes to keep silent about what they have seen. He knows all too well that if the Stoltenburg brothers don't get him, his wife will. Britt, for her part, will burst into tears and beg the adventurers not to give them away, recounting the miserable life she suffers with her unfeeling brothers and telling the adventurers that Armand is the source of the only happiness she has ever known in her life.

What the adventurers do is completely up to them. If they give the pair away they will make a lifelong enemy of Armand (after he recovers from the beating that Wilhelm and Erich Stoltenburg would give him), and even the injured parties – the Stoltenburg brothers and Armand's wife Dominique – wouldn't be particularly friendly to them. No-one likes the bearers of bad news, and no-one respects tattle-tales.

On the other hand, if the adventurers promise not to tell anyone about the affair, Armand will always behave in a very friendly manner towards them, but he will never quite trust them. After all, they know something that could cause him a great deal of trouble. If he ever has the opportunity to force them to leave town, or even to have them killed, he will take it. He won't take any direct action himself, but he would go so far as to encourage others in disliking the adventurers, or he would refrain from doing something that could save their lives.

All in all, the adventurers would come out of this encounter best by approaching stealthily, ascertaining that these are not cattle rustlers, and moving stealthily away to resume their patrol. That way, no-one's any the wiser and everyone's happy. They'll still know about the affair if they should need to blackmail Armand at a later date.

The Aggrieved

This encounter might be run within a couple of hours of the adventurers discovering Armand and Britt in the woods. Someone – either Dominique or the

Stoltenburg brothers – is on the trail of the illicit lovers. More footsteps are heard in the woods, but this time there seems to be an attempt at stealth. Again, the adventurers have the option to stay put, to approach openly, or to approach by stealth.

If the adventurers do not investigate the footsteps, they will hear them recede, and then get closer, and recede again – as if someone is looking for something in the woods. After a few minutes an ear-splitting scream rings out, followed by a lot of angry shouting. The lovers have been caught in the act, and things are getting unpleasant.

If the adventurers approach openly, the footsteps will stop before they can see anyone. The aggrieved party takes cover in some undergrowth, and waits to see who is approaching. If discovered, the Stoltenburg brothers are armed with daggers and clubs, while Dominique Boulanger will be armed with a large and viciously serrated bread knife. What action the adventurers take, if any, is up to them.

If the adventurers approach stealthily, they might be able to find the aggrieved party before the lovers are disturbed, or you might have them happen upon the scene at the same time as everyone else. They might even be able to save someone's life by intervening until people have calmed down enough to discuss the matter rationally. Again, though, they will not win any friends by getting involved – ah, the injustice of the world!

Bits and Pieces

Another person who might be making his secret way through the woods at night is Doctor Entesang. He might meet secretly with Boris Hippler the gravedigger/robber to discuss requirements for his insane experiments, for example. The adventurers might hear the two of them talking, or they might discover one of them and follow him to the meeting-place. Alternatively, they might use a hollow tree somewhere in the woods as a 'dead letter box' – a place to leave notes (or less pleasant things!) for the other to pick up.

This encounter might begin with stealthy footsteps in the woods, or with the adventurers overhearing the two men talking. Be careful with this, though – you might not want to give away the Doctor's secret just yet. You can use various means to make sure that the adventurers don't get the drop on Entesang and Hippler – for example, the good Doctor might place a *Magic Alarm* spell on the approach to the clearing where they meet, followed by a *Mystic Mist* to cover their escape. Ideally, the adventurers should realise that *something* is going on, but be unable to find out *what* until you are ready to blow the whistle on the Doctor.

Old Scores

Dagmar Tausk the mercenary has retired to a life of obscurity in Weilerberg because she fears assassina-

tion. It would be just the adventurers' luck to be patrolling the woods just when an assassin tries to make his way secretly into the hamlet to look for her.

The assassin might have passed through Kreutzhofen already, and made a few enquiries which convinced him that Dagmar was in Weilerburg without arousing anyone's suspicion. Indeed, the adventurers may even have talked to him themselves – he could have been posing as a merchant with whom they did business previously, or a Tilean bargeman they met in a tavern, or some other harmless-looking character.

The assassin will make his way through the woods as stealthily as possible, and may well be aware of the adventurers before they become aware of him. He will try to get close enough to check them out without being seen himself, and if necessary he will use tricks like throwing stones into distant undergrowth to make the adventurers look the other way while he makes off and goes about his business. He will only fight if there is no other option – assassins get well paid for dealing out violence, and don't waste this valuable commodity on strangers if they can avoid it.

Unless you have a party of experienced and capable adventurers, be careful with this encounter – a serious run-in with an assassin could weaken the party severely. On the other hand, if the adventurers manage to trail the assassin, find out what he's up to and save Dagmar's life, then they will have made a useful

friend. She could even be used as a replacement PC if you want to give her some more detail – since hiding in Weilerberg clearly hasn't done her any good, she might decide to take to the adventuring life and hope she can stay one step ahead of any further unpleasantness.

The Medicine Jar

As we have already seen, the despicable Josef Gierig is trying to force his attentions on Petra Drall, using the threat of evicting her and her mother from their cottage. One dark night, the adventurers may come across Petra making her way along the riverbank towards Weilerberg. She will flee if approached, and if she can't get away she will tell the adventurers that she was going to see Old Mother Eberhauer, to buy a herbal remedy for her mother's lumbago. This is a lie – she actually hopes she can persuade the old woman to sell her a deadly poison or other suitable drug that will stop Gierig troubling her and her mother. She will never reveal this to anyone, however – her trouble with Gierig is a deadly secret, and she would rather put up with his unwelcome (not to say unwholesome) advances than have the villagers know of the family's impoverishment.

The adventurers might decide to follow Petra at a distance, in which case they will see her go to Old Mother Eberhauer's cottage. The two women talk for about half an hour, and then Petra leaves, apparently in tears. The old woman has (sensibly) refused to supply



Petra. She is not convinced by the lies the girl has told in order to get what she wants, and she has suspected for some months that Gierig is threatening the Dralls in some way. If the adventurers continue to follow the girl, they will see that Petra returns to Kreutzhofen, and cries herself to sleep. If the adventurers try to question Old Mother Eberhauer about Petra's visit, she will tell them nothing.

Private Investigation

The adventurers are not the only ones conducting investigations in and around Kreutzhofen. Despite his effete and ineffectual appearance, Asterellion Leafdew has serious business in the area, trying to track down unscrupulous Human merchants dealing in stolen Elven artefacts. While the adventurers are in the woods looking for cattle-rustlers, he might well be in the woods looking for other kinds of thieves.

Asterellion will be moving very stealthily through the woods, so there's a good chance that he may become aware of the adventurers before they become aware of him. In this case, he will try to approach them undetected, and find out what they are doing. Once he has satisfied himself that the adventurers are not doing anything connected with smuggling, he will go on his way, but he will defend himself if attacked.

You could expand this encounter by having a gang of three or four smugglers making their way through the woods, carrying sacks full of Elven contraband. The adventurers might find them before Asterellion does, and he might be attracted by the noise of a fight.

Alternatively, the adventurers might hear the sounds of combat and discover Asterellion and the smugglers locked in battle. If the adventurers discover that Asterellion is more than the foppish artist he claims to be, he will tell them of his mission and swear them to silence – his whole operation would fail if his cover is blown.

If the adventurers are too few or two weakened by previous adventures in Kreutzhofen to be able to deal with the rustlers by themselves, you might use Asterellion to give them some added strength. When they finally encounter the rustlers (see below), he might be attracted by the sounds of combat and join in on the adventurers' side if the fight is going against them.

Blue Moon

Another person who might be encountered in the woods at night is Magnus Dunn. Hopelessly in love with Mimi Abelard the sculptress, he could be wandering through the woods at night, perhaps a little drunk and generally feeling sorry for himself.

He will make no attempt to move stealthily, and is so lost in his own musings that he will not hear anyone approaching until they are fairly close (give him a -10 penalty to all *Listen* tests). He is not expecting to

meet anyone in the woods, and will probably panic and run if surprised or challenged.

To add to the confusion, you might have Asterellion encounter Magnus, a little way away from the adventurers' position. Magnus is startled by the Elf's sudden appearance, and runs off – straight into the adventurers. By this time, the young man is convinced that the woods are full of bandits, murderers and worse, and he will blunder off through the woods in a blind panic, making an awful lot of noise and possibly giving the adventurers' position away. This could be particularly unfortunate if the adventurers are trying to sneak up on someone.

The Rustlers (at last!)

Finally, the night before Theodosius' important visitors are due to arrive, the adventurers will find the rustlers.

First, they meet with a single rustler, who is behind a tree answering the call of nature. The adventurers should be able to take him prisoner without any trouble – or if you want to make things a little more challenging, the adventurers might hear him moving through the woods, scouting ahead of the main band of rustlers (although the adventurers don't know this!), and they will have to track him and then get close enough to capture him without being detected.

By one means or another, though, the adventurers should be able to capture one rustler. About a minute after they capture him – you can time this on your watch if you like, so that the players will have to make good use of the time their characters have – the adventurers will be surrounded by the rest of the rustlers. The rustlers come upon them from all sides, and the adventurers are surrounded.

There are about half a dozen rustlers, armed with clubs which are bound around with cloth and leather padding.

"Now, then," says one of them, *"Just you turn our friend loose and be off about yer business, an' nobody's goin' to get hurt."* The adventurers have a single round in which to comply before the rustlers charge them, wielding their padded clubs (all strikes are to stun, even though the rustlers may not have the relevant skill). Even if the adventurers turn the captured rustler loose immediately, one of the rustlers hisses, *"They've seen us now."* There is a muttering of agreement, and the rustlers attack the adventurers anyway.

After two rounds of combat, a voice cries out. *"STOP THIS IMMEDIATELY!"* The rustlers hesitate, and for the following round they will only dodge and parry.

"Stop, stop!" the voice rings out again, *"No blood-shed!"*

Hopefully the adventurers will stop fighting at this point – if only to find out what's going on. If they fight on, the rustlers will resume the fight, fleeing when

half their number have been killed or incapacitated. In this event, the surviving captives will shamefacedly admit the truth behind the whole business, but they do not know who their employer is, nor do they know why the cattle were being stolen.

If the adventurers stop fighting, a young man of about twenty steps forward out of the undergrowth. He has an air of authority about him, and the rustlers clearly regard him as their leader.

"Now," he says when he has everyone's attention, "I assure you that this violence is not necessary. I deplore violence myself – especially since in this case it has led to my having to double my men's pay for this little exercise." – a murmur of appreciation runs through the rustlers, and the young man goes on.

"You people," he addresses himself to the adventurers, "would, no doubt, like some kind of explanation. I can provide you with that, if you will only refrain from further violence. It was never my intention that anyone should suffer injury. If you would care to follow me and my men, I can arrange for some refreshment and medical attention for those in need. But please – put up your weapons. In any case the missing cattle are to be returned to their rightful owner in the morning."

The rustlers' hideout is not shown on any of the maps – its location is unimportant. It is the site of a derelict and long-forgotten farm deep in the Wundt's Wood. The buildings have almost been taken back by nature, and are festooned with climbing plants. The farm is guarded by another dozen or so rustlers, and the missing cattle are penned up in a ramshackle, crudely-repaired barn. Food and drink is prepared, and those who have wounds are attended to.

"My name," the young man goes on, "is Konrad von Eisenstadt. The owner of these cattle is my father, who deserted my mother shortly before I was born. If you have met the worthy Theodosius von Eisenstadt, you will know him for a pompous, blustering, spiteful, narrow-minded fool with no regard for anything except his own position and comfort. I have my own score to settle with him, and I had hoped to do so without any harm coming to anyone. I regret the violence which has taken place very deeply."

"Tomorrow," Konrad continues, "My beloved father is being visited by General Hintern, an old and esteemed army friend of his. Tomorrow, I shall have my revenge. I promise you that my father shall have his cattle returned to him unharmed, and that no physical hurt shall come to anyone. Furthermore, I am prepared to match and double the sum you are being paid to catch the cattle thieves. And finally, of course, I have a dozen fresh men posted all around you. Bearing all this in mind, do you think we can come to some agreement?"

Konrad won't give any more details of his plan; and he has the adventurers remain in the camp as his guests for the remainder of the night. Apart from the fact that he won't allow them to leave, he is an excellent host – the food and drink are good and plentiful,

the company is pleasant (although some of the rustlers are understandably wary of the adventurers), and he pays the adventurers 10 GCs each as 'compensation for their trouble' – this sum includes the bribe he mentioned earlier. At dawn, the rustlers make ready to move.

"May I suggest," says Konrad, "That you go to the farmhouse at Weilerberg towards the middle of the morning. I hope the little entertainment I have planned will partly recompense you for the inconvenience you've had to suffer." The adventurers are now free to go.

If the adventurers head for Weilerberg, General Hintern and his small entourage arrive at the farmhouse by mid-morning. Theodosius is ready to meet them, mounted on his charger, in full plate, with his family crest fluttering on his lance-pennant. The servants and villagers are paraded on the front lawn like a military display, and the two pompous old warhorses spend five or ten minutes bellowing absurdly formal greetings at each other through their all-enclosing helmets.

Suddenly, a horn sounds from the nearby woods. There is some shouting, and the sound of cattle lowing – and the Count's stolen cattle make a dramatic reappearance, stampeding across the fields directly towards their master.

The cows are unharmed as Konrad promised, but that's only the beginning. They have been dyed in vivid and unnatural colours, with bright contrasting lettering on the side of each animal spelling out a number of imaginative and highly uncomplimentary slogans about Theodosius – his sanity, family background, intelligence, morality, personal habits and standards of hygiene are all the subject of extremely negative criticism.

The assembled peasants scatter out of the way of the stampede. Those who can read explain the messages for those who can't, and general merriment breaks out at the enormity of the joke. The cattle, meanwhile, charge straight across the lawn at the two armoured figures. Theodosius sits bolt upright on his charger, completely thunderstruck. Despite his best efforts, it appears that he cannot work out what to do. General Hintern, likewise, stares open-mouthed – as far as can be seen behind his helmet – at the spectacle which is fast approaching.

The pseudo-military parade dissolves in uproar. Theodosius is thrown from his horse – he is unhurt, but somewhat soiled by his landing in a cowpat – and General Hintern's horse bolts, taking him out of control down the track towards Kreutzhofen, with liveried servants running after.

Konrad and the rustlers won't be seen again, and hopefully the adventurers will keep the young man's secret. They may have earned only a few coins for their trouble, but they may have uncovered all sorts of fascinating facts about several local residents, and if they had a grudge against Theodosius, they will probably feel much better about it.

AN AFFAIR OF HONOUR

Summary

Guido Sangiovesi is kidnapped by Tilean *sindicalistas*, and the adventurers learn of a deadly secret at the Tauro Rosso. They must pursue the kidnappers along the canal and get Guido back. Can they save the Tilean's life without precipitating a war?

Preparation

For some days before the adventure, a higher-than-usual number of Tilean barges arrives in Kreutzhofen, so there are many Tileans wandering about. It's also useful if the adventurers have had at least some friendly dealings with Benito and/or Guido Sangiovesi before this adventure.

Kidnapped!

A good way to start this adventure is with the adventurers in Il Tauro Rosso having a meal. Perhaps a friend or an ex-employer is treating them to a Tilean banquet. The place is quiet – many of the visiting Tilean barges have put out that afternoon – and the

adventurers are the only customers. Eleonora Sangiovesi is running the restaurant single-handed at the moment – not an arduous task with only a few customers. She's in a good mood anyway – with so many Tileans in town over the past few days business has been very good.

"I don't know where that husband of mine has got to," she says good-naturedly, "but I can make a shrewd guess. He spent most of the morning swilling wine with a bunch of sindacistas – him and his brother both – and I should imagine that right now they're both somewhere very cool, very dark and very quiet, sleeping it all off."

A few minutes later, there is a terrible crash from upstairs. Benito lurches down the stairs into the restaurant area, trailing fragments of rope and small pieces of shattered chair. He is hysterical, and babbles away in thick Tilean at the top of his voice until someone can calm him down. A successful **Int** test is necessary for a non-Tilean character to get the full story – others will be able to make out the name of Benito's brother Guido and the occasional word like 'sindicalista', but that is all.

If the adventurers, with Eleonora's help, manage to calm Benito down, they will be able to get the following story from him:

"The snakes – all night and all day they eat my food, they drink my wine, they sleep under my roof, and all the time they are Feccia – ptui!"

"Me and Guido, we had a drink with them – ptui! – and we got a little drunk – okay, so we got totally stinko. Next thing – WHAMO! – out go the lights. I wake up with a sore head, no Guido, and I'm roped down into a chair. The rats put a rag in my mouth so I can't shout for help – only just now I managed to tip the chair over, break some of the wood and get free. And by now they got Guido half-way to Miragliano. Guido! Mamma Myrmidia!" – Benito slaps his forehead – "Quick! We gotta getta boat! They get Guido to Miragliano, his life won't be worth the dregs at the bottom of a bottle!"

Benito is in a real panic now, and will head straight off towards the wharf. Eleonora begs the adventurers to go with him, as there's no telling what he'll do in this agitated state – "he's as likely as not to take on a whole boatload of bandits all by himself" – and she will offer them 30 GCs apiece to help out.

Guido estimates that the Feccias have been gone around four hours. If the adventurers ask at the wharves, they can find from Gretchen Erdheim that they left aboard the barge *Canaglia*, but a snapped oar delayed their departure for an hour. They have a three-hour lead, but it should still be possible to catch them. If anyone thinks to ask, Gretchen will say that the barge *Fetucchini* left only an hour ago, so the adventurers will pass this barge first. Finding this out may stop the adventurers letting fly with bows at the hapless and innocent Tileans aboard, so give an extra 10 EPs to anyone who thinks to ask about this.



The barge *Fangio* is currently docked. Most of its crew are in the Black Eagle, but after a rapid conversation in Tilean Benito manages to round up enough people to work the barge. These NPCs have no special skills which will help them in a fight – that's going to be up to the adventurers! In a locker under the captain's bunk are six crossbows and a box of 150 bolts – standard defensive armament for a sindacalista barge. The barge plan can be used for all three barges involved in this adventure – sindacalista barges are built to a standard pattern.

Dirty Politics

It is dusk as the adventurers set off. In addition to its sail, the barge has six oars, and everyone takes turns at rowing in order to maintain speed. Benito is like a man possessed – he rows himself to the point of collapse, and must almost be forced to stop. As he rests, the adventurers will have their first opportunity to ask him about the Feccia and find out what is behind the kidnapping.

"First thing," he begins, "is Guido's not my brother. We were raised together since we were born, but he's not my brother. You see, long ago, Miragliano was ruled by the great family of the Fulvini. They were great princes, just and wise, and all the people loved them. Then Duke Emilio Fulvino de Miragliano was murdered – and all his family with him – and the family of the Cornuti (ptui!), they became the Dukes. And they have ruled Miragliano ever since.

"But the Cornuti never discovered that one member of the Fulvini survived. He was only a baby, and his wet-nurse – my mamma, bless her – claimed him as her own rather than betray him to the assassins. We were raised as brothers, Guido and me, but really he is the Duce Magnifico Guido Fulvino de Miragliano.

"The Feccia (ptui!), they work for the Cornuti. They must have found out about Guido – all of her life, bless her, my mamma feared this would happen – and come to take him to Miragliano. The Cornuti (ptui!) they want him dead so bad they got to see it with their own stinking eyes."

Oops...

With people taking turns at rowing, it will take about 18 hours to catch up with the *Canaglia*. After about six hours, the *Fangio* will catch up with the *Fetucini* – the adventurers will see lights in the distance, and as the distance closes they will be able to see a barge with lanterns at the stem and stern.

If they didn't find out about the *Fetucini* earlier, they might well assume that this barge is the *Canaglia*, and open fire from a distance – you might give a character with *River Lore* skill an **Int** test to realise that this cannot be the barge they are pursuing, since they caught it up far too quickly.

There are 14 sindacistas aboard the *Fetucini*, and they will return any fire after a delay of D4+1 rounds while

they break out their crossbows. The sindacistas are a powerful guild, not above hiring assassins to redress wrongs done to their members. The adventurers could get into serious trouble if they attack the *Fetucini* by mistake.

Hot Pursuit

Finally, an hour or so after entering the underground section of the river Söll, the adventurers catch up with the *Canaglia*. The *Fangio* rounds a bend in the river, and the *Canaglia* is seen about 200 yards away. The *Fangio* closes at a rate of 10 yards per turn until the barges are 60 yards apart – at this point, the crew of the *Canaglia* becomes suspicious and begin to row more vigorously. After this the *Fangio* will only close at 6 yards per turn.

This assumes the adventurers don't start letting fly with bows, of course. If they do, then four of the kidnappers aboard *Canaglia* will return fire with crossbows. Six will continue rowing, and the other four will use shields to cover the rowers – treat this as **hard cover** (-20 to attacker's **BS**) for the rowers and shield-holders, in addition to the normal protection of 1 AP on all locations. Owing to the low light levels in the tunnel, all characters without *Night Vision* suffer a -10 **BS** modifier.

The rowers aboard the *Fangio* will not take well to being fired at, may stop rowing and dive for cover – a **Ld** test is necessary on the first round of incoming fire, based on the score of the character who has acted most like a leader during the journey so far. This may be Benito, or it may be an adventurer.

If the test is failed, the rowers scatter and the *Fangio* loses speed – the *Canaglia* gains 15 yards per turn until the rowers can be persuaded to take up their positions again. Organising shield cover for the rowers will placate them.

The kidnappers are not firing at specific targets aboard the *Fangio*, so all hits are randomised among those aboard. Any injury to a rower means that he must be replaced, or the *Fangio* will lose ground again:

Number of rowers injured	Canaglia gains
1	2 yards/turn
2	4 yards/turn
3	8 yards/turn
4 or more	16 yards/turn

Opening fire from a distance isn't the best way to handle the situation, particularly since Guido is aboard the *Canaglia* and may be hit by a stray shot. The adventurers' best tactic is to get as close as they can to the *Canaglia* without arousing suspicion.

If the *Fangio* gets within 60 yards of the *Canaglia* without any hostile action, the rowers speed up as described above. If the *Fangio* keeps gaining, they will be hailed by Lorenzo Feccia, the head of the kidnapping gang.

"Hey there! Why are you going so fast? Miragliano on fire or something?" Suspicion is evident in his tone of voice, and the adventurers will have to come up with a decent bluff. Ideally, their story should have nothing to do with Feccia and the *Canaglia* – for example, they might claim to be excisemen pursuing the barge *Fulvio*. Make a **Fel** test for the character doing most of the talking, modified by up to +/-30 according to how you rate his story. The test is also modified by +10 for *Blather* skill, and by -10 if the character talking is not Tilean – the *Fangio* is a sindacalista barge, and non-Tileans among the crew would naturally arouse some suspicion.

If the test is made, Lorenzo buys the story. If the test is failed by less than 20% then Lorenzo is obviously suspicious, and the character can try again by elaborating the bluff (make the player think fast). If the test is failed by more than 20%, then Lorenzo gets his non-rowers to load their crossbows and warns the adventurers to come no closer. If they still advance, he gives a final warning when they get within 30 yards and then tells his men to fire.

Obviously, if the adventurers do something silly like shouting "Give us the rightful Duke of Miragliano back!", Lorenzo will commence hostilities straight away!

Boarding the *Canaglia*

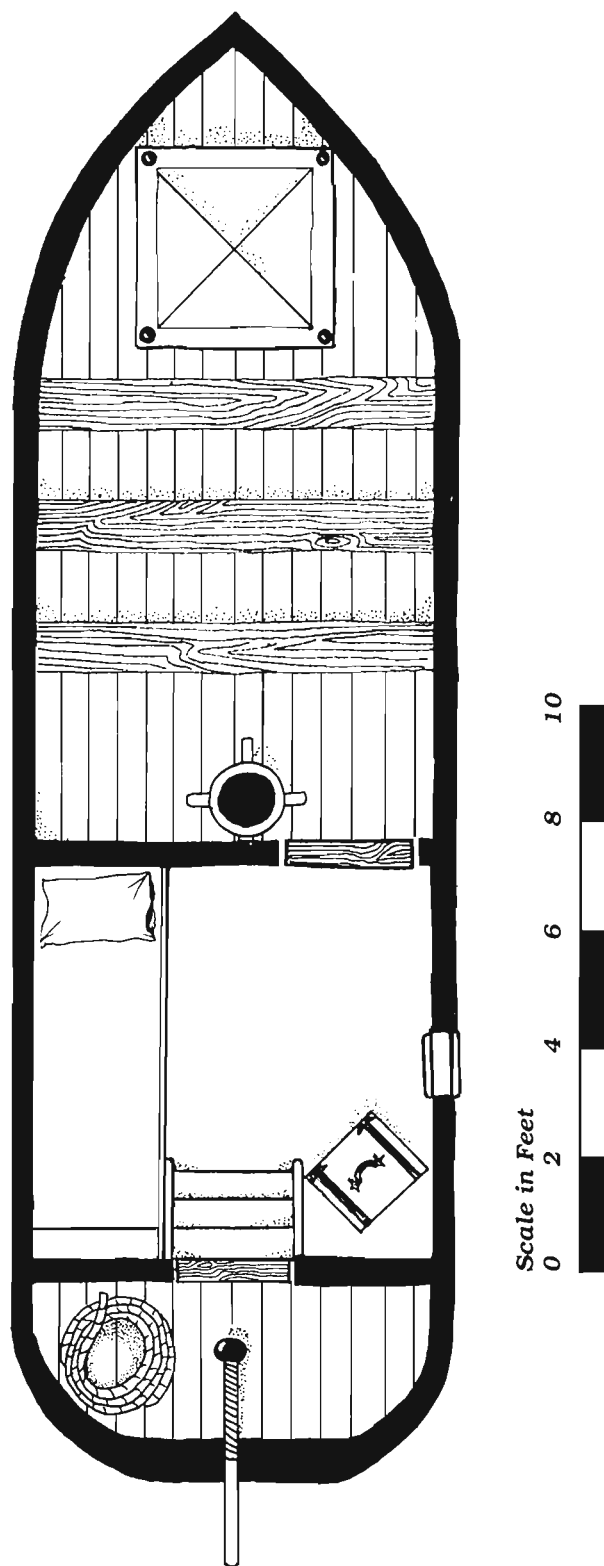
The barge plan may be used for both vessels as the adventurers close on the *Canaglia*. The kidnappers will be positioned mostly on the side of their vessel which the adventurers are approaching. As the *Fangio* closes, the rowers will drop their oars and draw swords.

The adventurers can jump across from the *Fangio* to the *Canaglia* safely if the two boats are a yard apart or less (2 yards for a character with *Acrobatics* skill). Any further between the barges and a formal *Leap* test must be made and there is no room for a run-up. The river is about 12 feet deep if anyone falls into it. A character leaping onto the *Canaglia* does not count as *charging*.

The adventurers face 12 sindacistas plus Lorenzo and Isabella Faccia. Isabella tries to hide, but will try to use her *Sleep* spell if attacked. The adventurers are assisted by Benito Sangiovesi plus D3 of their rowers (the braver souls). If these odds are too heavy and/or the adventurers are too weak to stand any chance in this battle, then you can even things up by having a couple more rowers enter the fray. But this should be a fairly tough battle.

Any individual kidnapper will surrender when his **W** total is reduced to zero. The whole bunch will surrender when at least 4 of them reduced to zero **W**, or when Lorenzo is killed or disabled – unless they still outnumber their attackers.

If the fight seems to be going against the kidnappers, Lorenzo tries to disengage from combat and go down to the hold where Guido is kept, bound and gagged.



Plan of the *Canaglia*

Showing the Cabin and entrance to the hold

Characters going into the hold after him will be faced with the sight of him holding the helpless Guido with a dagger against his throat. Lorenzo is fully behind Guido, so Guido's body provides him with *hard cover* (-20 to attacker's **BS**). He orders the adventurers out of the hold, and comes out on deck still holding the dagger to Guido's throat. He orders the adventurers to throw down their weapons, making threatening gestures with the dagger.

How the adventurers react to this is up to them. Lorenzo is dead if he kills Guido, and he knows it. On the other hand, Guido is the only card he has left. He will try to intimidate the adventurers into surrendering to his remaining men. If the adventurers keep their heads, though, it should be possible to get Guido away from Lorenzo without any tragic results. A well-placed shot, or a counter-threat against Isabella, might make him loosen his grip long enough for Guido to make a desperate lunge forward out of harm's way.

If anyone tries to rush Lorenzo, give him an **I** test – if he succeeds, he'll manage to cut Guido before he's taken down. Guido gets an **I** test – at -20 because he's bound – to twist out of the way of the blade: if he succeeds he takes a single **S1** hit, if he fails he takes a single **S3** hit, with damage doubled because he counts as *prone*. Lorenzo's blow is too weak to cause additional damage if a 6 is rolled. Critical results should be applied to the head. Guido might get hurt – after all, this is not the safest of options – but prompt medical attention should prevent any serious consequences.

Going Home

At last, the adventurers should have rescued Guido and killed or captured the kidnappers. They may decide to take the villains back to Kreutzhofen and hand them over to the Dorfrichter. In this case, they must make sure that they are all securely tied up, since they will try to slip over the side and escape at any opportunity.

If Lorenzo is still alive, he will offer the adventurers everything of value on the boat, in exchange for releasing himself and his sister. He will promise more if necessary, pointing out that his family is rich and the adventurers could be well rewarded if they let him go. He may also hint darkly that his family will avenge his death (and Isabella's) with every means in their not inconsiderable power. If the adventurers do let Lorenzo go, however, he will have lost so much face that his only thoughts will be of revenge.

It will take around 21 hours to get back to Kreutzhofen. Even though the *Fangio* is headed downstream, the adventurers and other crew members will almost certainly be affected by wounds and exhaustion. The return journey will be uneventful (unless you are feeling dastardly enough to put in an extra couple of encounters after all they've been through), and Eleonora Sangiovesi will pay the adventurers the money she promised them. In addition, Benito will throw a huge party at Il Tauro Rosso

(after people have had time to catch up on some sleep!) for everyone who took part in the rescue. Everything is on the house; food is piled high and wine flows like ...well, *wine*. The adventurers will be local heroes for a week or so.

At the celebratory feast, Guido will stand up and make a short speech thanking his rescuers and publicly admitting that he is indeed the rightful Duke of Miragliano. He will announce his intention of leaving Kreutzhofen – he has caused his friends enough trouble – and despite the protestations of Benito and others, he is determined to move on – quite sensibly, considering that his hiding-place in Kreutzhofen has been discovered. You have a few options here if you want to expand the adventure.

Firstly, Benito may insist on accompanying his 'brother' – his first loyalty is to the Fulvini, and as one of the last surviving sergeants of the Fulvini he can't allow the rightful Duke of Miragliano to go into the world without a single follower. In this case, Benito might impulsively bestow Il Tauro Rosso (or rather, his half of it, since half is owned by Josef Gierig) upon any Tilean PC, exhorting him to cook well and uphold the honour of his native land in this foreign place. Owning a tavern is not an ideal occupation for an adventurer, but it might be useful if the adventurers intend to put down any kind of roots in the Kreutzhofen area. Alternatively, of course, they could just sell the place – Gierig might well offer a good price – and move on.

Secondly, if you like the idea of a long-running campaign set in Tilea, the adventurers might decide to take up Guido's cause and try to help re-establish him on the throne of Miragliano, deposing the usurping Cornuti and their rascally allies the Feccias. This will take a lot of work on your part, but if you like running complex political adventures it could be very rewarding.

Whatever happens, the adventurers will have made very firm friends of the Sangiovesis. The sindacistas will also be more friendly to them in the future. They will also have started to build a reputation as useful troubleshooters, and may get commissions from merchants and even locals such as the Dorfrichter, Asterellion Leafglow, and Josef Gierig to act as couriers or guards. Or to embark on more complex adventures of your own design, if you need an NPC patron to get things started.

Last but not least, there is the Feccia family. Based in Portomaggiore (a small town to the north-west of Miragliano), this dangerous and hateful family won't be back to Kreutzhofen openly. But they *will* have spies out getting information on the adventurers, and quite possibly preparing the ground for assassins to come later. If Lorenzo and Isabella are dead, the Feccias will make it their business to find out what has happened. And if their plans to capture Guido for their masters the Cornuti have been thwarted, they will definitely want vengeance. Tilean feuds have been known to go on for generations, so the adventurers could suddenly acquire a very good reason to keep moving!

ADVENTURE OUTLINES

The outlines in this section are designed for you to flesh out into short adventures. Depending on how much work you want to put in, you could develop one of these ideas into an evening's play or a longer adventure covering three or four sessions.

THE OLD SEA DOG

One Captain Jean Lemain arrives from Bretonnia, although he won't say exactly where from in that land. He takes up residence at the Black Eagle Inn, and stays for some time. Although his clothes are worn and of poor quality, he always seems to have plenty of money. His drinks at the Black Eagle are put 'on the slate', although Johann Silber never does this for anyone else. He is obviously friendly with Silber, and says they used to be sea-dogs together.

Characters who pay attention and make **I** tests notice that Lemain gives Annalise Hoffer the occasional knowing look. After about a week, Annalise can be seen to be changing in her attitude to the good Captain – she is abrupt, irritable and impatient with him.

The story is as follows: Annalise found some papers in Johann Silber's trunk relating to his piratical days aboard the *Frere Jacques*. She found a reference to Jean Lemain, and was sure she had heard the name from a friend in Quenelles. Eventually, she got in touch with Lemain – her plan was for Lemain to turn up, and for the two of them to extort money from Silber by threatening to give away his past. Annalise has a pathetic fantasy that Silber probably has a huge stash of pirate gold somewhere. Lemain, on the other hand, has found it more agreeable to live, eat, and drink for nothing, and seems quite happy to install himself in the Black Eagle as a permanent – non-paying – resident. So far, he has only got free living and some petty cash out of Silber.

Characters with current or past careers as Seamen or Marines will recognise Lemain's name on a successful **Int** test. Stories are still told of his exploits on the high seas, although most people at inland places – like Quenelles – have never heard of him.

Whether or not the adventurers work out what's going on right away is not important – in fact, you might find it much better to keep them in the dark for a while, especially if you're planning to make this adventure last for a number of sessions. Either way, events will bring the matter to a head after Lemain has spent about a month in the Black Eagle.

Stapmi Thundergut is seen delivering papers to the Black Eagle. These are mortgage forms – Silber is getting desperate for money. A break-in could find out the details of this. Or, one evening Lemain gets blind drunk and very abusive and the poor tormented Silber lets something slip (*"you stinking leech"*, or something similar) within the adventurers' hearing. Most dramatically, Lemain might be killed by Boris Hippler, and his body sold to Doctor Entesang. Without a body, and poor Silber would be the main suspect... This is a drastic option only to be used if you really want to thicken the plot!

The challenge for the adventurers is to find out what's going on and then somehow deal with the problem. It's obviously best if Silber has been friendly to them and they have got to know him, so that they will want Silber's past kept quiet almost as much as he does. Especially if Silber asks them to dispose of the Captain for him, and backs up his request with a mention of something he knows about the adventurers... And



then, the Watch Captain may smell a rat somewhere along the line, as might the Dorfrichter. This is a useful intrigue adventure which can make life pretty tricky.

FARMER RICHTHOFEN'S WONDROUS MACHINE

For a few weeks before this adventure starts, rumours begin to reach Kreutzhofen that Magnus Richtofen has gone crazy. He's been seen enthusiastically learning the arts of wickerwork from one of his labourers and now a merchant has delivered sealed jars of pig's bladders to his farm! Mad, quite mad.

If the adventurers try to investigate the rumours they will find that Richtofen's farm seems to have become a closed area – anyone attempting to get close to the place is chased off by pitchfork-waving labourers shouting about trespassing.

The next rumour comes a week or so after the first. Mad Magnus, as the locals begin to call him, has imported another huge load of pig's bladders, along with dozens of reels of catgut and a cartload of leather! There was also a sealed box, labelled with the address of a merchant in Nuln. Rumours are flying about this – it is said to contain everything from human remains to huge sums of money.

A huge barrel labelled 'WALRUS OIL' comes next. Even the Weilerbergers have begun to hear of all this; old Otto Lummel stumps into the Black Eagle one day, muttering about the latest strangeness – *"that have totally gasted me flabber, that have."*

You can have fun here. Every so often, in the course of some other adventure in Kreutzhofen, drop in another story about something which has arrived for Richtofen or some other weird thing he's been getting up to. Further wierd and wonderful ingredients might include large amounts of rope, a couple of cartloads of charcoal, some sacks of sand and so on. The stuff arrives every few days, and is all taken into his barn, where lights can be seen burning far into the night.

What is he doing? Well, he's building a huge hot air balloon in his barn. He learned wickerwork to make the basket, and the pig's bladders and catgut are for making the balloon itself. The walrus oil is to keep the skin of the balloon supple, and the leather is for strapping to keep the whole thing together.

Richtofen's aim is to sail his hot air balloon over the mountains to Mortensholm, thereby creating a safe, bandit-free trade route. Under cover of his barn, the monstrosity he's constructing can't easily be seen.

Matters come to a head when Richtofen buys in two large boxes of expensive and very desirable weaponry – his first cargo to Mortensholm. The locals – especially Captain Trottel of the Militia – fear that the mad farmer is funding some sort of rebellion. Trottel declares a state of emergency, goes straight into the Black Eagle (or wherever the adventurers are hanging out at the time) and exercises his right to draft people into the Militia – namely the adventurers.

"Now listen carefully, you men," he says in his best pompous-officer manner (to him, everyone in the militia qualifies as 'men', regardless of any obvious signs to the contrary) *"You are to go to Richtofen's farm, find out exactly what's going on, and report back to me. If he leaves the farm, you are to follow him – no matter where he goes and what he does. Is that clear?"* He pauses for a moment. *"On second thoughts, I'll come with you. This could turn out to be a very dangerous situation, and you might well need a trained military commander if things get sticky."* Brooking no further argument, he takes the adventurers straight to the farm.

They arrive just in time to see an ecstatic Richtofen rise into the air in his balloon. Trottel does exactly what any trained military officer would do when faced with something completely unexpected and totally outside his experience – he panics.

"Shoot it down!" he howls. *"Stop that device! Arrest that man! Impound his weapons! Stop him before he starts dropping bombs on us!"* Meanwhile the balloon, powered by a small cauldron full of burning charcoal, rises serenely into the air and drifts off in the general direction of the mountains.

Once Trottel has had a chance to calm down a little, he orders the adventurers to follow the balloon at all costs, and authorises them to commandeer horses from the farm if necessary.

Now, you can have some fun deciding just where the balloon goes. Richtofen has no idea of prevailing winds, air currents and the like, and the balloon has no means of propulsion – so it will go wherever the winds take it. This is a great opportunity to send the adventurers anywhere you want – like some hideously dangerous mountainous terrain, for instance. The balloon travels slowly, and the adventurers will have no difficulty keeping it in sight. It also comes down from time to time; Richtofen hasn't quite got the hang of regulating the fire to provide constant lift, and there are a few leaks in the balloon which make it a little unreliable.

So, you can have the balloon come down anywhere you like. In the middle of a wandering Goblin war-band, for instance – the adventurers have to cut their way out, taking Richtofen with them. They must also keep of the high-quality weapons Richtofen's carrying (crossbows or firearms, for example) out of green hands. The weapons will come in for holding the little green so-and-sos off, of course. Or perhaps the adventurers' only chance might be to get the balloon airborne and try to maintain height as they drift scant feet above the Goblins' heads. They might have to



ditch the ballast and cargo in order to maintain height – and if the weapons fall into Goblin hands, the adventurers could well find themselves sent out to get them back later on.

Meanwhile, of course, there are all sorts of ways to enliven a balloon journey – scraping along mountainsides, aerial predators such as Griffons, stitching gradually coming apart, rain, hail, lightning, and so on.

THE PUDDING CLUB

This adventure may bring the adventurers into conflict with the hated Josef Gierig. Since this man is a major force in Kreutzhofen, you should be careful exactly when you use this adventure. You might possibly alter it to change the identity of the thief, although you will have to alter his motive as well if you do this.

Petra Drall makes a few extra shillings by making Mitterfruhl puddings for some villagers who can't be bothered to make their own. Her customers include the Sangiovesis, old Eckhard Kruppel, Josef Gierig himself, and the bachelors Hans Artblant and Siggie Katz.

One evening, after a hard day's work at the Gierig home dusting, mending and fending off Gierig's advances, the poor girl comes home to find her crippled

mother unwell and sleeping with a bad fever. Worse, all Petra's puddings have gone! The doors are locked, just as they were when she left the house – what can have happened? Petra is beside herself. She has been paid for the puddings in advance, because the ingredients are costly. Now they're gone, she will have to let her customers down and repay the money. She is ruined. She sits in the kitchen and sobs. A passing adventurer hears, and being a kindly soul, asks if he can help...

Here is what actually happened, plus some notes on how to handle the important clues.

The puddings were stolen by Stapmi Thundergut, at the instruction of his master. As landlord, Gierig has a spare set of keys, and Stapmi used these to let himself in by the back door. Stapmi stood on a chair to cut the puddings down from where they were hanging; he stuffed them in a sack, replacing the chair, let himself out, locked the door behind him and returned to his odious master.

Ignoring Gierig's instructions to destroy the puddings, Stapmi put them in a small keg which Stapmi placed in the Saufers' cellar, saying it was fine dwarven ale he wanted to keep cool. Stapmi thinks he can sell the puddings in Sonnesfurt next time he goes there on an errand.

Gierig devised this scheme as part of his continuing campaign to ruin the Dralls until Petra submits to his unwelcome advances. He hopes that now she'll



have to repay the customers who ordered the stolen puddings from her, Petra won't be able to resist his proffered handful of gold.

Petra explains her predicament to the character. Her crippled mother needs medical attention, and now that her puddings have been stolen she'll have to repay her customers – and there simply isn't the money. She is at her wits' end and she has no idea of what to do. Note that she will *not* mention Gierig's advances, or the family disgrace which led to the Dralls secretly mortgaging their home to him.

While Petra is explaining her predicament, Doctor Entesang appears and takes a look at the widow. He says that the problem is only a mild infection, which can be cleared up with the right medicine and a few days' rest. He also reminds Petra gently that the bill from his last visit is still outstanding. She promises to pay it as soon as she can, and Entesang leaves.

The adventurers can examine the scene of the crime if they wish – but the players must actually tell you that their characters are doing this. Petra will point out the mails from which the stolen puddings were hanging, and there are the following clues:

First, there is a part-bootprint in a small waxed area of floorboards near the back door; only the front half of the sole can be seen, but this is very wide and heavily nailed. The size of the print rules out all the local women and anyone else with smallish feet – but let the players work this out for themselves. Of course, the print matches exactly with Stapmi's boots.

Secondly, one of the kitchen chairs – the one nearest the place where the puddings were hanging – is not set exactly in line with the table. The others are; the house is almost obsessively neat. An **Int** test must be made to see this. A successful **I** test while examining the floor in this area will reveal a series of very faint scratches, where the chair scuffed the polished floor as Stapmi replaced it carelessly. Again, the floor around the other chairs is polished almost to a mirror finish. This clue indicates that the thief was short – five feet or less – and needed to use a chair to reach the puddings. Again, the players must work this detail out for themselves.

Questions along the lines of “Do you have rivals in cooking puddings for some competition?” are reasonable, but get the adventurers nowhere in solving the mystery. However, a question like “Is there someone who wants to get you into money trouble?” will find a mark. An **I** test (female characters +10) will show that Petra hesitates at this – a successful **Fel** test will be needed to make her break down and reveal the whole sad story about Gierig. Again, the fact that she was with Josef Gierig all day, and had told him that her mother was ill and asleep, further strengthens the case against Stapmi.

Asking if anyone else has keys to the house will also lead the adventurers to Gierig. Again, Petra will not be willing to tell people about her father's disgrace, and will have to be broken down with a successful **Fel** test before any headway can be made. But the



fact remains that the only people who have keys are Petra, her mother, and Gierig. Petra has her keys with her at all times, and her mother's set is safely locked away in a bedroom cupboard.

So the evidence points squarely at Stapmi. A check at the taverns will show that he has been seen in town at about the right time – indeed, there is a 20% chance that he will have been seen going into the Saufers' brewhouse carrying a barrel.

The adventurers must realize that they still have no hard proof, and that they will have to have a cast-iron case before challenging Gierig. Breaking into Gierig's home and searching for puddings will probably result in no more than a few days in jail. The adventurers might decide to abduct Stapmi in the village and beat the truth out of him, but such evidence is not admissible in court and Stapmi can sue for assault – with success, given Gierig's support. Door-to-door enquiries are laborious, but eventually the adventurers are sure to find out about Stapmi taking a barrel to the Saufers'.

The Saufers will allow the adventurers to examine the keg, but not to open it. Oddly, it's not heavy enough to be full of ale, and it doesn't make sloshing noises when tilted so it can't be only part-full of ale – but it does rattle, as if a half-dozen or so soft objects were in there – soft objects like Mitterfruhl puddings, for instance. The adventurers will have to convince the Saufers of the truth of this in order to be allowed to open the keg.

Stapmi will brazen it out when challenged, saying that he took delivery of the keg this morning from a barge at the wharf. This is true, and the barge has just left. He says it is a trick designed to blacken his name, and even insinuates that the adventurers may have stolen the puddings and set up the whole business to defame him!

The Dwarf is a beastly little rat, and behaves accordingly. Better than challenging him openly is to return the puddings to Petra and replace them with something unpleasant, like a few dead rats, some manure, or something more ingenious like a simple spring-loaded trap. Then, when Stapmi opens the keg he gets a surprise – and serve him right! You might see fit to award an extra 10 or so experience points to a character who comes up with a particularly entertaining scheme for sorting Stapmi out.

This adventure will make enemies of Gierig and Stapmi, which can turn out to be a real problem for the adventurers. On the other hand, the Dorfrichter and the Watch Captain know Gierig for what he is, and will – unofficially – be happy that the adventurers have taken the villainous pair down a peg or two.

A MURDER MYSTERY

This adventure starts with the adventurers away from Kreutzhofen, working for a merchant or some other suitable patron. Their patron receives a letter from one Etienne Bastiens, a Bretonnian trader. Bastiens was travelling through the mountains when his bodyguard died in a rockfall, and their employer asks them to get to Kreutzhofen as soon as possible, meet Bastiens, and take over the job of protecting him. He promises that if they don't slip up they will be well-paid. Further enquiries are rebuffed with a statement that the adventurers know all they need to know to do the job, and they'd better get moving if they are to be in Kreutzhofen by the appointed time.

The adventurers try to get back to Kreutzhofen on time, but they get there one day too late. Roads could be blocked by unseasonal snowfalls, rivers by a spectacular multiple pile-up of barges, or any of a dozen things could happen to delay the adventurers by a day. If you need any ideas, refer to **Death on the Reik** for river journeys, and there are some ideas for mountain and trade-road encounters in the **Doomstones** adventures. If you really can't manage to delay the adventurers by a day without things looking too obviously stage-managed, then the adventurers get to Kreutzhofen to discover that Etienne arrived there a day early. To his eternal regret.

One way or another, Bastiens is dead when the adventurers arrive. He was found dead in his room at the Black Eagle the day the adventurers get back to Kreutzhofen. He had a dagger in his back – a plain dagger with no distinguishing marks. The door of his room was locked, and the window shut.

There are other clues relating to Bastiens' murder. How much the adventurers find out will depend on who they ask, how thoroughly they search, and so on.

Firstly, Bastiens had been violently ill immediately before he died. The room has now been cleared up, although the smell has not quite left it. Details can be found out by questioning Annalise Hoffer, who is very upset – she found the body when she went in to change the bedding. The body was completely rigid, the tongue was purple and sticking out, and the vomit was grey-green in colour. A character with a current or past career as a Herbalist, Physician's Student, Physician or Pharmacist, or any character with *Herb Lore*, *Cure Disease* or *Prepare Poisons* skill will realise on a successful **Int** test that Annalise's description of the body shows all the classic signs of poisoning.

A few enquiries confirm that no-one else who ate supper in the Eagle was sick. The people who ate there at the time were: Dagmar Tausk, Asterellion Leaf-glow, Anders Weber, Gerhardt Stutzer, Gudrun Mangel, two Tileans from a barge now departed, and Ludo Lindenthal. It is not especially unusual for any of them to have eaten supper at the inn. Anders and Gerhardt always do so.

If the adventurers get to see the body (which is currently stored in the cellar of the Black Eagle, waiting for Boris Hippler to come in from Wellerberg and bury it), then an inspection reveals further clues. First, there is a large lump on the right side of the head which is discoloured with severe bruising – this is fairly obvious, and will only be missed by a character who fails an **Int** test by 30 or more. The dagger-wound in the back is also visible. Faint signs of vomit can be seen in the mouth. There is also a tiny puncture-mark on the right side of the neck (**I** test to spot, Physician's Student +10, Physician +20, other character with *Heal Wounds* +10). The wound is blackened, and the skin around is slightly burnt; characters with *Chemistry* skill will remark that it looks almost like an acid burn.

These are the basic clues. How you go from here is up to you and the intelligence of your players! But here is exactly how Etienne Bastiens was murdered and why. As you'll see, the truth is rather complicated. Bastiens was murdered on five separate occasions, by five separate people who were all completely unaware of each other. "Impossible," I hear you say? Read on...

The first person to murder the unfortunate Bastiens was Doctor Entesang. Bastiens had been suffering from a colic for the past few days, probably brought on by the stress of losing his bodyguard and travelling through the mountains alone. When Entesang spotted Bastiens heading for his surgery, he panicked. He knew the trader from his days in Marienburg, and was frightened of being recognised. Entesang disguised himself hurriedly with a stoop, thick eyeglasses, and a little tincture to make his eyes reddened and watery. Bastiens didn't recognize him – he wasn't expecting to run into any acquaintances from Marienburg and his mind was on other things, like

the pain of his colic. Entesang gave him a dose of a herbal mixture heavily laced with Manbane and mixed with an emulsifying oil which made sure the drug would not take effect for some hours.

Next, Bastiens was murdered by Asterellion Leafglow. He knew that Bastiens smuggled Elven artwork from Loren, and actually bought them from Elf-killing bandits knowing that they were the proceeds of murder. Asterellion surreptitiously put another dose of Manbane in Bastiens' dinner.

Next to kill Bastiens was Brunhilde Diesedorff. She recognised Bastiens as the man she knew had made Selena pregnant in Nuln a decade ago, and abandoned her to suffer a terrible miscarriage. Button-

holing him in the street outside the Black Eagle, she struck him a terrific blow with her staff, fracturing his skull and causing an internal haemorrhage which would have proved fatal on its own. Bastiens staggered back to his room and locked himself in - in his concussed state he didn't realise how serious the wound was.

Bastiens was feeling extremely groggy by now, with the combination of Manbane and concussion, and he opened the window of his room to get some air. Lurking in the shadows outside was Umberto Siccario - ostensibly a sindacalista but actually an assassin in the pay of a Tilean merchant whom Bastiens had crossed a few months ago. Bastiens was hit in the neck by a blowpipe dart. He dragged himself to the door to call for help, and unlocked it to be confronted with his fifth murderer.

Dagmar Tausk had recognized Bastiens in the bar as the man who had swindled her out of several hundred Crowns when he reneged on payment for a perilous adventure on which she lost two good friends. As she started into her tirade, Bastiens threw up on her, and turned his back. She assumed he was drunk, and this ignominy was the final straw for her - hence the dagger. As she stabbed Bastiens, Dagmar heard footsteps coming up the stairs - Siccario coming to retrieve his dart - and she fled the scene, leaving her dagger behind.

Umberto was amused - and not a little mystified - to find the dagger, but this pointed away from his work, so he left it there while he retrieved his dart. Leaving Bastiens face-down on the floor, the Tilean closed the window, locked the door from the outside with his lockpicks, and left.

How you distribute clues to this bizarre killing is up to you. Did someone see Dagmar - ingominously befouled - heading back to Weilerberg? Did someone see some spots of blood on Brunhilde's hornwood staff? Or overhear her altercation with Bastiens? Did Asterellion's swiftness of hand just fail to deceive one person who could betray him? It's up to you.

One thing is for sure. This intrigue could keep the adventurers going for a very long time. It could make them a considerable number of enemies. Would the Dorfrichter really want to know the truth? If the adventurers found out the full story, would anyone believe them?



And which of the various murder attempts was fatal? This would have to be proven if the case ever came to trial. And no matter how much the adventurers find out, will they ever satisfy themselves that they found out *all* of it? Was it a conspiracy? Can *anyone* in Kreutzhofen be trusted? This adventure could give your players nightmares for some time to come.

WEREWOLF HUNT

The first signs of something odd happening in Kreutzhofen are when the animals – dogs, horses, and cats, and suchlike – behave oddly. They are skittish and restless, and often fretful. Then, at the next full moon, howls are heard from the north. They are like wolf howls, but a Ranger character or a Druidic Priest with a Wolf familiar will realise on a successful **Int** test that they are not *quite* the same...

Shortly after this, Dieter Krankel the gamekeeper has a tale to tell in the Black Eagle. He swears that he saw a man trespassing in Wundt's Wood that afternoon and chased him, only to pursue him around a knoll and see a wolf disappear into the distance! The full moon, men, wolves... It shouldn't take long to make the connection.

There follows a Great Werewolf Hunt, with the adventurers joining the locals. If you've seen any old horror movies, you'll know exactly the kind of atmosphere to generate – a crowd waving torches and assorted agricultural implements in the air, huge and vicious dogs straining at the leash, various local dignitaries and bar-room pundits trying to establish themselves as leaders of the mob... Captain Trottell offers 20 GCs for capture of the werewolf alive, but most people aren't willing to take the chance and intend to kill it. The adventurers may think otherwise, though – you know how adventurers are about money!

Although some players might suspect that such an obvious beginning can only mask an elaborate red herring, the werewolves are indeed real. As if we'd stoop to red herrings – besides, haven't they ever heard of double bluff? As the mob rampages noisily through Wundt's Wood, the adventurers will find themselves heading for the edge of the Ghostwood, and it is about here that they will catch their first sight of the beasts. There are two of them, and they are in wolf form, running through the trees away from all the noise and light.

If the adventurers attack, the wolves turn to flee, and a very angry young girl comes running (at some speed) out of the woods from the adventurers' right side to stop them firing. Wanda the Druidic Priestess screams at the adventurers to leave the wolves alone. She will attack with her staff if necessary, only fleeing if reduced to zero **W** – note her *Flee!* skill. If they cross Wanda, the adventurers will have an enemy for life. If they kill her, they will have an infinitely more formidable enemy to deal with – Claudia Eberhauer the Elementalist. Indeed, to forestall Wanda's death you might have Claudia appear and start using her very powerful spells to protect the young druidess.

The wolves will stop and stay beside Wanda, who puts her arms around them protectively. Wanda was brought up by wolves and will protect these werewolves. The werewolves themselves are Johann Kline and his sister Mathilde, ordinary peasants from a hillside hamlet a few leagues away – they have taken to living more or less full-time as wolves, preferring this life to the lot of a poor peasant.

So – the adventurers have found the werewolves, and hopefully they have realised that it would be a very, very bad idea to harm them. This leaves them with the problem of persuading the werewolves to leave Kreutzhofen alone, and making sure they get out of the area without running across the mob which is after their blood.

The adventurers might explain that the werewolves are disturbing the animals of the village by their proximity. Wanda sniffs derisively at people claiming they care about tamed animals. If they really cared they would set them free, of course. The werewolves didn't realize the effect they were having. They are new to werewolf and are rather apologetic. They cannot long remain in human form, though, since the stress of their encounter and being hunted prevents this. And after all, they do have to eat.

The adventurers should not find it too hard to persuade the Werewolves to head deeper into the Ghostwood, away from the farms and villages. They may try to explain this solution to the villagers, in the hope of encouraging a live-and-let-live feeling, but Captain Trottell will promptly double his bounty on the creatures and set about organising a hunting party to go into the Ghostwood. "*About time that wasteland was brought under civilised control,*" he will declare in his most pompous fashion. The adventurers might be best advised to keep quiet about the whole thing, and hope the Werewolves take their advice and quietly move on to pastures new.

This is a perfectly adequate solution to the situation, but it doesn't really constitute a spectacular success. What would constitute a truly heroic solution would be if the adventurers actually managed to persuade the villagers and the Werewolves to get along together in peace. Given the prevailing attitude of the villagers to any kind of wild beasts – those that aren't good for eating are obviously a menace – this won't be easy. However, if you have the kind of group who like complex NPC interaction, diplomacy and negotiation, then you might be able to bring the adventure to a very satisfactory conclusion.

The werewolves aren't good hunters yet and need food; in return for this – and being allowed to live their own lives their own way – they could be excellent scouts in regions the villagers couldn't or wouldn't enter. They could give advance warning of incursions by Goblinoids, Beastmen or other evil creatures, thereby becoming a real asset. Such a conclusion to the adventure would also draw Wanda the druidess closer to the villagers, and would generally be a good thing for everyone. If the adventurers manage to pull off a diplomatic coup like this, they will be fully justified in feeling very pleased with themselves!

OPTIONAL LOCATIONS

The short adventures presented here are different from those in the rest of the book. Each revolves around a single optional location somewhere not far from Kreutzhofen. These locations are not shown on the main area map, because they are for you to take or leave as you wish – they only exist if you want them to! Also, the adventurers never find out about these locations until you are ready to use the adventures – so putting them on the map might only pique the players' curiosity and have the adventurers heading off to investigate when you have better things for them to do elsewhere.

We have suggested a site for each location, but you can quite easily set them elsewhere if you wish. They need not even be used in the Kreutzhofen area.

These adventures vary in their degree of difficulty, and the ideal party strength for which they are designed. Notes on this subject are given at the start of each adventure.



A JUDGEMENT IN STONE

Party Strength

This adventure is set in the burial chambers of Gaetano Carnera, a notorious 21st-century Tilean outlaw leader. It is a fairly deadly place, so the adventurers should be experienced and fairly strong. They will need at least two Warriors or Rangers who are good fighters (**A** 2 or more, **WS** 50 or more), and most of the adventurers should have at least one low-ish-power magical weapon – **WS** +10, **D** +2 or thereabouts. Level 1 or 2 Battle Magic will also be useful.

Experience

This adventure should be worth 30-200 experience points to each participating character.

Set Up/Location

The adventurers can find out about the tombs from an old map, from an old scholar for whom they perform a service, or even from a distant descendant of Carnera who has family records pointing to the location of the tomb and hires them to investigate it. You should feed the adventurers some basic information about Carnera, stressing his fearsome reputation and the vast treasure he is said to have accumulated, a treasure which was never found...

The most obvious location is in the Vaults somewhere west-north-west of Campogrotta, in a location from which Carnera's outlaw band could have attacked the trade routes to the south. To reach it, the adventurers would do best to go all the way to Campogrotta – giving them a chance to see the underground town of Allimento and experience the full journey through the River of Echoes. From Campogrotta, there will be a lengthy and hazardous mountain journey, with all the hazards one finds in that kind of terrain. It may also take some searching to locate the entrance to the tomb complex.

The Tomb Complex

Map 16 shows the tomb complex. The stone steps leading down are hidden by piled-up rocks which

must be cleared. This takes 20 character/hours in the absence of magical assistance. There is some rubble and debris on the stairs themselves. The tombs are completely lightless – the adventurers must take lanterns or some such light source to see by. The steps go down for some 40 feet.

The tomb complex is a strange and magical place, and characters attempting to use *Magical Sense* and *Magical Awareness* in here will be overwhelmed with confusing, shifting feelings of power. Any character attempting to use either skill within the tomb complex must make a **WP** test or be slightly stunned by the overwhelming sense of magic, suffering a -10 penalty to all tests while in the complex.

Part of the enchantment of the complex has made it into a place which favours death while being hostile to life. What this means is that undead creatures encountered here have certain protections, conferred by the complex itself. They have +10 to all **WP** tests against magic, and they are allowed a test to resist any Necromantic magic spell cast against them, and any protective spell (such as *Zone of Sanctuary* cast by living intruders) – if the undead creature makes its **WP** test, the spell simply does not affect it.

1. Antechamber

Squeaks and scrabbling can be heard when the adventurers get within 20 feet of this room if a *Listen* test (base 60%, *Acute Hearing* +10) is made. A large group of rock rats (22 in all) has made its home here. The rats usually go out at dawn and dusk, seeking tasty rock lizards and suchlike. They will try to avoid combat, but will fight to the death if cornered in here. They should not pose any serious threat to the adventurers despite their numbers – although you might like to reduce their numbers if the party is weaker than recommended.

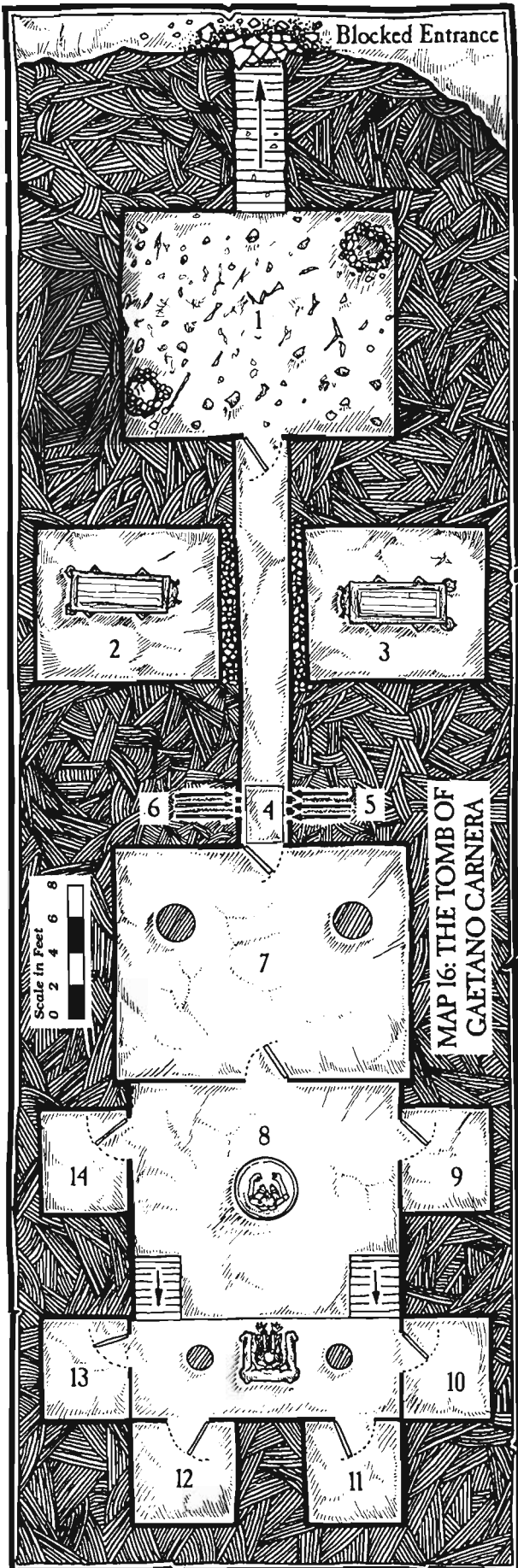
The antechamber itself is decorated in a surprising way. Although the floor is littered ankle-deep with debris brought in by the rock rats, motifs painted on the stone walls show an owl seated on a throne holding a pair of scales in its claws. Characters with *Theology* skill and followers of Verena will immediately recognise this as a symbol of the Goddess of Wisdom; at your discretion, other players might be permitted an **Int** test.

The door to the rest of the complex is locked (**CR** 30, **T** 4, **D** 12).

2-3. Sealed Chambers

These chambers each contain a heavy wooden coffin (**T** 5, **D** 15) containing a Human skeleton in a winding-sheet. However, since the chambers are walled off from the main passage by foot-thick stone (**T** 6, **D** 10), the adventurers are unlikely to spot them. If the adventurers do find and loot these chambers, they will find that each skeleton wears a medallion of Cathayan red gold. The medallions are worth 20 GCs each for their gold content, but 60 GCs each as antiques – and 150 GCs as a matched pair.

The outlaws buried here were two of Gaetano's personal bodyguard, sworn to protect him through eter-



nally. Their oaths have kept their spirits here as Wraiths. As soon as door 6 is opened, the Wraiths will walk through the walls and attack the rear of the party.

4. Pit Trap

This is a covered pit 5 yards deep, which opens as soon as door 6 is opened. Since this is partly filled with stagnant water collected over many years, damage is 1 point less than normal.

5. Spear Traps

As soon as the door at 6 is opened, a spear shoots across the corridor from each of the points marked. The spears strike at waist height for a Human, so Dwarfs will be hit too, and Halflings will get their hair parted. Treat the spears as striking anyone in the way with **BS** 90, **S** 6. They are very old and rusty, and have a 50% chance of causing *infected wounds*.

This trap was placed here by someone with *Set Trap* skill, and has a -20% modifier for detection.

6. Strong Door

This door is locked (**CR** 30, **T** 5, **W** 16). Opening the door triggers a number of unpleasant events – read through 2-5 above carefully when this happens. A lot of things are happening at once, so pressure the players and force them to state the actions of their characters quickly; don't allow them time to make considered decisions. And don't forget *fear* tests for those characters who can see the Wraiths!

7. The Supporting Cast

This chamber has frescoes containing further symbols of Verena, and its dominating feature is a pair of huge stone pillars with ornately decorated columns. These are Earth Elementals (Size 5), bound into the form of pillars until intruders pass between them. Then, they animate and attack. When this happens, of course, they are no longer holding up the ceiling – which is a little unfortunate, as the chamber partially caves in. The risk of being struck by a falling stone is as follows:

Round of Combat	Chance of Being Hit
1	0%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

Characters struck by falling stones take a single **S** 3 hit. The falling stones do not affect the earth elementals in the slightest.

After the 10th round, the ceiling has stabilised. The chamber itself is littered with debris (counting as *difficult ground*), but still passable.

Since the door to chamber 8 opens into this chamber,

the floor in front of it will need clearing of debris from the rockfall before it can be opened. Roll D100 each round while the adventurers are doing this (it takes 12 character/rounds). Nothing is going to happen, but it maintains the atmosphere of tension nicely. The door itself is locked (**CR** 45, **T** 6, **D**18).

8. Carnera's Chamber of Haunts

This splendid chamber has a high, vaulted ceiling. It is lavishly decorated, and most of the frescoes have survived intact. Again, they concern themselves with Verena – there is a large figure (about 8ft tall) of the goddess standing blindfold with a sword held before her; owls fly hither and yon amid scenes of academic debate and discussion; learned judges are seen deep in thought over books of law; and so on. But for all the magnificence of the frescoes, the chamber is dominated by two other features.

The first is a statue of Verena, 7ft tall, which stands with outstretched hands roughly in the centre of the chamber. The other important feature is a large and ornately-carved marble throne, flanked by a pair of stone owls some 2ft tall, which stands on a dais at the far end of the chamber. On the throne sits a skeletal figure clad in still-bright chain mail – Gaetano Carnera himself.

The adventurers just have time to take in this scene – a fraction of a second or so – when a voice is heard. It seems to come from the skeleton on the throne, although the skeleton's jaw does not move.

"WHY DO YOU DISTURB GAETANO CARNERA?"

The voice is thin, like the wind in long grass or the turning pages of an ancient book – but is it also possessed of an ineffable quality of power. Imagine someone with no vocal cords trying to shout.

What happens next is up to the adventurers. Basically, they have four options: attack the skeleton, prepare to attack by readying spells, missile weapons and so on, ignore the voice or respond to it.

If they attack, go straight to the section headed *The Battle*.

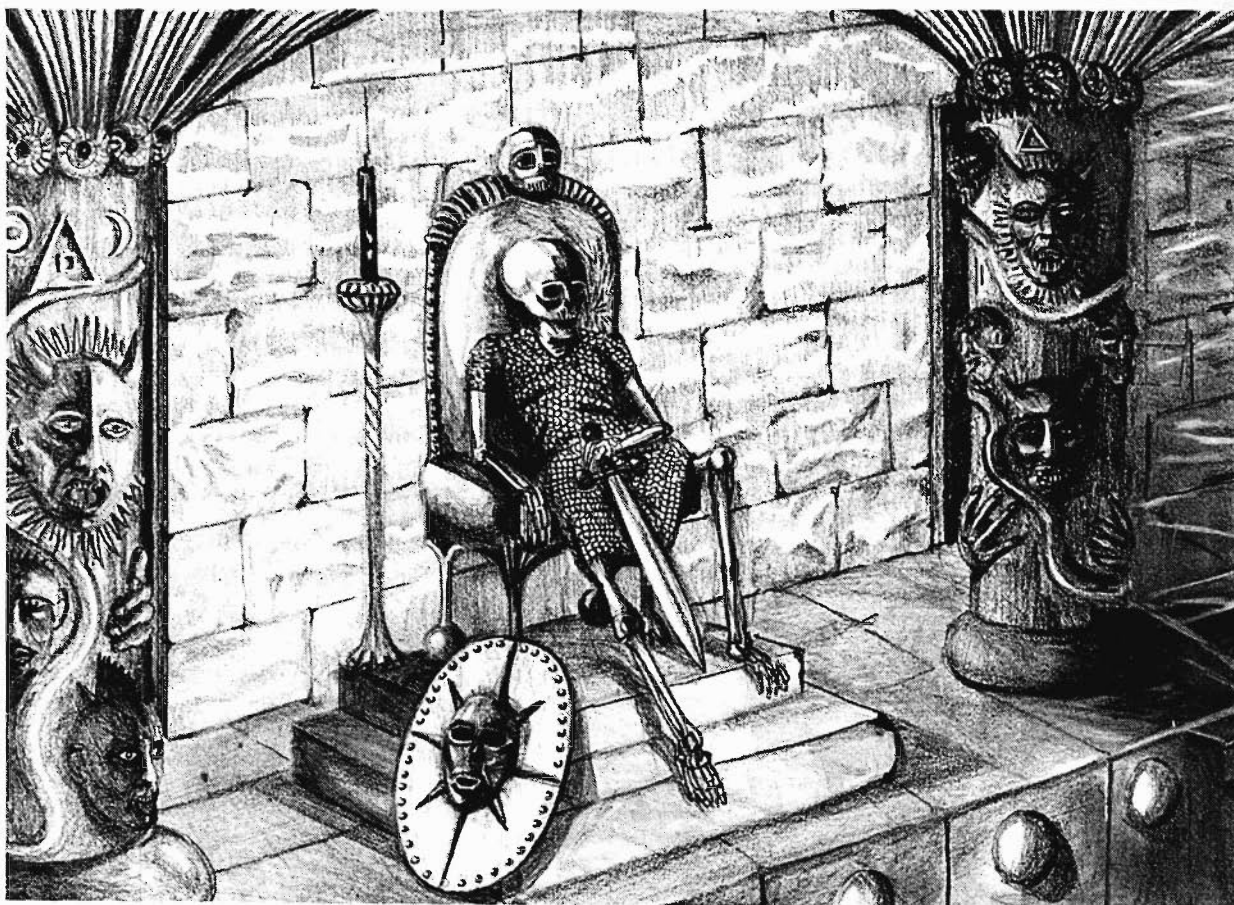
If they prepare to attack or ignore the voice and start searching the chamber, the voice will warn them once to stop – if they do not do so, go to *The Battle*.

If they respond to the voice – including stopping when they are told – it carries on:

"YOU SHOW SOME WISDOM. NOW, WHY ARE YOU HERE?"

If the adventurers do not admit that they are looking for treasure, Gaetano responds:

"YOU ARE LYING. WHY ELSE DOES ONE BREAK INTO AN ANCIENT TOMB IF NOT FOR TREASURE? AND THE TOMB OF GAETANO CARNERA IS SAID TO BE VERY RICH, IS IT NOT? YOU SHOWED NO SURPRISE AT MY NAME, SO IT IS STILL KNOWN AMONG THE LIVING – SO TOO, THEN ARE THE STORIES OF MY



GOLD. YOU WILL FIND IT WELL GUARDED, BUT YOU MAY HAVE WHAT YOU CAN TAKE AND KEEP WHAT YOU CAN HOLD*

At this point, he activates his defences – go to *The Battle*.

If the adventurers admit quite openly that they are indeed looking for treasure, Gaetano takes a different tack:

"HONESTY AS WELL AS WISDOM? I AM ALMOST IMPRESSED BY YOU. BUT THE TREASURE OF GAETANO CARNERA IS NOT FOR ANYONE WHO ENTERS TO TAKE AS HE PLEASES. IF YOU WOULD HAVE MY TREASURE, THE STRONGEST OF YOU MUST PLACE HIS RIGHT HAND IN THE RIGHT HAND OF THE GODDESS. DO SO."

Any delay in carrying out this order results in an immediate attack – go to *The Battle* below. The character must be the one with the highest **S** score in the party. In the event of a tie, any of the equally strong character may come forward. The stone hand closes gently but firmly around that of the character – the adventurer's hand is not crushed, but it cannot be withdrawn. Gaetano then commands the character to name the most powerful monster he has slain. It doesn't have to have been killed single-handed, but the character must have had an important role in the combat which destroyed it. Any dishonesty here leads to the hand being crushed for 2 **W**, regardless of **T** and armour.

Secondly, Gaetano commands the character to speak of the most powerful *person* he has slain (Champions of Chaos can be included here, but not such enemies as Beastmen or other humanoid). Again, a lie costs the character 2 **W** points.

Thirdly, Gaetano commands the character to name the essence of his warriorcraft. There is not true or false answer here, but the character's response will affect the dead outlaw's attitude to the character – this is explained below.

Fourthly, Gaetano commands the character to state one reason why he should be allowed to take any of Gaetano's treasure. Again, his response to the answer is covered below.

Lastly, Gaetano asks the simple question, **"IS IT GOOD AND RIGHT TO STEAL FROM THE RICH IN ORDER TO GIVE THEIR TREASURES TO THE POOR?"**

To decide Gaetano's 'views' on the answers he gets, you will have some interpreting to do.

For the first question, the more powerful the creature named, the more impressed Gaetano will be. Such monsters as a Chimera, Dragon, Griffon, Jabberwock, Hydra, Liche, Vampire, or Manticore are very good replies; monsters such as the Basilisk, Hippogriff, Giant Spider (these are venomous after all) are acceptable. Anything else is inadequate.

Judge the second answer the same way – Champion

of Chaos would be a good response, a thief or watchman a bad one.

With the third question, Gaetano will favour any reply which has a certain element of inspiration or poetic quality about it, such as *"Becoming a true master at one with my sword"* or *"Tempering aggression with watchfulness"*. Stupid bragging at this point should certainly be judged inadequate.

With the fourth question, Gaetano is looking for a reply which has any quality of creativity, simple honesty or other like merit – such as *"A magical weapon is better in the hands of a live warrior than a dead one"*, *"I have won through this far, which surely makes me worthy of some reward"* or *"I feel I have as much right to take it from you as you had to take it from previous owners"* will all make a good impression. Honesty here – and a certain degree of (justifiable) pride is the key. Bluffing, bragging, or foolish answers are inadequate or no better.

With the last question, Gaetano is impressed by an immediate answer of "Yes". Something thoughtful like *"Sometimes, but cases must be judged on their individual merits"* is acceptable. Anything else – equivocation, lawyerish babble or "No" – is inadequate.

In any case, if in doubt about any answer decide against the adventurer.

At the end of this first grilling, the statue of Verena releases the character; make a secret test against the average of his **Ld** and **Fel**. Modify the test by up to +/-10 for each question, reflecting how the character has impressed Gaetano so far. If the character is a Tilean add +10; if the character is a sincere follower of Verena, add +10.

If the modified test is passed the skeleton stands, and indicates the six doors in the room with a wave of his arm.

"I GRANT YOU WHAT IS BEHIND ONE OF THESE DOORS. WHICH WILL YOU TAKE?"

The character makes his choice, and the door falls away. Behind it, the undead guardian fades away, released from its guardianship here. The adventurers are free to take the treasure within.

If the test is failed, Gaetano rises to his feet.

"YOU ARE A WORTHLESS WARRIOR, A PILLAGER OF GRAVES AND A COWARD. LEARN COURAGE OR PREPARE TO DIE!"

...and he orders his forces to attack. Go to *The Battle* below.

Gaetano is prepared to allow a second character to go through the same questioning if – and only if – the first character is successful. Gaetano does not permit more than two characters to go through his questioning, and on the second occasion he does not ask the final question.

Once a second character has answered Gaetano's questions successfully and has been rewarded, the interview is at an end.

"YOUR HONESTY HAS BEEN WELL REWARDED," he says *"BETTER, PERHAPS, THAN YOU DESERVE. GO NOW IN PEACE."*

To emphasise the dismissal, the remaining ethereal guardians emerge into the chamber, standing in front of their various doors. The adventurers should take the hint and leave now – any delay or refusal results in *The Battle*.

9-14. Side-Chambers

All of these contain a skeletal form in a shroud, bearing a red gold medallion worth 50 GCs as an antique. They also contain other things, as follows:

9: Spectre, suit of plate mail +1, bag of diverse antique Tilean gold coins worth 150 GCs to a collector or 35 GCs as gold.

10: Spectre, sleeved chain mail shirt +1, Energy Jewel set in a ring (8 Magic Points), dehydrated powder-form *Potion of Strength* (just add water...), gold signet ring (35 GCs).

11: Wight, magical sword (**WS** +5, **D** +1) with minor death rune (Skaven) which also makes the sword-user subject to frenzy when confronting dwarfs, +10 sword-breaker (+10 to all **WS** tests for parrying, sword breaking, etc.), gloves of the cobra, bag of 250 GCs (Imperial coinage).

12: Wight, shield +1, Amulet of Law, Boots of Silence.

13: Wraith, coffer with gems and antique coinage to the value of 3,500 GCs.

14: Wraith, *Robe of Disguise* (Clone Image variant), *Ring of Protection* vs Goblinoids, *Wand of Jade*, magical quarterstaff (**Cl** +15, **WP** +15 when carried, destroys magical weapons), bone tube with scroll of 3 Level 3 Battle Magic spells (your choice).

The Battle

Gaetano rises to his feet to attack, and the six undead guardians emerge from the side-chambers. Don't forget the possibilities presented by the combinations of special abilities that Gaetano has at his command. For example, paralysed characters are *prone* targets and can be *Strength*-drained to death horribly easily. Gaetano and his guards fight to the end. There is no surrender. They will pursue fleeing adventurers to the entrance, but cannot leave the complex.

Fighting all these ethereal undead is an option which sensible adventurers should try to avoid. Note, however, that a fairly good option would be to take the *'trial' (as it were) for two warriors, leave, get healed back to full strength as quickly as possible, and return to fight Gaetano and the four remaining undead guards and get the rest of the treasure.* But even this will mean a very dangerous combat. The rewards are good, but they will have been truly earned here!

THE TOWER OF RAVENS

This adventure is suitable for beginning characters, although more experienced ones can still find this tricky – especially if you increase the number of Ravens or the severity of the traps.

Experience

Each character should earn 50-125 experience points from this short adventure.

Set Up/Location

The ruined tower should be located fairly deep in the Ghostwood. The adventurers can find it while carrying out some service for Wanda the druidess which takes them (with her permission) into the Ghostwood. Alternatively, they can be pursuing some fugitive and come across the tower.

Outside the Tower

The stonework on the outside of the tower has begun to crumble, although the tower itself is still intact. Ivy, thick moss and lichens, and similar vegetation grow in patches over the stones. The old front door, once strong, has been broken down and lies on the ground outside the tower. A raven is etched into the stonework over the doorframe.

The windows in the tower are all intact. This may surprise the adventurers, but they are not made of ordinary glass. They are magically hardened (**T** 8, **D** 5), and if they are struck with any hard object they emit an ear-piercing high-pitched whining sound which can only be heard outside the tower. The whine lasts for 2 rounds. Any character within 8 yards of the tower must make an **I** test (*Acute Hearing* -10) or be partially deafened for D6 turns. A deafened character's ears are ringing (*Listen* -40) and he is slightly disoriented (-5 to all tests *except* those against **S** and **T**). Another strange feature of the windows is that they are one-way. Those on the inside can see out, but those on the outside can't see in.

It is possible to enter through the ruined doorway, or through a narrow gap in the roof made by some missing tiles. The gap is only 17 inches square, which means that Dwarfs, Halflings and armoured Humans will have to enlarge the gap in order to squeeze through. This will draw the Ravens in D3 rounds (see *The Ravens Attack!* section below). Attempts to climb the tower are made without any modifiers.

Inside the Tower

Unsafe Floors

The map shows where floorboards are missing (easy to spot!) or rotted and unsafe (**I** test, *Burglar* +10,

Tomb Robber +10, *Carpentry* +10, *Engineering* +10). Unsafe floorboards may collapse when weight is put on them – the base chance is 25% for a Halfling, 50% for an Elf, 70% for a Dwarf or Human. If there is more than one creature standing in the same area, the chance is a flat 95%. You can increase these chances for very heavy characters.

Light

The Tower is unlit, but on the first and second floors there will be some daylight filtering in through the windows. This will be dim in the Ghostwood, however – inside the Tower, the level of illumination is about equivalent to candlelight unless the individual area description states otherwise..

1. Main Chamber

This chamber is choked with branches, twigs and other debris. A test against half **Int** (full **Int** for characters with current or past careers as Rangers or Druids) will allow a character to notice that the amount of debris and the size of the pieces suggests that it may have been dragged in by some creature to form a nest.

There is a thick net of spider webs around the base of the spiral staircase. The Giant Spider which built them is lurking under a large pile of brushwood, almost directly over the trapdoor leading down to the basement. It will attack on the round after the adventurers enter the tower. If the adventurers head towards the stairs, the spider attacks with surprise (surprised characters suffer a -20 **I** penalty for this round only). Characters facing the spider's position when it attacks are not surprised.

There's nothing of any value in this chamber, only a great deal of rubbish muck and a dead Rock Rat in the webs. Forcing a way through the webs takes a full round for the first character. Following characters move at half-speed through the webs. Alternatively, the webs can be burned away with torches in 3 rounds or so, after which the stairs are completely clear.

The trapdoor to the basement can be found normally after the spider has moved. It is still covered by some debris, so it is not immediately obvious.

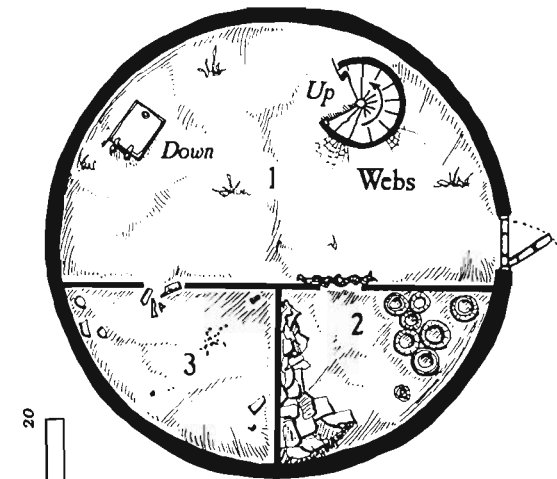
2. Old Store

The door to this room is rotten and hangs off its hinges. Apart from the remains of old barrels, filthy sacking and suchlike, the room contains a pair of nervous Rock Rats, trapped in here by the spider. They ran in here to get away from it when it captured their companion (now in the web), and haven't dared to move since. They will run off if allowed to, but will fight if cornered.

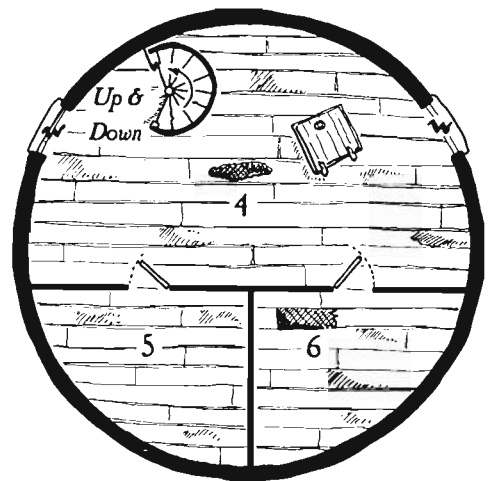
3. Cloakroom

The door to this room has rotted away to nothing. Along one wall is a decaying wooden batten, with a few rotting pegs jutting from it. There is a pile of decaying fabric on the floor, and more-or-less intact garments still hang from a peg here and there. Among the debris on the floor is a pair of boots which are still in good condition. They carry a low-power

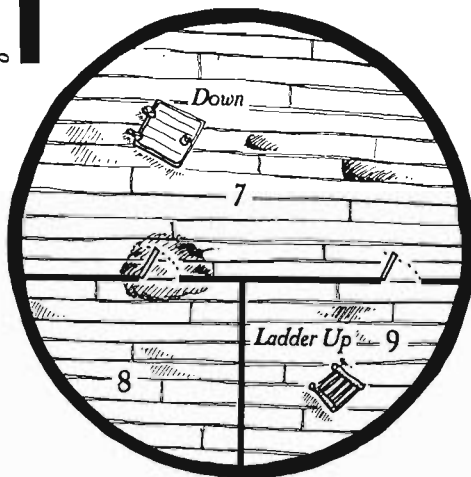
MAP 11: THE WIZARD'S TOWER



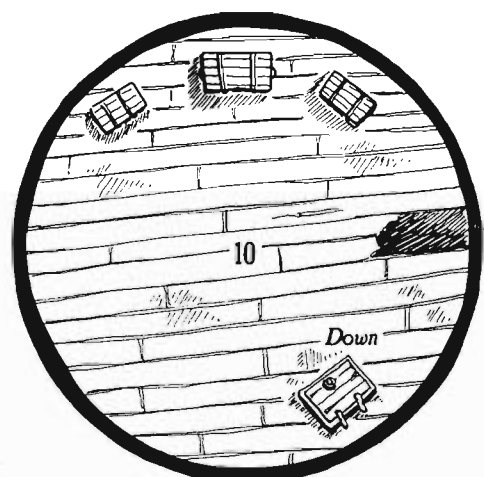
GROUND FLOOR



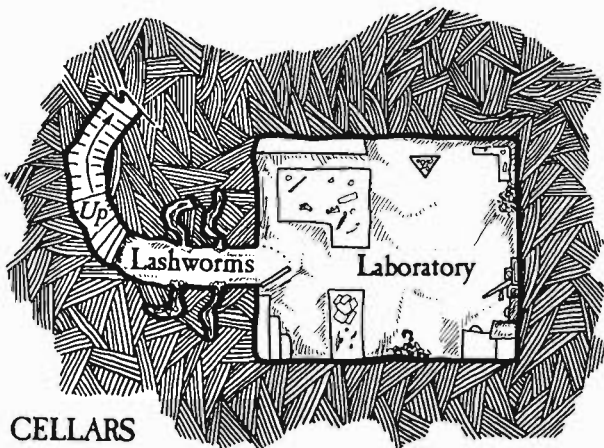
FIRST FLOOR



SECOND FLOOR



ATTIC



CELLARS



ELEVATION

enchantment which allows their wearer to travel over *difficult ground* at normal speed and *very difficult ground* at half-speed – but only when the ground is made difficult by mud or waterlogging. In addition, the boots will keep their wearer's feet warm and dry under all conditions.

4. Study

The trapdoor in the floor here is easily prised open; it isn't locked, just stiff with age. The room contains the rotted remnants of paper, scrolls, vellums, and furnishings. The old desk here is still intact, but it looks as if it has been discovered before – the drawers are pulled out and crudely stacked on the desktop.

The second drawer down in the stack has a tiny secret compartment at the back, which has escaped detection so far. It has the normal chance of being discovered if the drawers are searched carefully. The compartment can be sprung open with a lockpick, knife or dagger. As it opens a tiny dart will fly out, with **BS 50, ES 1, D -2**. It strikes the hand of the character opening the compartment, and gauntlets count as 1-point armour. The dart's original poison is decayed and next to useless, but the dart has a 20% chance of causing *infected wounds* if its target loses 1 or more **W** points.

5. Store

This room originally contained racks of paper and vellum. Everything in here is now decayed and useless, scattered across the floor by earlier thieves.

6. Guard's Room

The door to this room is locked. The lock has rusted solid and cannot be picked, but the door is rotten and easily broken down (**T 1 D 6**). On the outside of the door (facing into room 4) are painted the words "**QUARANTINE – POX**". Over the years the paint has deteriorated, and now it will only be found if the door is examined closely or if a character makes a successful **I** test (*Read/Write Old Worder* +10) before trying to open the door. A character who is already in the process of shouldering the door when he spots the writing must make another successful **I** test to pull up in time.

On a simple pallet bed, the skeletal remains of the wizard's bodyguard lie beneath what is left of a set of filthy bedclothes. A virulent and disabling version of Red Pox took both the wizard and servant, and the bodyguard died in his bed. On a table beside the bed are his chain mail vest and sword – now rusted and useless. Previous robbers did not dare to enter here. Any character who enters the room has a 1% chance of being exposed to Tomb Rot. Characters who interfere with the skeleton have a 10% chance of being exposed to a still-active, mutant strain of the Red Pox which killed the wizard and his bodyguard. This is the same as the Red Pox described in the **WFRP** rulebook, except that characteristic losses are multiplied by **D4**.

7. Bedroom

Again, the trapdoor in the floor can be lifted easily – in fact, a successful **Dex** test is necessary to stop it falling apart. In this room the body of the wizard him-

self lies in its bed. The risks of contracting disease are the same as for the bodyguard's room. Here, though, the bedlegs opposite the adventurers have collapsed, so that the bed is tilted away from them and the body is not easily seen in detail. This may lure the adventurers closer...

There are some items of value here. The skeleton wears a silver wheel-pendant on a neckchain (worth 7 GCs) and there is a pouch with 17 GCs (worth five times this much as they are 200 year old antique coins) on a small bedside table. There are a few other personal items, of no real value.

8. Bathroom

A simple tin bath stands here together with a pair of large copper urns. Underneath one is an old and rusted spirit stove. A search reveals that there is a wall panel which can be lifted to open a small chute leading to a drainpipe within the wall itself. The adventurers aren't likely to be able to follow the course of this pipe, but if they somehow manage to, they will find that the pipe discharges into a soakaway in soft sand, a few yards from the foot of the wall and about six feet down.

9. Bare Room

There is nothing here to indicate what the room was once used for. A simple flight of wooden steps leads upwards to the attic.

10. Attic

This is where characters emerge if they enter via climbing up to the roof, of course. The trapdoor in the floor is stiff with age but can be forced open without much difficulty.

Three old and tattered trunks stand in the attic, a yard or so apart. The middle one is real, but the other two are Chameleoleeches, imitating the item they found here. The Chameleoleeches will attack as soon as a trunk – real or otherwise – is touched. Characters trying to open the lid of a 'chameleoleech-trunk' count as *prone*. The Chameleoleech automatically gains surprise for the first round!

The real trunk contains only some old clothes (ragged hats, a long multi-coloured scarf, moth-eaten moleskin britches, a similarly moth-eaten moleskin waistcoat, etc.). These are for a fairly slim person. The wizard got too fat to wear them any longer and stowed them up here. There is nothing of any real interest, and certainly nothing of value.

The Basement

This is the area of the Tower most obviously suitable for expansion. Further laboratory areas could easily be added here – a summoning chamber, an alchemical laboratory, a secret library, and so on. **Dungeon Floor Plans** should give you some ideas here, if you need any. Any additional areas are left for your imagination, and will need to be tailored to the level of experience of your adventurers. The one chamber detailed here, however, provides some reward for diligent searchers!

11. Passageway

A small colony of 4 Lashworms has found its way into this area and lurks in the areas shown on the map. The adventurers can run past these pests, although they will suffer attacks on the way in and on the way back!

12. The Laboratory

The door to this chamber is locked (CR 25, T 4, D 12). Inside, the laboratory is fully set-up, although most of the equipment is filthy and dirt-encrusted with age. A dozen large, opaque bottles contain substances which have long since lost whatever potency they once had. There are some items which can be found on a search through cupboards and benches: a stoppered earthenware bottle of mercury (25 GCs), a set of bronze weights with a still-accurate scale (15 GCs if cleaned), and a jar of powdered emerald worth 75 GCs.

However, what really catches the eye in here is a set of glowing glass globes on a small side-table. Each globe is some 3 inches in diameter. On a close inspection they seem to be made of glass about half an inch thick. They are from within by their contents – apparently some kind of swirling, glowing coloured liquid or gas. *Magical Sense* will reveal that the contents of the globes are magical. If anyone picks one of the globes up, they will find it is slightly heavier than they would expect of a solid glass globe – you might want to enforce an **Int** test to notice this (Spellcaster +10/level, Artisan's Apprentice +10, Artisan +20, Engineer +20).

If a globe is broken, the magic it contains is released. They can be used as sling missiles or hurled like stones (R 8/16/30). There is one globe of each colour; spell effects are as follows:

Globe Colour	Spell
Red	Fire Ball
Blue	Lightning Bolt
Yellow	Cause Cowardly Flight
Brown	Foetid Cloud
Grey	Mystic Mist

The globes smash when dropped, or thrown, on to any reasonably hard surface (including earth, when thrown). The spell effect is centred on the point of impact (in the event of a miss, use the deviation procedure for bombs and incendiaries), and fills a hemispherical area 5 yards in diameter. Every creature in the area is affected by the spell.

The Ravens Attack!

The Giant Ravens in the Ghostwood are alerted to the adventurers intrusions into the tower. If the adventurers try to get in from the roof, D3 Giant Ravens appear and attack the climber in D3 rounds. When the adventurers emerge on the roof, the same thing happens. The Ravens cannot get into the tower, but will attack any creature in the area around the tower. They are huge and unnatural creatures, several times larger than a normal Raven. They stand as tall as a man, and have wingspans of more than



ten feet. Long ago, the wizard who lived here bred the ancestors of these Giant Ravens to serve as guards for his tower. The wizard is dead and gone, but the Ravens still watch over the tower, and will attack any intruders.

Concluding the Adventure

There are some possible spin-offs here which you may wish to consider. The magical glass globes are unique. Somehow the wizard was able to capture a spell essence permanently in a form which can be used by non-spellcasters, and the idea of loading a spell into a missile could be very useful indeed. The adventurers might be able to gain a large reward, and friends in high places, by taking these items to the powerful Wizards' Guilds in Nuln, Middenheim, or Altdorf.

And just who *was* the wizard who died here? We haven't given him a name, or any background, or even a time of death – this is on purpose, so that you can fix these things to suit yourself. If the adventurers find something which identifies him, they could start making enquiries and maybe travelling widely as they discover and piece together scraps of information about the dead wizard. If you want to encourage them to take up the trail, simply have them discover an old ledger in the study (room 4), mentioning houses owned by the wizard in various cities, and treasures hidden therein! Then, as they start looking for these other locations, you can lead them to adventures in other towns and places. Easy!

THE PRIEST OF ARABY

Party Strength

This adventure is suitable for characters who are still in their first careers, with only a few advances, although they will find the final combat a stiff one. It will be an advantage if at least one Warrior or Ranger character has gained 2 Attacks.

Experience

Each participating character should earn 75-125 experience points from this adventure.

Set Up/Location

The tomb can be set virtually anywhere you like. It won't matter if it is in a wooded or forested area – the pattern of land settlement has changed greatly since it was first constructed, after all. It would be best to set the tomb somewhere fairly remote, though, to explain why it hasn't been found and looted before and to keep the expedition nicely isolated. Tension



is so much easier to build when the adventurers can't go running back to town for supplies and reinforcements. A week's journey into the mountains, or a similar distance into deep and tangled forest, would be ideal.

The adventure begins (more or less) when the distinguished Tilean scholar Mortimo Pabo arrives in Kreutzhofen. He books the Helmsman and advertises by word of mouth for workers. He requires labourers and bodyguards for a small expedition. The adventurers will probably fall into the latter category, and he is offering 2 GCs per person per day for bodyguards; he can be haggled up by another Crown per day.

Hopefully, the adventurers will be moved by curiosity to ask about the bodyguard jobs. If they don't, don't worry. Run some other adventure, and drop hints and details about the progress of Pabo's excavations from time to time when the adventurers drop into the Black Eagle or the Helmsman for a drink. After hearing that the pay is good and there might be some treasure to be found, they might decide to get involved. As a last resort, you could have Pabo approach them directly, attracted by tales he's heard of their adventures.

Mortimo's Story

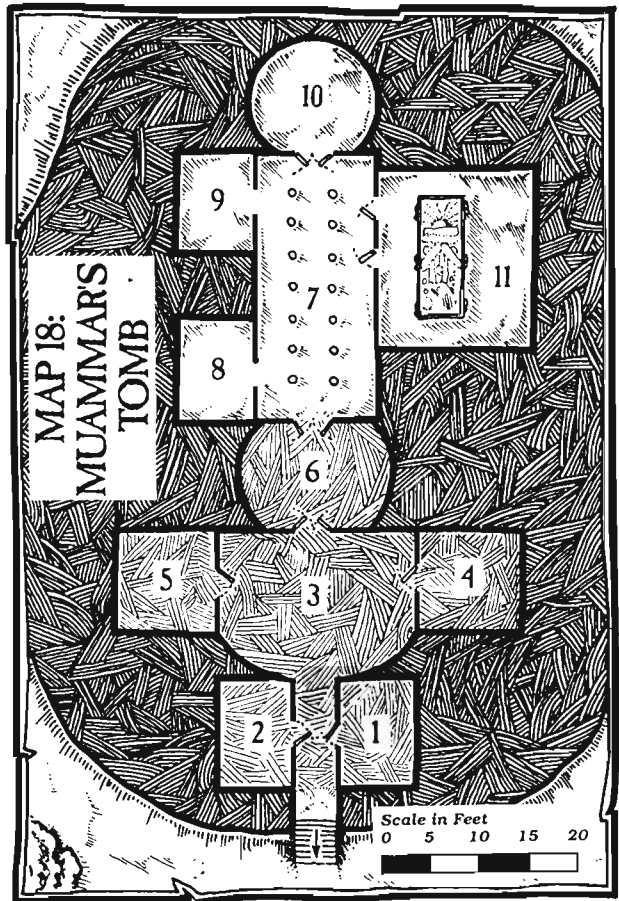
This is what Mortimo will say if the adventurers ask about employment at an early stage. If they ignore the original advertisements and Mortimo approaches them later, you will want to add some details about how the excavations have been progressing – you can piece these together from the notes below.

"I'm Mortimo Pabo, one of the famous Pabo family of Remas – maybe you've heard of us? No? Never mind, you have now. I am a historian and antiquarian by profession, and my researches have led me to these parts – for I have discovered that not far from here is the tomb of none other than (whispers) Muammar the Mad!"

"Who?! You never heard of Muammar the Mad? Well, I suppose not everyone has the time or inclination for scholarship. Suffice it to say that Muammar the Mad was a great priest of Araby, who lived more than sixteen hundred years ago. Ah yes, in the years before the Holy Wars it was not unusual for traders from Araby to reach this area, bringing silks and spices and other wares. And here it was that they buried their great High Priest in a tomb STUFFED full of wondrous treasures! According to their own historians, that is. I propose to find that tomb and the fabulous treasures it is said to contain – and I, Mortimo Pabo, shall have no rival in the study of ancient times!"

"The pay and the duties? Ah yes, let us get to practicalities..."

Mortimo is hiring bodyguards partly to protect the site from looters and bandits, and partly because he fears that his arch-rival, the Tilean historian Gordino Bambini, may have got wind of his work. The rivalry between the two scholars is so fierce that Mortimo fears Bambini may hire thugs to attack the workers



and assassinate him, high-jack the excavation and claim the glory. That is certainly what Mortimo would do to Bambini if he ever got the chance – although he will deny it hotly if questioned.

Mortimo wants to have two characters with him as bodyguards at all times while the excavation is in progress. Characters can work in shifts – for instance, six characters can work in three 8-hour shifts. In addition to the basic rate of pay, Mortimo offers a 50 GCs bonus for characters who are actually called upon to fight – provided they win, of course! This might be haggled upwards after the event if Mortimo gets a particularly bad scare.

Opening the Tomb

The tomb is choked with hard-packed earth, stones and rubble up to the doors between areas 6 and 7. Areas 7-11 are free of rubble, and more or less as they were left.

Mortimo has about half-a-dozen labourers working at any time, and spends a lot of time persuading them to go slowly and carefully, so that they find everything and break nothing. A few finds are made in clearing the first few chambers – things of no apparent value, but Mortimo will examine them with great enthusiasm, and may even pay the finder a bonus of up to 5 GCs. These items will include fragments of pottery, fragments of iron tools, mosaic fragments, small marble objects, intact ceramics and small pots, orna-

ments in precious metals and bronze, and rare small items of jet, jade, and coral. You may want to design some specific interesting objects of these types which may be found during the excavation.

Each of the first six chambers has a 50% chance of containing D4 valuable objects – intact ceramics, precious metal items, rare items. If a character decides to get his hands dirty and dig alongside the labourers, he has a 25% chance of being the one to find the precious item – but Mortimo is watching like a hawk and a *Palm Object* attempt must be made with a -20 penalty in order to get anything away without his noticing. The agreement the adventurers have with Mortimo specifically excludes their stealing anything!

This painstaking excavation isn't a quick business. The labourers are being paid by the day, and have no desire to go too quickly anyway. Although it's siddly, this work is soft compared to back-breaking stuff like digging up turnips, and it pays a lot better as well. It takes D4+6 days to excavate each chamber apart from 4 and 5 – these take D4+3 days each.

Apart from random small finds, chamber 6 also contains a splendid – and almost intact – marble fountain and some exceptional frescoes of ancient Arabian High Priests engaged in various rituals. Mortimo will gloat and chuckle endlessly over these, although they don't seem particularly special to anyone else.

Mortimo is always where things are happening, making endless notes and sketches. He pays as promised at the end of every day, and things are quiet for the first few days.

Optional Encounters

If you decide that the first few days of the dig are too quiet, you might like to add a few interesting incidents and encounters. Spies working for Gordino Bambini might be found in the woods. If they are taken alive and confess who they are working for, Mortimo will be whipped up into a frenzy of paranoia, and will probably double the pay of his bodyguards if they ask for a rise. There might even be an assassination attempt by a Bambini agent. You might also throw in a couple of 'wandering monster' encounters if the dig is in a wild enough area – for example, a wild boar might blunder into the excavations and rush around in a panic while Mortimo screams for people to get it out of there before it damages anything. The adventurers might have the boar's well-being at heart as they try to persuade it to come out of a chamber where it's cornered, but the boar itself might not see things in quite the same light! Or the excavators might be approached by a group of bandits with a badly injured leader. In return for medical attention, they will even agree to protect the adventurers on their way back to Kreutzhofen afterwards!

Growing Unease

Things begin to approach a climax during the excavation of chamber 6. During this time one or two of the labourers are sure they have seen movement in the gloom around the fringes of the encampment outside. Attempts to track down the whatever-it-is are always fruitless. Strange animal noises at night, an

odd feverish disease afflicting a labourer, footprints appearing in the soft earth when nobody's looking – or even when somebody is looking – all these can be thrown in to raise the level of tension.

The Door

At last, the day comes when chambers 1-6 have all been cleared, cleaned, sifted, recorded, drawn, measured and generally seen to. Mortimo is ready to open the great doors to chamber 7, the colonnaded Throne Room. Leading off this room are the Robing Room (8), the Meditation Room (9), the Chapel (10) and the burial chamber (11). The doors to 7 are very strong (T 7, D 22) and are firmly wedged in place. They have to be opened using crowbars and heavy hammers, much to Mortimo's distress. Mortimo will want all the adventurers with him at this time, since this is when he most fears an attack. If there are characters who cannot be here at this time, or if the adventurers are too few or too weak to handle the delights to come, then you may need to add a local NPC such as Dagmar Tausk to strengthen the side.

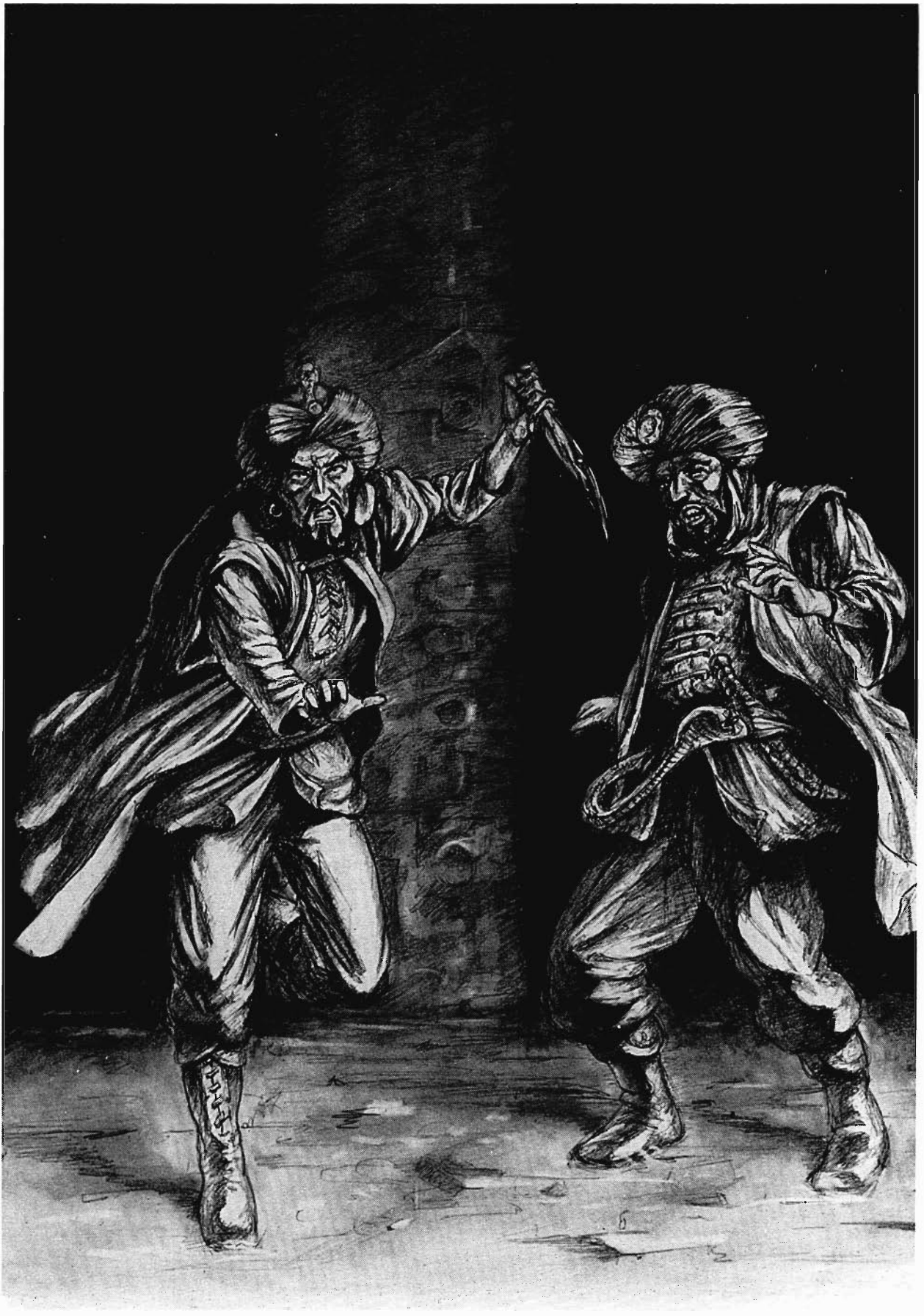
When the doors to 7 are opened, there is a rush of stale-smelling air from inside, accompanied by a low and awful moan. The labourers look nervous and shuffle about awkwardly – you might have a couple of them make C1 tests against *fear*. Mortimo ventures inside with the adventurers and the labourers at the rear. Everyone carries a torch. This throne room is beautiful – the great gilded throne atop a plinth of superbly-carved basalt, and frescoes which are even finer than those in chamber 6.

There are no doors between chambers 8-9 and 7. The Robing Room has wall paintings showing ancient Arabian priests preparing for various rituals, and there is a chest of silk robes which might fetch a total of 500 GCs – perhaps more to a collector of antiquities. The Meditation Room is totally bare, and the walls have a frieze showing ancient Arabian priests at worship. The doors to chamber 10 are closed but not wedged, locked or barred – they are fairly stiff on their bronze hinges, but can be pushed open by a combined *Strength* of 11 or more. The chapel contains a larger-than-life black basalt statue of an ancient Arabian priest, flanked by a pair of iron incense burners – these might be valuable to an antiquarian, but they don't look valuable to anyone else.

After taking in these details, Mortimo heads south to 11 the burial chamber. Again, great, heavy doors bar the way and the labourers pick up their heavy crowbars and sledgehammers to effect an entry. However, this is where things get disturbed. While all attention is directed to the doors, a hideous eerie wail issues from right behind the adventurers, to be met a split-second later by a faint answering wail from inside the tomb.

Avengers of the Dead

As the scream rings out behind them, the adventurers look around to see the scene pictured in *Handout 1*. One of the robed Arabians is beginning an incantation as his belt turns into a snake and drops to the floor, and the other lunges forward with a dagger – the blade glistens evilly, and not just with blood.



Hold *Handout 1* up in front of the players, count to five, and then take it back – and tell them that there is an almighty thump against the doors to 11, apparently from the other side. A heartbeat later, there is another thump, and the doors fly open as if they were made of paper. Anyone within a yard of the doorway must make a successful **I** test (*Dodge Blow* +10) or take an automatic **S** 4 hit as the heavy doors fly open. Framed in the doorway stands Muammar the Mad – now Muammar the Mummy – intent, like the two live Arabians, on slaying the defilers of his tomb. *Fear* checks all round – apart from the two Arabians, who were expecting Muammar to put in an appearance.

Tauseef the Priest has already cast *Aura of Protection* and *Hammerhand* on himself – so he has **S** 6, **A** 2 and 2 AP on all locations. The increases in **S** and **A** are dispelled as soon as he suffers any damage. He has expended 5 Magic Points, and his Magic Points total should be adjusted accordingly. The incantation he is currently reciting is the activation command for his *Belt of the Cobra* – a new magical item which is described in the *Profiles* section.

Tauseef is an important NPC in this battle – he will try to use spell attacks such as *Steal Mind* to disable characters rather than get involved in hand-to-hand combat. He can hold his own in hand-to-hand combat, of course – especially with his *Hammerhand* spell and his *Gloves of the Cobra*. Abdul, the snake, and Muammar all fight hand-to-hand (or hand-to-fang).

The labourers will panic and flee. After all, they aren't being paid as bodyguards! Most of them will probably be too fear-stricken to do much of any use, anyway. It's up to the adventurers to fight their way out of this one. Mortimo will try to avoid the fight if he possibly can. If things are going desperately badly for the adventurers then you might allow Mortimo and some labourers to pile in from sheer desperation – but don't help the adventurers out if they don't deserve it!

If the adventurers manage to take an Arabian alive, they will get nothing out of him. The two are members of a fanatic cult and would rather die than betray their cause to infidels. Given half a chance, a captive Arabian will kill himself – remember, they are trained assassins, and they can be as inventive in contriving their own deaths as in contriving the deaths of others. Basically, if the adventurers take their eyes off a captive for an instant, he will commit suicide somehow. Even if watched all the time, he may still manage to kill himself – with a false tooth full of poison, for instance. The adventurers are going to have to be very clever and work very hard to keep a captive alive.

After the Battle

Assuming that the would-be archaeologists are not routed from the tomb by Muammar and his two living servants, they will have a few things to think about after the battle.

The most important point concerns poisoned wounds. Mortimo has a small vial of Manbane antidote which is enough to treat three characters (provided they're not yet dead, of course!). He kept this

in case of an attack by minions of Giordino Bambini, and will treat himself (first!) and up to two of his bodyguards who are suffering from poisoned wounds. If he has to decide whom to treat, he will go by his estimation of the characters' bravery, based on the battle which has just taken place – characters who saved his life will be at a distinct advantage!

There is also the question of Tomb Rot, if anyone was wounded by the Mummy. Medical attention would definitely be in order here! Perhaps the adventurers could persuade Old Mother Eberhauer to come up with a herbal remedy – if you're feeling *really* cruel, the remedy might do no more than hold the disease at bay, in which case the afflicted characters must keep a supply of the mixture on hand at all times until they can get a more permanent treatment.

The agreed bonus of 50 GCs for killing an attacker applies, of course, and Mortimo might be bullied into counting the snake and the Mummy as attackers. If the adventurers have been really instrumental in preventing the destruction of the whole expedition, then they might even be able to bully Mortimo into paying a bonus of up to 500 GCs out of the gold, jewellery and other treasures that will be found in the burial chamber. They may feel like knocking him on the head and taking all of it, but discourage this. The authorities would take this very amiss, and selling the treasures in Kreutzhofen would be very difficult. It would take a small wagon train even to shift it all, and news of a treasure convoy would bring every bandit for leagues around out of the woodwork!

Extending the Adventure

If you want to plague the adventurers with repercussions from this adventure, then you might use the old 'Curse of the Pharaohs' trick. Have Mortimo give each of the adventurers a small, item of moderate value – say a small piece of jewellery – as a memento of the adventure. Unfortunately – and unknown to the adventurers – a curse is attached to everything removed from the tomb, and if they keep these items with them the adventurers will start of a serious run of bad luck. You might afflict each of them with a randomly-determined minor problem such as those caused by the Petty Magic spell *Curse*, or you might be more subtle and give each of them a -1 penalty to all tests, which increases by -1 per day. Eventually they will realise that something is seriously wrong. The curse will lift from the adventurers if and when they pass the items on, but they may hear stories later of people's houses burning down inexplicably the night after they bought them.

And, of course, the two Arabians in the tomb will not be alone. It may take some time before their cult sends someone to investigate their disappearance, but eventually they will want a suitably elaborate and painful revenge on those who defiled the tomb of their High Priest. Assume that the cult will never run out of assassins, and that they will always manage to track down the adventurers somehow – but be reasonable over how long this will take. After all, Araby is a good three months' journey from Kreutzhofen.

THE CURSE OF THE REICHENBACHS

INTRODUCTION

The Curse of the Reichenbachs is an extended adventure set in and around Kreutzhofen. The adventurers uncover traces of a plot which threatens the whole existence of the village. They also come across a few guilty secrets as the past apparently comes to take revenge on the present.

As we've already seen from the Gazetteer section, Josef Gierig owns a great deal of Kreutzhofen, both openly and otherwise. He'd like to own the lot – then he could evict all those troublesome villagers, rebuild the place as a proper commercial centre, and become seriously, disgustingly rich. He's just uncovered something which might enable him to do just that.

In the notes on the history of Kreutzhofen, we've already mentioned the tyrannical Reichenbach family, and their sticky end at the hands of the villagers.

Even though this event took place two centuries ago, it still casts a shadow over the village – some say that the ruins of the Reichenbach mansion are haunted, and those villagers who know the truth whisper of a retribution which must surely descend on Kreutzhofen one day.

The End of the Reichenbachs

Much of this adventure is concerned with the death of the Reichenbach family, so here is a little more detail on the awful events of two hundred years ago.

The Reichenbachs became more and more despotic until the reign of Count Vladimir Reichenbach, son of the half-mad Waldemar and his hated Kislevite wife Natalia. Vladimir was worse than any of his ancestors – villagers and visitors disappeared under very suspicious circumstances, and he was said to be a necromancer, a daemonologist, and worse. Stories of his



enormities were told as far afield as Wusterburg, and the villagers even tried to send a deputation to Nuln – but Vladimir's soldiers caught them half-way to Sonnefurt and slaughtered them all.

Chaos was pouring over the northern borders of the Old World, and The Empire was in turmoil. The Reichenbachs had been shorn of troops to bolster up the struggling armies in the north, and this was enough for the people of Kreutzhofen. They went to the Reichenbach mansion *en masse*, armed with torches, assorted agricultural implements and hawthorne stakes – for terrible stories were told about the evil family.

The mansion was razed to the ground, and the Reichenbachs all perished. Even the children were not allowed to live, lest they should carry the evil of the Reichenbachs into a new generation. A handful of remaining Reichenbach soldiers fled or were killed, and the villagers concocted a story about bandits to cover their rebellion. Many fled the area, taking the story with them. In an Empire in upheaval, no-one questioned it.

However justified it might have been, the rebellion left a permanent mark on some of the villagers who took part. They feared the vengeful spirits of the Reichenbach family, and the site of the mansion was shunned by all. The slightest unexplained noise in a hedgerow at night was interpreted as a Reichenbach ghost; the souring of a farmer's milk was seen as the doing of the murdered family. The guilt of the murders has haunted Kreutzhofen down through the generations, and even though few of the villagers nowadays know the full story of the rebellion, there is a collective dread of the dead Reichenbachs which fully equals the fear they inspired in life.

The Evil Plot

A few months before this adventure begins, one Gerhard Katz died in Nuln. The authorities could not trace any next of kin, so according to the laws of the city his goods were disposed by auction in order to pay for his burial and to settle the death duties which city bye-laws impose on those who die intestate.

Among the items sold at auction was a fine antique rosewood desk. This was bought by a young and ambitious merchant named Martin Schnapp, who saw it as a perfect status symbol for a rising young financial wizard. Schnapp found a concealed drawer in the desk, and eagerly pried it open – it did not contain the hidden treasure he had hoped for, but he found a small and dog-eared journal, dating back almost two centuries. The name on the flyleaf was Jurgen Katz, and the pages of the journal told of the end of the Reichenbachs.

Jurgen also recorded the sightings of Beastmen in the woods soon after, the peculiar omens and portents in the sky, and the day when – according to some washerwomen – the river itself turned red with blood. Two villagers were found injured and barely alive, with fresh puncture marks on their throats –

the Vampire had risen and was stalking the land again! Jurgen's account lapsed into madness and trailed away, but not before he wrote of how the villagers of Kreutzhofen would never be free of the terrible curse the murders had brought down on them.

Being a literate man, Martin did a little research on the area and the Reichenbachs. He unearthed the 'official' story about the bandits, and even unearthed a biography of Count Reinwald Pfeifraucher, who commented on the sullen and fearful nature of the villagers. He travelled to Kreutzhofen with a small cargo, and did a little business and a little reconnaissance. He saw the village's position and the potential for even greater trading prominence. He heard a few of the stories that were still told of the Reichenbachs, and he saw Siggy Katz in one of the minstrel's unstable, depressive phases. A cunning plan began to form in the merchant's mind...

Checking official records in Wusterburg, Martin discovered that someone else was already in the process of taking Kreutzhofen over – Josef Gierig. The name was not unknown to him, and he realised that taking Gierig on would probably be a very bad idea. Instead, he struck a deal with him, and together the two merchants are embarked upon a plan to place themselves in total possession of Kreutzhofen, and total control of the goods that pass through it.

The two plan to visit the Curse of the Reichenbachs on Kreutzhofen anew. The Vampire will walk again; the river will turn red with blood; Beastmen shall ravage the woodlands, and many other portents and prodigies will be seen. With cunning, deception, and the help of a hire illusionist, the Reichenbach curse will force the villagers from their homes and the two conspirators will be left in sole possession.

Adventure Summary

The conspirators have realised the many of the villagers know nothing of the rebellion two centuries ago and the murder of the Reichenbachs. Obviously, they'll need to know about the original events if they are to believe in the curse coming back – so the first move is for Martin to send the journal to Siggy Katz.

Meanwhile, Josef Gierig has obtained a drug from a contact in Talabheim – a stimulant named Sprengwort. He has an enormous quantity of prepared Sprengwort, which Stapmi surreptitiously introduces into the water-barrels and wells of the village. The actual dosage is slight, and there is a base 5% chance to detect a slight astringent taste in the water – you might let a Herbalist character make an **Int** test to realise what is happening.

Despite the dilution, the dosage builds up day after day – every day, everyone in the village must make a **T** test (*Immunity to Poison* +10) until a test is *failed* – this is the day when the drug first takes effect on the character. It is a good idea to make the test secretly for player characters, and keep a note of who is affected by the drug. For NPCs, you might prefer to make a check each time the adventurers meet a par-

ticular NPC, rather than checking every single villager every single day. A character who spends a day away from Kreutzhofen may make another **T** test to throw off the effects of the drugged water.

As time goes on, an edge of fear builds in the village, just as strange things start to happen. Not all the things that happen are directly connected with the conspirators, but most of them have the effect of helping their plan along.

Sprengwort

Availability: Average. Spring & Summer. Upland Meadows.

Price: 1 GC and 5 GC

Method of Application: Brew

Preparation: 3 days

Dosage: 6 hours

Skills: None

Tests: None

Effects: This herb is a mild stimulant, but it also has the side-effect of inducing nervousness and restlessness. A character who drinks an infusion of Sprengwort gains **I** +10, but must also make a **T** test (*Immunity to Poison* +10) or lose **Ld** -10 and **Cl** -10.

Entesang's Insane Experiment

To complicate matters further, Doctor Entesang is conducting some dubious physiological research up at the Reichenbach mansion. His sinister hunch-backed servant Igor lurks in the old cellars, protecting the strange equipment the Doctor has assembled there. Entesang pays Boris Hippler to bring him corpses, which he is using in an attempt to create a living creature from dead tissue by surgical and scientific means. As you'll see, the monster he creates will inject some extra spice into the proceedings!

Running the Adventure

Read through this adventure before you try to run it, to familiarise yourself with the main events. The events can be spread over days or even weeks, with the adventurers maybe going out of town for a few days and hearing of fresh prodigies on their return. In this way, you can develop the atmosphere and background while not allowing the adventurers close enough to wreck things at an early stage – and keep them away from the effects of the Sprengwort, as well. You could run the early events of this adventure at the same time as the adventurers are involved in the shorter adventures that you'll find elsewhere in this book, dropping in information about strange events as you go along.

The Conspirators

Martin Schnapp the merchant is secretly holed up at Glerig's house, along with his bodyguard Selena and the hired illusionist Frederik. From time to time,

the three will secretly leave the house and spend a couple of days in the woods as they set up an event. They always take the greatest care not to be seen, and no-one knows that they are in Kreutzhofen. They only move by night, and they all have ways to avoid leaving a readable trail. Martin has *Boots of Tracelessness*, which are enchanted so that they never leave a trail of any kind. Frederik uses a Spell Jewel invested with *Flight*, so that either end of a journey he is not touching the ground and leaves no trail. Selena relies upon her *Concealment Rural* skill and is very careful to cover her tracks. Thus, the adventurers will almost never be able to track the conspirators – if they do pick up a trail, it is so faint that non-magical attempts to follow it suffer a -50 penalty.

INITIAL EVENTS

These events should take place in the order shown. The precise timing of them is up to you, according to what the adventurers are doing at the time. If they are working their way through some of the short adventures from this book, then the events can be spaced out by several days – a slow, gradual buildup of events leading to a thundering finale! On the other hand, if the adventurers are staying in Kreutzhofen throughout the course of this adventure, then you should run the events closer together – a sudden storm of strange happenings with scarcely time to catch one's breath!

Event 1: Suicide!

One morning, the adventurers find a small crowd of villagers gathered outside the door to Siggy Katz' cottage. Several people are trying to hover in the doorway at once, but no-one seems inclined to go in. If the adventurers ask what's going on, or peek through a window (although several other people are doing this!) they will discover that Siggy Katz is hanging from a beam in the ceiling. Everyone agrees that he has been depressed in the last few days – even more so than usual – and no-one doubts that this was suicide.

The Watch Captain is inside, cutting the body down with the aid of a few villagers. The body is taken to Doctor Entesang for storage until Boris Hippler the gravedigger can be summoned from Weilerberg. He also takes a note and a small leather-bound book from a table – these are evidence for the inquest that must be held later.

The book and note are taken straight to the Dorfriecher, and no-one is allowed to see them – partly because they are material evidence, and partly because Klippel feels that certain villagers shouldn't be exposed to the story of the death of the Reichenbachs, which is told in the journal. Everyone in the village is edgy enough as it is, and the last thing he wants is an outbreak of mass hysteria.

The villagers are shaken by Siggy's suicide – Stapmi has been treating the water with Sprengwort for a

Gretchen set down her teacup primly, and looked with some satisfaction at the expectant faces around the kitchen table.

"Well, I'm not one to gossip, as you well know..."

"Of course you aren't, dear," Gudrun chimed in loyally, refilling the cups, "There are some wicked tongues in this village, but you've never been one of them." Heads nodded in agreement.

"Well," Gretchen went on, "just imagine! I was walking by – minding my own business, as I always do – and I noticed through the window that something was *swinging*. Now as you know, I'm not one to poke my nose in..."

"Of course not, dear, you've never been a busybody. Not like some I could mention."

"So anyway, I went a little closer – not prying, of course, just to see what it was..." She paused briefly. The expectation was almost tangible – this really was something to be relished.

"...And just *imagine*! There he was, going backwards and forwards, backwards and forwards – and his *face*! I tell you without a word of a lie, it was as purple as Gretel's hat. Frightened the life out of me, it did – and his eyes popping out and all. I turned my face away the minute as I saw them – you can't be too careful, you know."

"Did what?"

"Turned my face away, of course! You mustn't ever look a dead man in the eye, or else his ghost will come after you. I thought everyone knew *that*."

"But what about the book – the one the Watch took away?"

"Yes – and the note. He left a note, didn't he?"

"Well, as you know, I'm not a busybody, but I could see there was a letter or something on the table, and I thought it might be important – I mean, the poor man had *hung* himself! So I let myself in. When I picked up the note to read it – I had to take it to the window, you see, my eyes aren't what they were – there was this old notebook underneath it. Now I'm not one to pry – people's business is their own as far as I'm concerned, as you well know – but it was lying open and my eye just fell on the page. And it was all about the Reichenbachs, and how the villagers – Siggy's great-great grandfather among them – how they went up to the old manor house and burned it to the ground, and all the Reichenbach family was horribly murdered. *Horribly!* I don't scare easily, but there were things in that book that turned my blood to ice. And those that died don't rest easy, you may be sure of that."

A shuffle of anticipation ran through Gretchen's audience – this was what they'd come to hear.

"Their curse is on the village, so the book says. After the Reichenbachs died, there was a Vampire walked in Kreutzhofen – and Beastmen in the woods! One day, so it said, the river turned to blood! Right before your eyes! More than a dozen people saw it! That's when Siggy's great-great grandfather left and went to Nuln. It was all the curse of the Reichenbachs, he was sure, and he was getting away before it destroyed Kreutzhofen and everyone in it. And now it's back. You see if I'm wrong! The young people today, they've got no idea of what's right and wrong – and no respect for anyone, god or mortal. Stands to reason the curse is back.

"You mark my words – young Siggy won't be the last of this. Not by a long way."

couple of days now, and it has begun to affect people. The Dorfrichter peruses the journal and comes to the conclusion that he was right to withhold it from the general public at this time. Unfortunately, old Gretchen Klatsch – who found the body – had time for a long look at the diary. This is clearly a wonderful piece of scandal, and she is busily going around the village telling the story to anyone who will listen. And – as gossips often will – she elaborates and adds a few gory details of her own. The net result is worse than reading the journal itself.

There's a good chance that the adventurers will pester the Dorfrichter and try to get a look at the book. He will be very unwilling to let anyone see it, at least until after the inquest – according to the letter of the law, anything which constitutes evidence in a legal proceeding may not be interfered with by anyone, and he is using this regulation to buy time so he can decide what to do. He's definitely worried about the upset that Siggy's death has caused in the community, and wants to play things down and keep everything quiet for the present.

Event 2: Beastmen in the Woods

There are Beastmen in the woods! The news spreads like wildfire throughout the village. Captain Trottel is stumping up and down the main street shouting at the top of his voice, trying to draft everyone between the ages of ten and sixty into the Militia. Captain Becker of the Watch is trying to keep order and calm people down – which will inevitably lead to a shouting-match with Captain Trottel over whose jurisdiction is superior and whether the sighting of Beastmen constitutes a state of emergency. Meanwhile, villagers are packing into the Black Eagle Inn to hear the full story.

Anders and Stutzer neglect to mention that they had crossed briefly into the Ghostwood, which is where they saw the Beastmen. They won't admit this to the villagers – they don't want to be accused of bringing the curse out of the Ghostwood by trespassing there – but they might admit it to the adventurers if they are questioned privately and the character who does most of the talking makes a successful **Fel** test.

The Beastmen were actually an illusion – a combination of *Assume Illusionary Appearance* and *Illusionary Enemy* provided by Frederik the hired Illusionist. If the adventurers investigate the site they may find a few tracks – one or two people seem to be involved, and the tracks are definitely Human. The trail goes stone cold after a few yards, as Frederik used his *Fly* spell to travel back from the scene of the incident. The tracks will not be found unless the adventurers persuade Anders or Gerhardt to tell them where they really saw the Beastmen, and villagers will not enter the Ghostwood.

A simple clue to show that something is odd is the fact that there are no Beastman tracks to be found anywhere, although where Anders and Gerhardt said they saw them the ground is dry and hard and tracks would not be likely to be found.



This sighting can be repeated once or twice, since Frederik will certainly use this spell effect to scare other villagers. With his *Assume Illusionary Appearance* spell in addition, Frederik can easily create other illusory monsters.

Event 3: Rivers of Blood

Yes, one day the river turns to blood! This has a terrific effect on the villagers – reduce **Ld**, **Cl** and **WP** by an extra -5 for 2 days after this, on top of any spreng-wort effects. The effect lasts for some 15-20 minutes, and it is best if you pull this stunt when the adventurers are out of the village for the morning.

This effect was very easily created. Frederik dumped a large quantity of red dye into the river upstream of Kreutzhofen. If you want added drama, then one of the villagers may have seen a ghost near the river shortly before it turned red – this was Frederik on his way to dump the dye in the river, using his *Robe of the Shroud* to hide his identity. If the adventurers check the area upstream it is possible to find a few footprints and some traces of red dust (the dye) on reeds by the riverside. This is tough to spot – the adventurers will literally have to search every inch of the banks upstream from Kreutzhofen. As usual, Frederik used a *Flight* spell to travel part of the way back, so his trail goes cold after a few yards.

If the adventurers find the red dust and tell the villagers about it, they will not be able to calm things

down. The villagers will believe this to be dried blood and some will claim that witchcraft is now being practised in the area! Gretchen prays to Sigmar, people mutter of Old Sins, and hysteria continues to grow.

Event 4: The Vampire Strikes!

A villager is found in the bushes near the village, unconscious, very weak, and with two small punctures in the throat – typical vampire fang marks! The victim should be young and female – Britt Stoltzenberg or Juliane Hennig are ideal. After all, *everyone* knows that young women are a Vampire's favourite prey.

The victim can remember nothing of the attack – she came round with people gathered about her, and doesn't know anything more. By now the villagers are really rattled – some may well be whittling hawthorne stakes as the adventurers question the victim.

Close examination of the victim will reveal two things. Firstly, the victim has a large lump on the back of her head, just above the right ear. It looks very much as if she was attacked from behind with a blunt instrument. Secondly, if the throat wound is examined by a character with *Heal Wounds* skill, a successful **I** test will reveal that the two punctures missed the jugular vein by almost half an inch. Any character who looks closely at the area will realise on a successful **I** test that bleeding from the wound has been superficial. What kind of Vampire bites and misses the jugular vein? A *fake* one.

Convincing the villagers of all this may be a different matter. In their current state of barely suppressed hysteria, any character trying to calm them down will suffer a -10 penalty to all relevant **Ld** and **Fel** tests. The adventurers may well have to prevent the villagers from staking and burning the poor victim on the spot.

If the adventurers examine the last place the victim can remember – a path a little way out of the village – successful use of *Follow Trail* skill will reveal the victim's tracks, plus a second set of tracks which emerges from the undergrowth. It appears that an assailant approached the victim from behind, knocked her out with a blow to the head, and dragged her into the bushes where she was found. A character with *Follow Trail* skill who examines the assailant's tracks will realise on a successful **Int** test that they were made by a small man or perhaps a woman, who was wearing stout, military-style boots.

This event was set up by Selena. She sneaked up on the victim, knocked her out with a dagger-hilt, and made the 'bite marks' using a hairpin. If a character with *Heal Wounds* skill sees that the wounds both miss the jugular vein, then he is allowed another **I** test (-20 penalty) to be able to determine that the marks were made with a metal object. Characters who have examined Vampire victims before ignore the -20 penalty – the wounds look different from those left by a real Vampire.

If you want to raise the pressure on the adventurers at this point, you could have one 'Vampire attack' take place while they are away – they come back to find that one of the villagers has been staked and burnt, and the villagers are living in fear. Then spring a repeat incident while the adventurers are around to do something about it.

Event 5: Revenge Beyond the Grave?

This event is nothing to do with the conspirators, as we shall see. But – to the villagers at least – it looks as though the Curse of the Reichenbachs has claimed its first victim.

A mule train arrives from the Montdidier Pass, and the merchant in charge goes straight to the Dorfrichter. He is accompanied by a pair of muleteers who carry a large bundle wrapped up in sacking. About half an hour later, Wilhelm and Erich Stoltenberg are

fetched. A terrible wailing cry is heard, and villagers rush to see what has happened. Wilhelm emerges holding Britt in his arms. Through the sacking that partly covers her, a red stain can be seen in the general area of her chest.

What has actually happened is this: Britt was picking herbs on the edge of the Ghostwood when she had the misfortune to meet the Entesang Monster, which had escaped its confinement. She was paralysed with fear until the curious Monster touched her – then she screamed and ran. As she fled blindly through the Ghostwood, she fell – accidentally impaling herself upon a jagged stump by the roadside. By this time, Igor had caught up with the monster, and ignorant of the girl's death he took it back to the Mansion. The caravan found the poor girl's body, and brought it into the village.

Britt's death sends a tremendous shock through the village. It is whispered that there was a Britt in the Reichenbach family – a younger sister of Count Vladimir – who died at the same age, in the same way. Can this be anything else but the thrice damned Reichenbach family taking a gruesome revenge from beyond the grave? The Dorfrichter arranges a quiet burial, and the grieving Stoltenbergs leave Kreutzhofen by barge the same night, taking only those possessions they can carry.

The shock which Britt's death causes in the village is shared by the conspirators. Each denies having had anything to do with it, but each privately suspects the others. Selena is appalled. She has more scruples than the two merchants, and wants nothing to do with killing. Schnapp and Gierig are more worried by the prospect of hanging for a crime they didn't commit, but are equally disturbed by this turn of events. Frederik, for his part, worries privately that their actions might inadvertently have brought about a *real* curse.

This event sows fear and mistrust among the conspirators. They do not fall into open dissention, however – as the crafty Schnapp points out, if one of them goes to the authorities they will all end up in jail for a very long time. But they each begin to plot their escape from the conspiracy, or the removal of their co-conspirators. Both Schnapp and Gierig have been thinking for some time of ways to remove each other before the time comes to divide the profits, in any case; the time has simply come rather earlier than either expected.

"There, lads," Silber's rumbling voice was almost gentle, "On the house. Get 'em down you and tell us what happened." Gerhardt Stutzer's hand shook slightly as he picked up the brandy. He took it down in one gulp, screwing his face up as he swallowed. A crowd stood around in uncomfortable silence, waiting to hear the news.

"Horrible, it was," he began. "Anders and me, we were out in the woods getting some firewood in for Johan here. In the wild woods out by the road, it was," – he looked at his friend, who nodded in confirmation – "and we heard

this noise behind us. I turned round, and there they were – near on a dozen of 'em, I'd reckon, comin' straight at us. Well, Anders an' me, we just dropped our wood and ran."

"Where are they now?" Boris Gross hefted his staff uncertainly. His voice was high with suppressed panic.

"Dunno. Didn't follow us out of the woods, I don't think – not that we stopped to look back – so I s'pose they'll still be in there."

The adventurers might want to examine the place where Britt's body was found. This might lead them to follow her trail back into the Ghostwood, discover the tracks of the Monster, and track it back to the Reichenbach mansion. They do get to go there in the end, but now is not the right time. So, as soon as the players start talking about investigating the scene of the crime, start running the next event to keep them busy.

Event 6. The Dead Walk

News of Britt's death spurs Schnapp and Gierig to move things up a gear. They convince each other that now is the time to seize the moment, and privately each thinks that precipitating events now will keep the other one busy while a way can be found to get rid of him.

Frederik is sent out to the graveyard, to use his magical ring to cast the necromantic spell *Raise Dead*. This, the two merchants have explained to their timid minions, should be the event that finally makes the villagers flee. The first of them have started to move out, and this should give the rest enough of a scare to make them clear off for good. All the Undead have to do is get out of their graves and stand around looking frightening – everyone runs away, no-one gets hurt. Simple.

Secretly, though, neither merchant will quail at a little bloodshed. Both know that if they're caught they will inevitably be charged with Britt's murder as well, so what have they got to lose? And if push comes to shove, Frederik will do what's necessary to stay alive and uncaptured – he knows only too well that once he's cast a necromantic spell in public his life depends on getting away. He'll be wearing his *Robe of the Shroud* to make him look like a Ghost, of course, but he'll still want to keep well out of any combat.

The event gets under way with loud screams from the direction of the graveyard. A few villagers come running towards the bridge, clearly scared out of their wits and screaming that the dead are rising. And indeed they are – all over the graveyard, skeletons can be seen clawing their way up through the soil. An indistinct, faintly glowing figure stands in the middle of the graveyard with arms uplifted. The skeletons pause for an instant after they have dug themselves out of their graves, and then they set off into the village.

Between fear of the Undead and the continuing effects of Sprengwort, most of the villagers will flee as the Undead march through the place. Only the adventurers can defend Kreutzhofen – if they make their **CI** tests! There is one skeleton for each adventurer, plus D3 more. If the adventurers are in real trouble – only a few surviving their **CI** tests, for instance – then a couple of the hardier villagers like Johann Silber and Asterellion Leafdew might pitch in and help. Rudolf Furst might well be tempted, but he knows that even if he saves everyone his methods would be sure to get him killed. Some people don't know the meaning of gratitude.

After the dust has settled, there are a few dead among the locals – D6 or so, but avoid killing anyone of major importance like the Dorfrichter. There are also several cases of infected wounds, and Doctor Entesang is hard at work treating the injured. Help from characters with suitable skills or spells will be gratefully received.

The militia is nowhere to be seen. Hals Rother is among the dead, and pinned to the door of the militia house is a badly-scrawled note reading "*Gone for help to NULN*". Trottell's charger is not in the stables.

As the dust settles, most of the villagers who are still capable of walking begin to pack up their belongings. They have decided to leave Kreutzhofen before something even worse happens. Stapmi Thundergut is out and about, sympathising with people, helping them pack and solicitously asking them where they are planning to go. His behaviour is so out of character that the adventurers should become suspicious – in fact, he is about Gierig's business – he'll have to know where to reach people in order to buy their homes, after all.

The Watch Captain, with one arm in a sling, goes around the village trying to maintain some kind of order. The Dorfrichter and his scribe are also out and about talking with the villagers, but Bruno Wachtel is not to be seen – he is in bed with a severe fever from infected wounds.

Towards the end of the day, a final dramatic event occurs. This is the trigger to the denouement of the whole adventure.

Event 7: A Bungled Murder

As people are preparing to leave, a stranger staggers into town along the road which leads to the Montdidier Pass. This is Selena Kuchen – Schnapp has decided to dispose of her in case she talks, and laced her food with Manbane. Once she realised she had been poisoned, she took the antidote that she carries with her. She is still clutching the empty vial when she collapses unconscious a few yards away from Hans Artblant's cottage.

A character with *Prepare Poisons* or *Heal Wounds* is allowed an **Int** test to recognise the signs of Manbane poisoning. Martin and Frederik left as she was eating, assuming that she was as good as dead. They are hiding out of the village, waiting to see that their plan has worked. Selena's breathing is shallow, and it seems fairly certain that she doesn't have long to live. The small amount of antidote she took was just enough to keep her alive until she could stagger into the village.

Selena is taken to Doctor Entesang's, but there is no response to knocking on his door. In fact, he is at the Reichenbach mansion, checking on his monster after its escape in event 5. In desperation, the villagers break down the door and rush to the dispensary, but they have no idea of what to give Selena. If there is a character with medical skills who has recognised

that Selena has been given Manbane, he can find the antidote here automatically. Characters without *Heal Wounds* or *Prepare Poisons* must make a test against half **Int** to find the Manbane antidote.

If Selena is given the antidote, she will pass into a very deep sleep from which she will not awaken for some 24 hours. She is very weak, and needs complete bedrest for some 3-4 days after that. If she is given no antidote, she will die within the hour. Either way, before becoming unconscious or dying, she mutters a cryptic phrase; "*Black stump*". She passes into delirium and unconsciousness after this, and the adventurers can learn no more from her.

The adventurers have two possible leads from here. Staggering and crawling for much of the way, Selena has left a trail back into the Ghostwood. Any character with *Follow Trail* skill who examines the site of the 'vampire attack' earlier is permitted an **Int** test to realise from Selena's tracks that *she* was the assailant. If the adventurers ask villagers, there is a 50% chance that any NPC might remember the blackened stump of a huge oak which was destroyed by lightning a couple of years ago, close to the boundary between the Ghostwood and the Weilerberg Estate. Selena was trying to tell the villagers the location of the conspirators' camp.

A Brief Aside: Weird Science

As the villagers have broken the door down in order to get medicine for Selena, the adventurers will have the chance to search Entesang's house in his absence. This isn't strictly legal or ethical, but it could turn up one or two things of interest – and give the adventurers a reason to visit the ruins of the Reichenbach mansion, if they need one!

The good Doctor's study is kept locked while he is out of the house (**T** 5, **D** 10, **CR** 30). As well as some fairly ordinary books and pieces of equipment pertaining to medicine, the following bits and pieces are there to be found – each successful **I** test will turn up one item or group of items.

- ☐ Spell ingredients for various Level 1-2 Battle Magic spells. No-one in the village knew that Entesang was a wizard...
- ☐ A locked trunk (**T** 4, **D** 6, **CR** 35) containing several books on death, the decay of the body, embalming, necromancy (but nothing to suggest that the Doctor is a necromancer), elemental magic, science and lightning. Wrapped in a cloth is a beautiful leather-bound edition of *The Vital Force* by Francois Enfertier of Mousillon, which describes the stimulation of lifelike movement in the legs of a dead frog by means of a strange apparatus consisting of strong acid, slabs of lead, and copper wire. Entesang has underlined several passages in this volume – most seem to relate to apparatus and the use of lightning to produce similar results.
- ☐ An invoice (*Handout* 4) from one Hugo Glasbecher of Nuln, demanding payment for various items of scientific equipment. The amount of

the invoice – nearly 300 GCs – and the long list of equipment make it plain that the invoice does not relate to anything stored in the doctor's house. In fact, this equipment is in his secret laboratory beneath the Reichenbach mansion.

- ☐ A very old map of Kreutzhofen (*Handout* 5) on which the Reichenbach mansion is ringed.

Time for Action

It could well be that the adventurers have been itching to get to the ruins of the Reichenbach mansion for some time, but have been prevented by your skillful manipulation of events. Well, now's their chance.

Once Selena has been seen to, the Dorfrichter sends for the adventurers and asks them to investigate the 'black stump'. He will tell them about the lightning-struck oak on the edge of the Ghostwood, and if the adventurers haven't realise that Selena's tracks match with those of the assailant at the scene of the 'vampire attack', then Watch Captain Becker will feed them this information. So Selena is definitely connected with one of the strange events of Kreutzhofen. In addition, Britt Stollenberg's body was found on the edge of the Ghostwood, and the precise circumstances of her death haven't yet been established.

The Dorfrichter and the surviving Watchmen have to stay in Kreutzhofen to maintain the last tatters of public order, so the adventurers are elected to do the job. If necessary, the Dorfrichter will use his power to draft them into the Watch, and they'll each be given a brass badge and 2 GCs pay in advance.

You need to consider carefully whether any NPCs might come with the adventurers. They still have to face a Level 2 Illusionist and a Level 2 Wizard, so this adventure isn't going to be a picnic! If the adventurers are seriously weakened, then you might send Johann Silber, Jakob Schmidt and a couple of the other village men with them. Someone might even have ridden to Weilerberg for help, bringing Dagmar Tausk and /or Gotthard Heyer into Kreutzhofen – these could be replacement characters if any of the adventurers have been killed or permanently incapacitated.

"*This black stump is the only lead we've got,*" says the Dorfrichter, "*perhaps you'll find some evidence there of what's been going on – if it's connected to the present troubles. I've been holding back from sending anyone to look at the old Reichenbach mansion, because I didn't want to give any credence to the rumours about ghosts and curses, but in the light of recent events we can't afford to overlook any possibility. Whoever is behind all this – be he mortal, ghost or anything else – we have to find him and stop him. I can't offer you much in the way of financial rewards, but you may rest assured that the Pfeifrauchers will hear of what has happened here, and your part in it.*"

The Hunt Begins

The adventurers will be given detailed directions to the lightning-struck oak if none of the villagers go



with them. They should follow the Montdidier road to the edge of the Weilerberg Estates, and then skirt the edge of the Ghostwood until the boundary turns south-east. The oak is a few yards from this point, on the edge of the Ghostwood.

If they wish, the adventurers can follow Selena's trail – she was in no condition to try and cover her tracks, and her trail will lead to the oak.

A search of the woodland near the stump will reveal a large flattened area, which is obvious even to characters without *Follow Trail* skill. There is the remains of a small fire, and a careful search will even turn up some small holes made by the conspirators' tent-pegs. There was a camp of some sort here, but it has obviously been moved. Two sets of footprints lead northwards, deeper into the Ghostwood.

This trail leads a mile or two to the north before the adventurers approach the new campsite. All characters should make a *Listen* test (Basic 20%, *Acute Hearing* +10, *Elf* +10, *Ranger* +10) – those who succeed will hear the faint sounds of someone moving about in the woods ahead, and maybe a couple of quiet voices.

As the adventurers approach the camp, Frederik – who is keeping watch – is allowed a *Listen* test to hear them coming. This is a basic 40%, modified by -20 if the adventurers made their own *Listen* test earlier and are approaching stealthily. This chance is modified by +5 for every character over two in the group

(+5 for 3 characters, +10 for 4, etc). Characters who use *Silent Move – Rural* successfully aren't counted for this modifier. If a lone scout is approaching the camp using *Silent Move – Rural*, follow the normal rules.

Frederik is sitting outside the tent, and Martin is inside it. Both will flee at the first sign of anyone approaching – tricks and bluffs will not work! Frederik can't use his *Flight* spell as he has already done so today – to avoid a wild boar he ran into earlier. However, he will use his other magic as best he can to hide and/or flee. Martin will simply run. These two will only fight if cornered or surrounded.

Martin and Frederik will not fight to the death. They surrender fighting when reduced to zero **W** (but note Frederik's *Confound Foe* spell). They will claim to be herbalists, looking for rare herbs in the woods. Frederik is happy to admit that he is an Illusionist as well. Frederik and Martin can both *blather* a bit about herbs but a character with a relevant skill (*Herb Lore*, *Identify Plant*) is allowed an *Int* test (+10 for both skills) to realise that they are lying. However, the adventurers have no actual evidence that these two men have done anything wrong. They may *guess* that Frederik is the source of illusory Beastmen in the woods, but they can't *prove* it. Likewise, how did an Illusionist raise the dead last night? Don't forget that Frederik's one-shot *Spell Ring* has now run out of Magic Points and is lifeless and nonmagical.

Getting a confession from these two isn't going to be

at all easy. Perhaps the only matter that can be exploited at this stage is the death of Britt Stoltenberg. If the adventurers suggest they killed the girl, Frederik must make a CI test – if the test is failed, he cracks.

"That wasn't us!" he blurts. *"Look, you've got to believe me, we never killed her! I never wanted anyone to get hurt – you've got to believe that!"* There is an edge of hysteria in his voice, and the adventurers should be able to work on him now to obtain a confession. Martin just sits and glowers at him.

The adventurers can now take these two back to Kreutzhofen, where they can be turned over to the Dorfrichter. With luck and skilful questioning, they should be able to obtain a reasonably full confession from Frederik – he will admit to anything just so long as people believe he had nothing to do with the death of the girl. He will, however, hold back from admitting to raising the undead. Necromancy is a very nasty business and the penalties are severe, not to say painful.

Martin will start out by denying everything and insisting on bringing in a lawyer from Nuln, but once he realises that Selena is still alive and everyone is prepared to testify against him, he will switch his tactics and try to take as many people as he can down with him. He will certainly do his best to implicate Gierig and Stapmi – if Martin isn't going to enjoy the profits of the venture, there's no way he'll allow Gierig to get his hands on them!

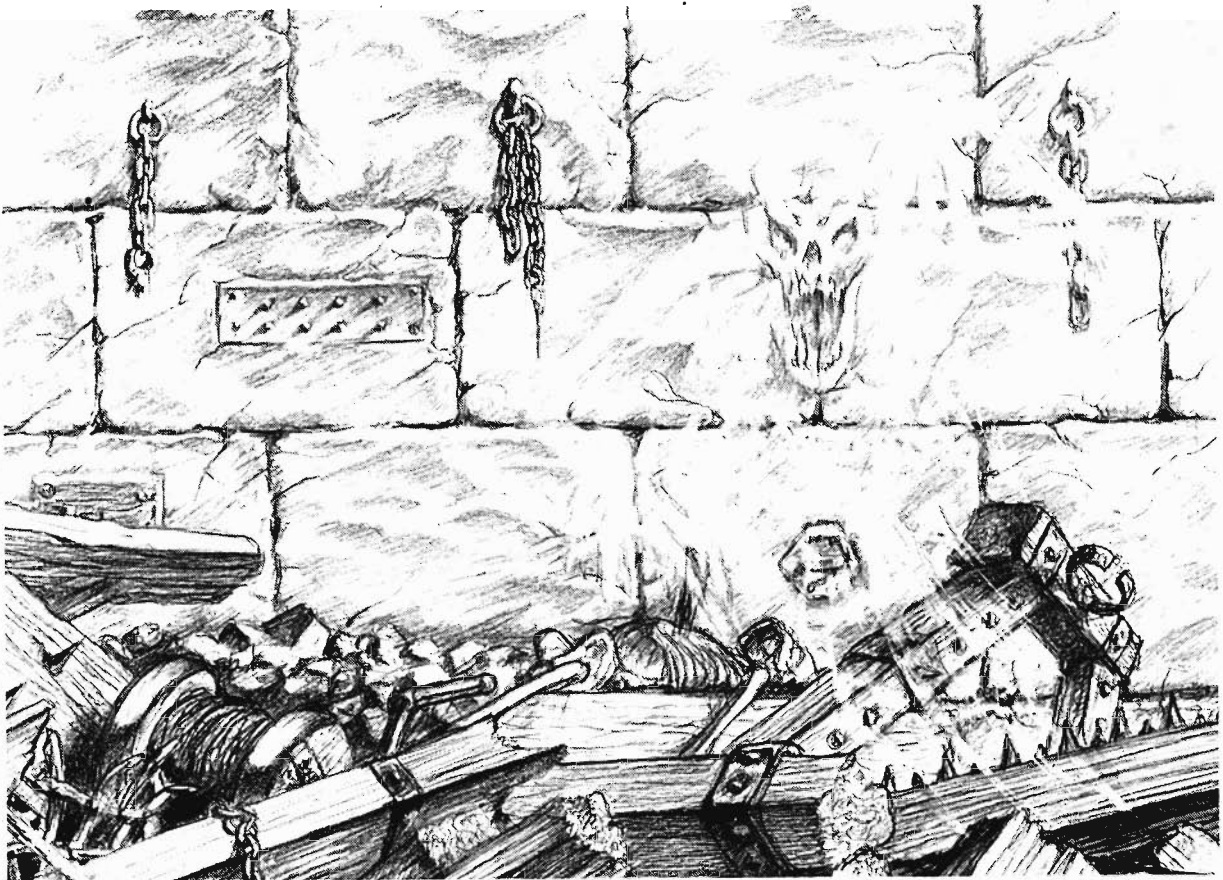
The conspirators are all locked up in Kreutzhofen, and the Dorfrichter begins to draw up the preliminary papers for a hearing at the Pfeifraucher court. Meanwhile, though, there are still some unresolved mysteries – such as the death of Britt Stoltenberg, which everyone denies, and the whereabouts of Doctor Entesang. There are two things which can lead the adventurers here – the map in Doctor Entesang's rooms, and some strange tracks which seem to be connected with Britt Saufer's death.

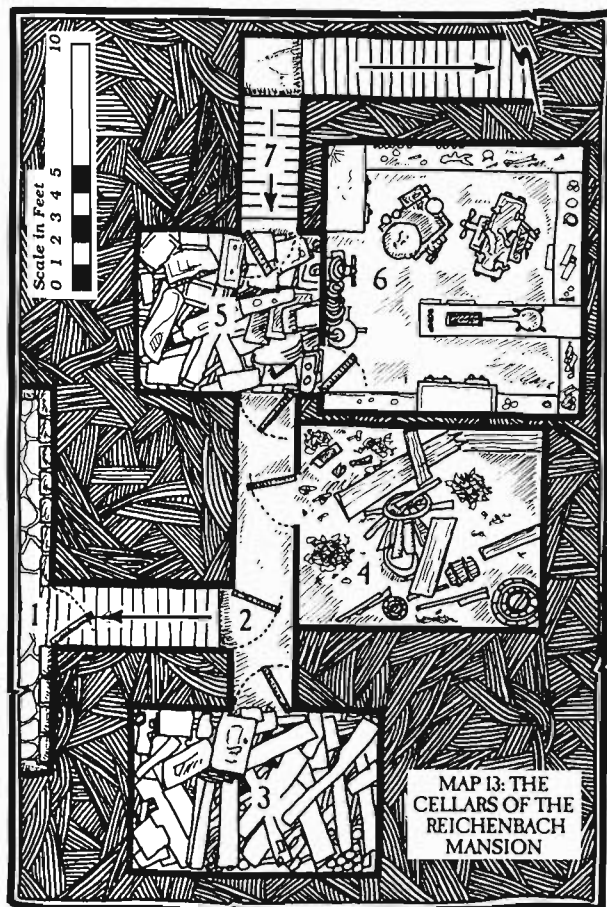
The Reichenbach Trail

If the adventurers decide to head straight for the mansion on the basis of Entesang's map, fair enough. Skip straight on to the next section, and come back here if they decide to check the scene of Britt's death.

The Dorfrichter has details of the place where Britt's body was found, taken from a statement given by the merchant who found her. When the adventurers examine the area, they will find a trail leading back to the place where she encountered Entesang's monster. This is a small clearing in the Ghostwood, where her footprints are mixed with others – large, square-toed footprints which are sunk so deep into the damp earth that whatever made them must have been as heavy as an Ogre.

The huge tracks lead off from here towards the ruins of the Reichenbach mansion, accompanied by some smaller tracks which appear to be those of an adult





Human male – a character with *Follow Trail* skill who makes an **Int** test by 20% or more will also be able to tell that whoever left these tracks walked with a pronounced limp.

There is no sign of violence in this clearing, and only the child's tracks link it to the scene of death. But something mighty strange happened here, and the answer seems to lie at the Reichenbach mansion. And after all, the adventurers have probably been itching to explore the place for *ages*.

THE REICHENBACH MANSION

You should time this section of the adventure so that dusk is falling as the adventurers approach the mansion. This will give you the chance to build up a suitable atmosphere. The wind begins to whip up and the skies are filling with slate-grey clouds. Leaves swirl about the adventurers. The first heavy drops of rain begin to spatter on the woodland floor. There is an ear-splitting peal of thunder directly overhead, and a lightning bolt hammers into a tree barely thirty yards from the adventurers, splitting it in two!

The mansion was mostly burned down some 200 years ago, and what little remains is overgrown with tangled vegetation. There is the occasional stump of

a wall standing 3-4 ft high, but very little else. Stapled to one of the taller fragments of wall is a metal rod, about as thick as a pikestaff, projecting some 20 feet into the air.

This is a lightning-conductor, used by Entesang for his work. If you want to drop a subtle hint about its function, then you could have a lightning bolt hit it when the adventurers are a few feet away. If a lightning bolt should hit the rod while anyone is touching it, they take a **S 4** hit, with a D10 rolled for damage – just like the *Lightning Bolt* spell.

Above the noise of the storm, the adventurers can hear the sound of a heavy door banging in the wind – you could treat this as a *normal* noise if you like. Following the sound, they will discover a set of steps leading down, by the stump of a wall – this is now heavily overgrown, but there are signs of recent use.

1. Banging Door

This swings back and forth in the wind. The steps beyond descend into the cellars. The stairs are unlit, but the rooms within the cellars and basements (beyond the next door) are lit with oil lamps set along the walls at irregular intervals. All doors past this point are locked!

2. Magically Locked Door

This door has **T 3**, **D 8**, **CR 25**, and Entesang has cast a *Magic Lock* spell on it. If they don't have a spell-caster or magical item capable of *Dispel Magic*, the adventurers' only option is to break the door down – this will certainly alert Igor further along, so that he will have his trap fully prepared.

3. The Dungeon

The door is locked and rusted into position (**T 4**, **D 20**); it has clearly not been opened in some time. This chamber was once used by the sadistic Hans-Dietrich Reichenbach for his 'amusements', and it was here that he died, two centuries ago. The room is filthy, full of detritus, and the skeleton of Hans-Dietrich lies on the floor, still transfixed by the fatal stake.

Hans-Dietrich haunts this chamber as a Spectre, and will attack anyone who enters here. He will pursue the adventurers if they flee, but becomes subject to *instability* outside this chamber. He senses that Entesang is evil as he is, and has not attacked the Doctor, since he is waiting to see what his researches might come up with. The adventurers hold no such interest; he just wants to kill them.

4. Wine Cellar

This large chamber contains a huge mass of smashed wood and glass; a few bottles of ancient vintage still remain intact, but their contents are spoiled and worthless. There is nothing of interest in here.

5. Trap Chamber

Igor will set a trap here for the adventurers if he hears them coming. Note that the north door (7) is an optional feature – remove it if you don't want to expand the cellars. For example, you might want to have a staked Vampire somewhere in the cellars, ready to return at a later time...

The trap is a fairly simple one. The door is locked (**T** 4, **D** 15, **CR** 25), and Igor has piled an assortment of furniture and other bric-a-brac up behind it. When the lock is picked or the door is forced, it will fly open and an avalanche of debris will fall out into the passage, inflicting **D3 S 2** hits on everyone who is within 3 yards of the door. Igor has withdrawn into the laboratory (7) where he and Entesang will prepare to make a stand.

If Igor has not heard the adventurers coming, the door will simply be locked, and Igor will be sitting in here enjoying a pipe and a bottle of rough wine.

6. Secret Laboratory

If Igor has heard the adventurers coming, this door will be locked (**T** 5, **D** 12, **CR** 35) and sealed with a *Magic Lock* spell. Otherwise, it will simply be closed and locked.

If he has time to prepare, Entesang casts *Aura of Protection* on himself (+2 AP, all locations). He has no Dragon's blood available, so he can't use *Zone of Steadfastness* here. Igor operates the strange equipment in the room. As the adventurers enter the room beyond the sealed door, describe the scene to them:

In this large and gloomy chamber, a bizarre scene greets your eyes. Lightning crackles and sparks in crystal globes and along rods of copper, around a collection of strange equipment like nothing you've ever seen before.

Operating this weird machinery is a leather-clad hunchback; the man beyond him must be his master – Doctor Entesang himself, muttering an incantation as he waves his hands towards you.

And there is worse – far worse. Rising from a huge wooden slab is a massive humanoid creature. Clad only in filthy rags, the seven-foot Monster – looking like some mockery of a man – gets slowly to its feet and begins to shamble towards you!

The Final Battle

The fight with Entesang, Igor and the Monster in the secret laboratory is the climax of this adventure, so be sure to get the maximum play value out of it. Here are some notes which should help.

Igor and the Monster will fight to the death in this chamber, but the good Doctor's actions depend on the adventurers' numbers. If there are six or more people in the group, the Doctor lets fly with a *Light-*

ning Bolt. If there are five or fewer, he casts *Cause Panic*, intending to pick off individual characters with *Steal Mind* and the like later – for now, he just wants to disrupt any massed attack the adventurers might be planning!

Ultimately, Entesang is more interested in getting away than in killing the adventurers – this is not the first time his researches have been disrupted in this way, and he will be content to move on and start again somewhere else.

Take careful note of Entesang's magical protections and bonuses in hand-to-hand combat. He has 2 AP from his *Aura of Protection* and another from his quarterstaff, giving him 3 AP, all locations. His *Amulet of Thrice-Blessed Copper* ensures that he suffers -1 damage from any hit from a non-magical weapon. His staff ensures that he suffers no damage from fire attacks. Lastly, his quarterstaff inflicts an additional **D3 Wounds** on a successful hit due to its freeze attack. While he tries to avoid hand-to-hand combat, Entesang is no pushover.

Entesang will fight until reduced to zero *Wounds*, but then he will try to use the *Cloak of Darkness* spell from his scroll which is tucked in his belt, hoping to escape under cover of the magical darkness. If pursued, he may try to slow down pursuit with a *Lightning Bolt* or two; this will make the adventurers very careful about approaching corners and junctions, and should gain the good Doctor a head start.

If Entesang is killed, Igor goes into *frenzy*, fighting insanely until killed or disabled. The Monster becomes subject to *stupidity* if Entesang is killed or goes out of its sight.

Fun With Electricity

As we've already noted, there is a great deal of high-voltage electrical equipment in the lab, which makes it a less than ideal place for steel-armoured adventurers to be waving swords about. The laboratory floorplan shows you where all the larger pieces of equipment are situated, and if any character gets pushed back into one of these devices he must make a successful **I** test (-10 if he has just been pushed back in combat) or take an automatic **S 4** hit; characters wearing metal armour take **D8** additional wounds. Specific magical protections against lightning will negate this damage.

As you'll have noticed, Entesang is very fond of using *Lightning Bolt* spells, and this can have some interesting results in the lab. Any *Lightning Bolt* has a 20% chance of arcing harmlessly (if noisily) into some nearby equipment, rather than striking its intended target. This includes lightning bolts generated by magical items.

Finally, here's a small complication, which you can include in the battle if you wish. After **D3** rounds of combat, a long copper cable becomes accidentally detached from one of the machines. It lashes about, sparking violently, and there is a chance that it will hit someone in the confusion of the fight. Each round, it will strike at one randomly chosen person in the



room, with an effective **WS** of 50 and causing D3 **S** 4 hits, with D8 extra wounds for metal-armoured characters.

Serious Trouble

If the fight is going against the adventurers, you have a couple of options to redress the balance. Firstly, remember that Entesang isn't too worried about wiping out every last adventurer – he's far more concerned with saving his own skin and getting away to carry on his work somewhere else. Basically he'll be content to blow a hole in the adventurers' line, dash through and make a run for it. If he can get Igor and the Monster out as well, that will be a bonus.

It's not necessary that the adventurers should catch him. In fact, you might prefer him to get away, so he can start up in another remote location and cross the adventurers' path again someday. If you bear in mind that Entesang only wants to escape, then no-one should get hurt (too seriously).

However, if you do need to send in the cavalry you have the option of curious villagers following the adventurers at a distance. Dagmar Tausk and Gotthard Heyer could be useful here, if they are not already accompanying the adventurers, and Asterelion Leafdew might also follow them, for his own reasons. Or, you can have the standard mob of a dozen or so villagers armed with torches, dogs and assorted agricultural implements, and led by the Dorfrichter and/or the Watch Captain.

Mind you, you don't want to make it obvious that you're bailing the adventurers out, so make a point of grinning and chuckling as they get carved up by Entesang and his minions, then roll percentile dice, consult this book, and curse softly – “*Damn. I was hoping that wouldn't happen.*” – and then bring in the cavalry. Or alternatively, just let the adventurers suffer. After all, adventuring is a risky profession, and you can't always count on having a friendly GM to save your hide when you foul up.

Items of Interest

After the fight is over, the adventurers might well want to have a look around what remains of the lab. Enough equipment should be smashed beyond repair and recognition so that they won't be able to patch the lab up and replicate Entesang's experiments, but they might find a couple of interesting and/or valuable bits and pieces.

There's a great deal of glassware, for a start. Some of it is even intact. There might be a couple of potions – *Potions of Healing* might well have been used to supplement the electrical and surgical techniques Entesang used to construct and animate his monster, and the adventurers might be glad to find a couple of these at this point. There will be alchemical equipment and materials, books and the like worth a total of 4D10 x 10 GCs, if the adventurers can find an Alchemist to buy it all.

AFTERMATH

The battle is over, the conspirators are captured, and the evil Doctor has either escaped or been captured. Now, there are a few loose ends to be tied up.

The Plotters

As we've already noted, once the conspirators are captured they will spend a little time trying to shift the blame onto each other. Between their various statements and accusations, the adventurers can piece the story together. Martin quickly realises that he's not going to be able to get out of this, so he makes a full statement incriminating Gierig and Stapmi – if he has to go down, he's taking someone else with him!

If Martin and Frederik haven't been captured (or haven't been taken alive), then you may have to wait a few days until Selena recovers. She will tell the whole story, including the involvement of Gierig and Stapmi.

One way or another, then, the plot is uncovered in all its fiendish detail. After collecting sworn statements from everyone involved (including the adventurers), the Dorfrichter issues a warrant for the arrest of Josef Gierig and Stapmi Thundergut. Gierig is a powerful citizen, and arresting these two could well be dangerous. The adventurers are asked if they will be deputised into the Watch, and go to make the arrests.

There are two ways you can handle this, depending on whether you want to finish the adventure with action or whether you'd prefer some detailed character interaction with the possibility of expanding things for another couple of gaming sessions.

Resisting Arrest

The simple way to tie things up is to have the adventurers reach Gierig's house to find that it has been turned into a fortress. Gierig and Stapmi will put up a stiff fight, but once they are arrested the adventure is just about over. Between the sworn statements of their co-conspirators and the vigour with which they resisted arrest, they're going to be in jail for a long, long time. You might have the adventurers escort them to Wusterburg for trial, but everything else will be a formality.

A Simple Misunderstanding

The second option is more complex. Stapmi is nowhere to be seen – he has gone to Nuln to hire the slickest lawyers he can find. Gierig allows himself to be arrested and gives no trouble, maintaining in very reasonable tones that the whole thing is a mistake and he's sure it will be sorted out in due course. He may even claim that Martin came to him with such a plan but he refused to have anything to do with it. He has been absorbed in some particularly tricky ledgers over the past few days and had no idea of what was going on outside, otherwise he would most certainly have come forward and told the Dorfrichter

what he knew. When Stapmi comes back, he is accompanied by a bevy of lawyers who take up residence in the Helmsman and spend most of their time harassing the Dorfrichter with legal technicalities and previous cases going back centuries.

In the end, the two are sent for trial in Wusterburg – perhaps with the adventurers as an escort, if you want to move them on for the next adventure – and the trial goes ahead. Martin, Frederik and Selena are convicted, but there is a good chance that Gierig and Stapmi will get off, since there is no material evidence that they were involved in the plot. The adventurers will probably be called as witnesses in the trial, ferociously cross-examined by Gierig's smart lawyers, and they may even be able to affect the outcome of the case. If your group enjoys adventures with lots of negotiation and NPC interaction, you could get two or three very enjoyable sessions out of the trial as Imperial Law grinds ahead in all its haphazard majesty. Whatever happens, though, the adventurers will have made a wealthy and powerful enemy in Gierig.

The Monster Man

This leaves the matter of Doctor Entesang to be resolved. If he was taken alive, he also will be questioned by the Dorfrichter and ultimately sent on to Wusterburg for trial. Or will he? If Igor and/or the Monster are still at large, they could well come into town at dead of night and break the Doctor out – the Monster grabs the bars of his cell window and pulls, tearing down a large enough piece of wall for Entesang to crawl out.

Even if Igor and the Monster were killed in the final battle, you might still be able to run this ending. Just give Igor a Fate Point and have him wake up in the ruins of the lab – he patches the equipment back together so it just about holds up, and re-animates the Monster. Of course, you can only run this if the adventurers left Igor for dead – if his mortal remains have been fully accounted for, the good Doctor will just have to face the music.

The Village

Many villagers may be dead, or decide to leave Kreutzhofen, after the terrible events of this adventure. Some of the Kreutzhofers who have left may return in dribs and drabs, when news of events slowly spreads through the neighbouring districts. As time passes, the village will slowly fill up again, as cottages get taken over by relatives of the dead or those who have bought properties from villagers who aren't coming back. This gives you the chance to repopulate Kreutzhofen with new characters, new secrets and the seeds of new adventures!

Maybe a retired bandit from the Border Princes will decide to spend his declining years here. He may know where bandit treasures have been hidden, and he can spin tales of red gold, ivory, pearls the size of bird's eggs...

EXPERIENCE POINT AWARDS

For each playing session, you can award 0-25 EPs per character, or up to 50 for really inspired play. In addition, the experience point awards below can be earned by each character who actively contributed to that part of the adventure. Where a range of experience points is given (eg 0-20), you must judge how well the characters dealt with that part of the adventure and award points accordingly.

Don't divide awards among the contributing characters – they are for each character who took part. Also don't award experience for incidents which never took place for any reason. For example, if the adventurers didn't search Doctor Entesang's house, they shouldn't get the experience for that part of the adventure.

Initial Events

Suicide!

15 for getting details from Gretchen Klatsch

Beastmen in the Woods

10-20 for getting information from Anders and Gerhardt
20 for establishing that the Beastmen left no tracks

Rivers of Blood

30 for finding the reason for the river changing colour

The Vampire Strikes!

0-20 for inspecting the 'victim'
20 for discovering that the attack was faked

The Dead Walk

50 for destroying the attacking skeletons
20 for helping with casualties after the attack

A Bungled Murder

50 for finding an antidote for Selena
30 for searching Entesang's house

The Hunt Begins

20 for capturing Martin
20 for capturing Frederik
10 for killing Martin
10 for Killing Frederik
50 for finding out the full story

The Reichenbach Mansion

100 for destroying Hans-Dietrich the Ghost
50 for killing or capturing Igor
100 for capturing Entesang
75 for killing Entesang
100 for destroying the Monster

PROFILES

This section contains all the profiles for important NPCs and monsters mentioned in the main text. The following notes apply to all profiles:

- All NPCs are of *Neutral* alignment unless otherwise stated.
- Profiles have already been adjusted for relevant skills, such as *Very Strong*. Refer to the **WFRP** rulebook for further information on skills and spells; note also that some spells and magical items are taken from **The Restless Dead**.
- The *Possessions* listed for each NPC are those which he will typically have on his person, or important items which he can get hold of if the need arises – like a suit of armour which is not usually worn. The NPC's home may well contain additional possessions – exceptional items are listed in the *Gazetteer* section.

Some NPCs are described simply as a *labourer*, *villager* or *child*. This means that they do not have an individual profile (although you can create one for them if you wish), but share the standard profile stated. Standard profiles are as follows:

Labourer

M WS BS S T W I A Dex Ld Int Cl WPFel
4 33 29 4 4 6 25 1 34 25 25 29 29 29

Skills: Consume Alcohol (75% chance); Carpentry (50%); Drive Cart (50%); Engineering (25%); Sing (75%).

Possessions: Leather jack (0/1 AP, body); club (hand weapon); knife (**I** +10, **D** -2, **P** -20); savings of 2D6 GC and 2D10 skillings in home.

Villager

M WS BS S T W I A Dex Ld Int Cl WPFel
4 29 29 4 3 6 29 1 29 29 29 29 29 29

Skills: at GM's option; e.g., a housewife might have *Cook* and so on.

Possessions: at GM's option, but will always include at least a dagger (**I** +10, **D** -2, **P** -20) and usually a hand weapon, either carried or in the home.

Child

M WS BS S T W I A Dex Ld Int Cl WPFel
3 21 21 3 3 5 25 1 25 18 21 25 25 18

Skills/Possessions: nothing of any significance, unless stated otherwise.

THE VILLAGERS OF KREUTZHOFEN

The Doctor

Doktor Jakob Entesang, Physician (ex-Wizard, ex-Scholar, ex-Pharmacist)

M WS BS S T W I A Dex Ld Int Cl WPFel
3 37 27 3 3 9 61* 1 61 45 59 51 53 38

Alignment: Evil.

Skills: Arcane Language – Magick; Cast Spells – see below; Chemistry; Cure Disease; Evaluate; Heal Wounds; Herb Lore; Identify Plants; Immunity to Poison; Lightning Reflexes*; Magic Sense; Magical Awareness; Manufacture Drugs; Meditation; Prepare Poison; Read/Write; Rune Lore; Scroll Lore; Secret Languages – Classical, Guilder.

Spells: 23 *Magic Points*

Petty Magic *Curse; Magic Alarm; Magic Lock; Open; Zone of Silence.*

Battle 1 *Cause Antimosity; Cure Light Injury; Detect Magic; Fire Ball; Steal Mind.*

Battle 2 *Aura of Protection; Cause Panic; Mystic Mist; Raze; Zone of Steadfastness.*

Possessions: magical quarterstaff (1AP protection, all locations; *freeze attack* – +1D3 W unless victim is resistant to cold-based attacks; *resist fire* – no damage from normal or magical fire); *Amulet of Thrice-Blessed Copper*; physician's black leather bag with medical instruments; bottle of 4 leeches; bone tube containing scroll of spells (*Cloak of Darkness; Cure Light Injury; Steal Magical Power*); bag of spell ingredients; pouch with 7 GC, 4/-.

Personal Details: Age 53, 6ft 1in tall, slim build, grey hair (long, dishevelled, balding at crown), pale grey eyes, wears pince-nez spectacles. Walks with a slight stoop, and has very long and bony fingers. Usually wears smart but old grey doublet, but wears a white coat and apron over this when practising medicine or experimenting.

Igor, Entesang's Assistant (Physician's Student, ex-Bodyguard)

M WS BS S T W I A Dex Ld Int Cl WPFel
3 50 33 6* 5* 9 46 2 15† 22 20† 38 38 25†

Special Notes (†): These characteristics are reduced owing to Igor's deformity; all **Fel** tests are made at +10 if Igor cannot be seen.

Skills: Disarm; Heal Wounds; Prepare Poison; Spe-



cialist Weapon – Fist Weapon; Street Fighting; Strike Mighty Blow; Strike to Stun; Very Resilient*; Very Strong*.

Possessions: club (hand weapon); dagger (I +10, D -2, P -20); leather jack (0/1 AP, body/arms).

Personal Details: Age 33, 5ft 3in with hunchback, powerful build, thick, matted black hair and brown eyes. Clad in drab and filthy rags.

The Black Eagle Inn

Johann Silber, Innkeeper (Servant, ex-Sea Captain)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	41	4	51	1	47	2	51	54	41	55	50	60

Skills: Acute Hearing; Ambidextrous; Animal Trainer – Parrot; Boat Building; Consume Alcohol; Dodge Blow; Numismatics; Row; Scale Sheer Surface; Sailing; Speak Additional Language – Norse; Specialist Weapon – Fencing Sword; Storytelling; Street Fighting; Strike Mighty Blow; Swim.

Possessions: Leather jerkin (0/1 AP, body/arms); magical cutlass (WS +5, +10 vs. aquatic creatures); Amulet of Thrice-Blessed Copper in the form of a carved jet sea-horse on a copper chain.

Personal Details: Age 42, 6ft 3in, medium-strong build, thick curly black hair, bearded, brown eyes.

Silber always dresses in plain shirt and breeches. He has tattoos on his left arm (a mermaid) and his right (a sea serpent spouting water), but tries to keep these covered up in public – his shirts are always made of thick cotton.

Annalise Hoffer, Barmaid (Servant)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	35	3	3	6	33	1	37	26	28	33	36	47

Skills: Charm; Consume Alcohol; Cook; Dodge Blow; Dance.

Possessions: dagger (I +10, D -2, P -20); silver necklace with chrysoberyl and lapis lazuli settings (10 GC).

Personal Details: Age 27, 5ft 10in, medium build, long blonde hair, blue eyes. Annalise's walk and figure are often a source of admiration; she dresses plainly to evade unwelcome attention.

Anders Weber (Labourer)

Age 26, 5ft 10in, medium build, short carrot red hair, light brown-green eyes, reddened skin (sun-burned), ill-shapen teeth. Wears work leathers most of the time.

Gerhardt Stutzer (Labourer)

Age 30, 5ft 8in, broad build, light brown hair, dark brown eyes, short-cropped beard partly disguising hare lip (which gives him a slight speech impediment). Wears work leathers most of the time.

The Helmsman Inn

Ralf Gross, Publican

M WS BS S T W I A Dex Ld Int Cl WPFel
4 29 35 4 4 6 33 1 35 33 29 27 34 37

Skills: Brewing; Consume Alcohol; Charm; Haggle; Jest.

Possessions: Leather jerkin (0/1 AP, body/arms); hand weapon (sword); dagger (I +10, D -2, P -20).

Personal Details: Age 39, 5ft 10in, medium build with moderate beer belly, red-brown hair balding at the crown, green-hazel eyes. Ralf has a slight squint in his left eye (-5 to *Observe* tests against I). Ralf dresses in very practical, simple clothing.

Thomas Schutz, Watchman

M WS BS S T W I A Dex Ld Int Cl WPFel
5 42 41 5 3 8 43 2 35 25 31 33 25 35

Skills: Disarm; Dodge Blow; Night Vision; Strike Mighty Blow; Strike to Stun.

Possessions: Sleeved mail shirt (1AP, body/arms); club; lantern and pole; key ring (keys to warehouses); two War Dogs (Fritzy, Schnauzer) on long leads.

Fritzy and Schnauzer, War Dogs

M WS BS S T W I A Dex Ld Int Cl WPFel
6 41 0 3 3 7 30 1 - 43 14 43 43 -

Special Rules: bite attack; make all I, Int and Cl tests on Thomas' characteristics when he is alive and within 12 yards of them.

Eva Gross, Landlady (Villager)

Age 34, 5ft 3in, medium build, mousey light brown hair swept back from round face, green-hazel eyes, peaches-and-cream complexion. Usually dressed plainly in cream, buff, grey smocks and suchlike.

Edgar Gross (Child)

Age 10, 4ft 7in, medium build, red-brown hair, hazel eyes, round face. Edgar is in his first year of long breeches, a source of great personal pride to him.

Konrad Gross (Child)

Age 7, 4ft, slight build, light brown hair, brown eyes, freckles on face and forearms. Konrad has yellow protruding teeth which give him a distinctly rattish look.

Frau (Grossmutter) Gretel Gross (Villager)

Age 71, 5ft 2in, slender build, salt-and-pepper hair, watery grey eyes, wears full spectacles with very thick lenses. Dresses in black with white lace ruffs, scarf, etc, and always carries a heavy black walking stick.

Saufer's Brewery

Andreas Saufer, Brewer

M WS BS S T W I A Dex Ld Int Cl WPFel
3 31 23 4 3 6 26 1 25 28 26 37 36 39

Skills: Ambidextrous; Brewing; Dodge Blow; Drive Cart; Herb Lore; Identify Plant.



Possessions: Leather jerkin (0/1 AP, body); club (hand weapon); knife (I +10, D -2, P -20); heavy gold signet ring on right index finger (8 GC).

Personal Details: Age 41, 5ft 10in, medium-strong build, short blonde hair balding at front, blue-gray eyes. Andreas looks older than his age due to weathering and tanning of his skin, and the large beer belly his trade gives him. The front two teeth of his upper set are also missing. Andreas wears his scruffy work clothes - leathers and thick cloth breeches - almost all the time.

Emmerich Saufer, Child (Thief)

M WS BS S T W I A Dex Ld Int Cl WPFel
4 22 22 3 3 5 31 1 37 22 25 18 21 25

Skills: Blather; Palm Object; Pick Pocket.

Possessions: dagger (I +10, D -2, P -20); 2D4 shillings in hankderchief tucked into jerkin; sling.

Personal Details: Age 11, 4ft 10in, slight build, straggly brown hair, green-hazel eyes. Emmerich has a nose which appears to have been squashed all over his face, and an abundance of freckles. He sniffs a lot.

Berta Saufer (Villager)

Age 40, 5ft 7in, rotund build, iron-grey hair, brown eyes, vinegary and grumpy look. Always dresses in huge, oversized clothing, mostly of nondescript grey or brown.

Gottfried Saufer (Child)

Age 9, 4ft 6in, medium build, light brown hair, grey eyes. Gottfried wears short trousers and plain cream/buff shirts, and also a small leather jacket in which he hides his pet rat, Rudolf.

Karin Saufer (Child)

Age 8, 4ft 4in, medium build (with some puppy fat), carrot-red hair in pigtails with blue ribbons, light blue eyes, very freckled skin. Karin wears horrid floral dresses and smirks a lot.

The Smithy

Viktor Schmidt, Blacksmith/Stabler

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 35 27 6* 5* 8 41 1 48 36 32 33 35 44

Skills: Drive Cart; Excellent Vision; Secret Language – Guilder; Secret Signs – Artisan; Smithing; Very Resilient*; Very Strong*.

Possessions: Leather jack and apron (0/1 AP, body/arms/legs); hand weapon (brand/club); knife (I +10, D -2, P -20); crossbow in smithy.

Special Note: Since Viktor is a weaponsmith as well as a blacksmith, he will usually have one or two swords, spears, or even a two-handed sword or such-like in his smithy – if you wish to equip him with such a weapon this is quite appropriate, although he does not usually carry one.

Personal Details: Age 34, 6ft, strongly built, thick short wavy black hair, abundant body hair, brown eyes, red burn mark on left forearm, crescent-shaped scar on right side of chin. Viktor dresses well – in silk shirt and fine cotton breeches – when with Carmen.

Jakob Schmidt, Stabler/Animal Handler

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 41 35 4 4 7 49* 2 27 28 32 39 30 34

Skills: Animal Care; Animal Trainer – Horse; Concealment Rural; Disarm; Dodge Blow; Drive Cart; Lightning Reflexes*; Read/Write; Ride – Horse; Scale Sheer Surface; Secret Language – Battle Tongue; Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike to Stun.

Possessions: Leather jack (0/1 AP, body/arms); whip; dagger (I +10, D -2, P -20).

Personal Details: Age 31, 6ft 1in, medium-strong build, thick black hair, bearded, brown eyes, brand mark between shoulder blades – triangle inside a circle (Jakob always hides this). The family resemblance to his brother Viktor is very clear. Jakob, however, is a scruffy fellow always dressed in work clothing.

Carmen Schmidt

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 31 30 4 3 6 38 1 35 38 36 28 31 32

Skills: Charm, Dance; Evaluate; Haggle; Read/Write; Sing; Super Numerate.

Possessions: dagger (I +10, D -2, P -20); jewellery and clothing worth 2D10+20 GC. Carmen has a gold ring with a brilliant ruby setting which has a value as jewellery of 70 GC, but which is (unknown to anyone) an *energy jewel* storing 10 *Magic Points*.

Personal Details: Age 35, 5ft 10in, build curvaceous-strong, dark red hair (treated with henna), flashing brown-black eyes, pearly white teeth. Carmen is beautiful in a spectacular, immodest way. Her clothes are expensive, including ravishing cimmarron silk from Cathay.

The General Store

Brunhilde Diesedorff, Storemistress (Trader)

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 29 29 3 3 6 35 1 35 32 44 38 29 32

Skills: Drive Cart; Evaluate; Haggle; Herb Lore; History; Read/Write; Silent Move Urban.

Possessions: Hand weapon (stout hornwood stick); knives in shop (I +10, D -2, P -20).

Personal Details: Age 40, 5ft 7in, medium build, iron-grey hair swept back, blue-grey eyes. Brunhilde dresses in a white blouse with so much starch it can stand up by itself, and a very severe plain grey skirt. She looks scrubbed and smells of strong soap.

Selena Diesedorff, Storemistress

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 31 25 3 3 6 33 1 38 24 35 24 31 37

Skills: Evaluate; Numismatics.

Possessions: Gold bracelet (12 GC); gold neckchain (7 GC) – weapons (hand weapon/knife) to hand on shop premises.

Personal Details: Age 36, 5ft 8in, medium build, black hair with a little grey at the temples, grey eyes. Selena dresses in green and brown, practically but with an eye for style and cut.

Gunter Diesedorff, Waiter

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 31 25 3 3 5 27 1 26 18 33 27 21 28

Skills: Dodge Blow; Drive Cart; Linguistics.

Possessions: Leather jerkin (0/1 AP, body); knife (I +10, D -2, P -20); sword in shop.

Personal Details: Age 14, 5ft 7in, medium-slender build, dark brown hair, brown eyes. Gunter has a strawberry birth mark on the left side of his neck, below the ear.

The Mill

Kastor Kroeber, Miller

M WS BS S T W I A Dex Ld Int Cl WP Fel
2* 28 22 3 3 6 29 1 34 28 32 33 36 34

Skills: Carpentry; Drive Cart.

Possessions: Leather jack (0/1 AP, body); club (hand weapon); knife (I +10, D -2, P -20).

Personal Details: Age 44, 5ft 8in, medium build, dark brown hair and eyes, slightly arthritic gnarled hands. Kastor has a deformed left foot, crushed in an accident some years ago, and shuffles around with a very pronounced limp – hence his reduced **M** score. Kastor's clothes are plain brown and grey, and often very worn.

Helena Kroeber, Villager

Age 45, 5ft 3in, medium build, brown hair, green eyes, plainly dressed.

The Bakery

Armand Boulanger, Baker

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	37	32	3	3	6	36	1	33	37	36	25	37 31

Skills: Cook; Haggle; Read/Write; Seduction.

Possessions: Leather jerkin and apron (0/1 AP, body/legs); hand weapon (heavy rolling pin, treat as club); knife (I +10, D -2, P -20); silver hip flask (4 GC) with brandy.

Personal Details: Age 30, 5ft 6in, slender build, curly black hair, dark brown eyes. Armand is a handsome rogue, and likes to dress with a dash.

Dominique Boulanger, ex-Entertainer (Actress)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	29	36	3	3	5	35	1	47	35	33	28	31 46

Skills: Acting; Charm; Dodge Blow; Seduction; Sing.

Possessions: knife (I +10, D -2, P -20); jewellery (40 GC).

Personal Details: Age 28, 5ft 6in, slender build, long wavy black hair, emerald green eyes, pale-skinned. Dominique dresses in creams, blues, and even pink sometimes, without drawing too much attraction to herself.

Alain and Jean-Paul Boulanger (Children)

Twins, age 2, brown hair, hazel eyes, dressed (usually) in dark blue all-enclosing suits.

The Watch-House

Watch Captain Hugo Becker

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	48	33	4	4*	7	40	2	29	41	25	27	31 32

Skills: Disarm; Dodge Blow; Ride – Horse; Secret Language – Battle Tongue; Specialist Weapon – Net; Street Fighting; Strike Mighty Blow; Very Resilient*.

Possessions: chain mail coat and helmet (1AP, body/legs/head); sword; 2 sets of handcuffs; Pfeifraucher livery.

Personal Details: Age 35, 6ft tall, strong-medium build, wavy light brown hair, dark brown eyes, missing little finger on left hand. Smartly dressed in dark blue leggings and calf length boots of very good leather.

Boris Gross, Watchman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	41	35	4	3	7	38	1	32	23	26	32	31 23

Skills: Disarm; Dodge Blow; Drive Cart; Street Fighting.

Possessions: leather jack (0/1 AP, body/arms); club (hand weapon); dagger (I +10, D -2, P -20); handcuffs.

Personal Details: Age 34; 5ft 10in; medium build with slight beer belly; nondescript brown hair and eyes. Boris is slightly long-sighted, and has a pair of eyeglasses he inherited from a wealthy relative, these make him rather short-sighted when he wears them.

The Manor House

Sigismund Klippel the Dorfriecher (Lawyer)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	33	34	3	4	8	44	1	42	57	67	43	72 43

Skills: Arcane Language – Magick; Blather; Etiquette; History; Law; Public Speaking; Read/Write; Secret Language – Classical; Secret Signs – Lawyer.

Possessions: Magical Quarterstaff (D -1, WP +30 when held or carried); *Spell Jewel* (topaz) set in ring (*Aura of Resistance* spell, 1 AP all locations); silvered dagger with jewelled hilt (55 GC; I -10, D -2, P -20); other items as appropriate.

Personal Details: Age 46, 6ft 1in, slender-medium build, with short black hair greying at the temples and cut short, and watery grey eyes. Klippel is very fastidious, dressing in a dark set of robes or even a frock-coat, with immaculate grooming. He has pince-nez glasses on a gold neckchain.

Bruno Wachtel, Bodyguard/Valet

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	44	38	5*	3	8	41	2	34	27	36	33	31 28

Skills: Acute Hearing; Disarm; Excellent Vision; Specialist Weapon – Fist Weapon; Street Fighting; Strike Mighty Blow; Strike to Stun; Very Strong*.

Possessions: sleeved mail coat, breastplate, helmet and shield (3 AP head, 2 AP all other locations); sword; dagger (I -10, D -2, P -20); knuckledusters; purse with 8 GC, 10/-.

Personal Details: Age 26, 6ft 3in, strong build, short curly blonde hair, pale blue eyes. Bruno rarely wears his armour; usually he wears semi-formal dark clothing. Bruno always appears very vigilant, and he usually has an expression of concentration on his face.

Magnus Dunn, Scribe

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
3	22	24	3	3	5	39	1	27	26	41	28	37 27

Skills: Arcane Language – Magick; Read/Write; Secret Language – Classical; Super Numerate.

Possessions: Writing equipment; ledgers; record books; books of obscure and depressing philosophy.

Personal Details: Age 25, 6ft, very skinny build, thick-lensed glasses (-10 to *I* for *Observe* tests), straggly lank light brown hair, hazel eyes, grey complexion. Magnus wears a shapeless grey or brown robe tied at the waist, and over-large leather sandals over thick goatswool socks.

Leni Wachtel, Housekeeper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	30	24	3	3	5	33	1	38	22	34	37	31	37

Skills: Brewing; Cook; Herb Lore; Identify Plant; Wit.

Possessions: heavy rolling pin (treat as club); knife (*I* -10, *D* -2, *P* -20).

Personal Details: Age 27, 5ft 6in, medium-slender build, long blonde hair in plaits, cornflower-blue eyes. Leni is pretty, and dresses demurely but well in light blue and cream colours.

The Militia House

Herr Captain Bruno Trottell

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	40	4	4	9	40	2	25	41	23	27	27	28

Skills: Animal Care; Consume Alcohol; Disarm; Dodge Blow; Gamble; Heraldry; Ride – Horse; Secret Language – Battle Tongue; Specialist Weapon – Lance; Two-handed Weapon; Street Fighting; Strike Mighty Blow.

Possessions: Full suit of ceremonial plate mail (1 AP, all locations); magical two-handed sword (*I* -10, *D* +2, minor death rune against Halflings); Quarterstaff (*D* -1). Trottell also owns two riding horses in Viktor Schmidt's stables.

Personal Details: Age 37, 6ft, medium-strong build, cropped blonde hair, blue eyes. Bruno has fat, pudgy fingers and a roll of fat over the back of his neck, and is beginning to go to seed.

Hals Rother, Militiaman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	39	28	3	4	7	41	2	24	30	28	32	36	36

Skills: Disarm; Dodge Blow; Ride – Horse; Secret Language – Battle Tongue; Street Fighting; Strike Mighty Blow.

Possessions: Stoutly padded leather jerkin (1 AP, body, but very bulky: *I* -10 when wearing it); Quarterstaff (*D* -1); sword; dagger (*I* -10, *D* -2, *P* -20).

Personal Details: Age 30, 5ft 10in, medium build, thinning pale brown hair, brown eyes, very tanned complexion. Hals has almost no body hair, and his eyebrows are nonexistent.

The Artists' Colony

Asterellion Leafglow, Artist (ex-Bounty Hunter, ex-Assassin, ex-Spy)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	54	4	4	8	81	2	66	44	71	73	61	68

Alignment: Good (neutral tendencies).

Skills: Acting; Art; Charm; Concealment Rural; Concealment Urban; Dance; Excellent Vision; Etiquette; Follow Trail; Marksmanship – Elf Bow; Linguistics; Lip Reading; Public Speaking; Read/Write – Eltharin; Old Worlder; Scale Sheer Surface; Seduction; Shadowing; Silent Move Rural; Silent Move Urban; Sing; Speak Additional Language – Old Worlder; Specialist Weapon – Throwing Knife, Parrying Weapon; Story Telling; Strike Mighty Blow; Wit.

Possessions: silver-lined green *Robe of Toughness* +2 (2 AP, all locations); *Amulet of Righteous Silver*; *Boots of Tracelessness*; sword; dagger (*I* -10, *D* -2, *P* -20); lots of expensive clothing; extensive personal jewellery (total value 550 GC).

Personal Details: Age 44 (human equivalent early 20's), 6ft 6in, slender build, long silky blonde hair (often bound in ribbons), violet-blue eyes, slender long fingers with long nails, very arched eyebrows. Asterellion is always without fail dressed extravagantly, favouring garments in a selection of greens, yellows, creams, and silver.

Mimi Abelard, Sculptress

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	23	3	3	5	44	1	66	28	32	25	27	42

Skills: Art; Charm; Dance; Mime; Stoneworking.

Possessions: dagger (*I* -10, *D* -2, *P* -20); set of sculptor's tools; box of personal jewellery (80 GC).

Personal Details: 5ft 3in, slender build, straight-black hair cut page-boy style, dark large brown eyes, pale skin, mole on right cheek. Mimi dresses absent-mindedly – she may wear a splendid utterly impractical ballgown one day and tatty sculptor's overalls the next.

Jean-Marie Artaud, Writer-in-Residence

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	22	3	3	5	28	1	33	28	50	26	27	37

Skills: Consume Alcohol; History; Linguistics; Read/Write – Old Worlder, Eltharin; Secret Language – Classical; Speak Additional Language – Eltharin.

Possessions: Unarmed and unarmoured. Boxes of books, pens, vellum, inks etc.

Personal Details: Age 25, 5ft 8in, long lank light brown hair, green eyes, pale-skinned. Jean-Marie has a strikingly protuberant Adam's apple and buck teeth, and talks in a high-pitched voice with a thglithlithp. He wears baggy ill-fitting clothes of non-descript appearance, but tries to have a flower in a buttonhole whenever he can.



Maria Gambaccini, Housekeeper

M WS BS S T W I A Dex Ld Int Cl WPFel
4 31 25 3 4 7 37 1 33 27 39 29 36 33

Skills: Brewing; Cook; Herb Lore; Identify Plant; Sing.

Possessions: Heavy rolling pin or copper skillet (improvised weapon); purse with 10 GC and 15/-; lucky rat's foot on gold neckchain; personal jewellery (35 GC).

Personal Details: Age 40, 5ft 7in, fat, raven black hair, large and very dark brown eyes, olive-skinned, pearly white teeth. Maria dresses in voluminous garments, usually a white blouse with a richly-coloured and intricately patterned cotton skirt.

The Mansion House

Josef Gierig, Usurer

M WS BS S T W I A Dex Ld Int Cl WPFel
4 32 27 3 4 9 47 1 33 42 60 46 44 15

Alignment: Evil.

Skills: Acute Hearing; Blather; Embezzling; Etiquette; Evaluate; Haggle; Heraldry; Immunity to Poison; Law; Numismatics; Pick Lock; Read/Write; Super Numerate.

Possessions: Quarterstaff (D -1); dagger (I -10, D -

2, P -20); magical *Boots of Speed*; enormous sums of money (see main text); smart suits (tweed, grey, etc.); other possessions at GM's discretion.

Personal Details: Age 51, 5ft 11in, medium build, black hair with a widow's peak, pomaded with a perfumed hair oil. Waxed moustache. Small piggy brown eyes, greasy skin, bad teeth.

Gierig has strikingly powerful bad breath, and a revolting grimace which he thinks is a smile. He usually wears a formal suit of dark material in public, or tweeds if visiting a countryside property (eg somewhere in Weilerberg).

Stapmi Thundergut, Bodyguard

M WS BS S T W I A Dex Ld Int Cl WPFel
3 44 23 4* 4 8 27 2 24 26 22 43 54 15

Alignment: Evil.

Skills: Disarm; Mining; Metallurgy; Specialist Weapon - Fist Weapon; Strike Mighty Blow; Strike to Stun; Very Strong*.

Possessions: Sleeved mail coat, mail coif (1 AP, all locations); shield (not usually carried - 1 AP, all locations); axe; purse with 6 GC 10/-.

Personal Details: Age 80 (human equivalent early 40's), 4ft 8in, black hair and beard, dark brown eyes, moustache yellowed from weed smoking and chewing, steel ring through nose.

The Bargewright

Gretchen Erdheim, Bargewright

M WS BS S T W I A Dex Ld Int Cl WPFel
4 43 37 4 4 8 38 1 47 44 47 54 42 36

Skills: Boat Building (at double proficiency: +20 to appropriate tests); Carpentry; Fish; Orientation; Read/Write; River Lore; Row; Sixth Sense.

Possessions: Leather jack (0/1 AP, body/arms); magical sword (**WS** +5, **D** +1); dagger (**I** -10, **D** -2, **P** -20); carpentry tools and equipment.

Personal Details: Age 38, 5ft 9in, medium-strong build, thick short-cut dark-blond hair, hazel eyes, ruddy complexion and tanned skin. Gretchen usually wears work clothes, heavily stained with sawdust and pitch!

Kaspar Erdheim, Wachter (constable)

M WS BS S T W I A Dex Ld Int Cl WPFel
4 32 25 3 4 6 44* 1 33 28 29 29 31 34

Skills: Boat Building; Carpentry; Disarm; Dodge Blow; Excellent Vision; Lightning Reflexes*; Street Fighting; Specialist Weapon – Fist Weapon; Strike Mighty Blow.

Possessions: Leather jack (0/1 AP, body/arms); helmet (1AP, head); Quarterstaff (**D** -1); dagger (**I** -10, **D** -2, **P** -20); knuckledusters.

Personal Details: Age 18, 5ft 10in, medium build, light brown hair and eyes. If Kaspar is not in 'uniform', he will be in (similar) work clothes. Kaspar suffers from hay fever, as described in the main text.

II Taverna Tauro Rosso

Benito Sangiovesi, Restaurantier

M WS BS S T W I A Dex Ld Int Cl WPFel
4 37 33 3 4 7 44 1 41 37 43 32 38 46

Skills: Brewing; Blather; Charm; Cook; Consume Alcohol; Dodge Blow; Gamble; Immunity to Poison; Read/Write; Silent Move Urban.

Possessions: dagger (**I** -10, **D** -2, **P** -20); several dark suits and hats; violin case (containing violin); personal jewellery (150 GC).

Personal Details: Age 40, 5ft 6in, medium build (slightly flabby), wavy black hair, dark brown eyes, prominent nose. Fond of gold jewellery.

Guido Sangiovesi, Waiter

M WS BS S T W I A Dex Ld Int Cl WPFel
4 28 33 3 3 5 27 1 37 32 36 30 35 37

Skills: Cook; Herb Lore; Identify Plant; Night Vision; Seduction.

Possessions: dagger (**I** -10, **D** -2, **P** -20); work clothes; several very snappy sets of clothes; personal jewellery (35 GC).

Personal Details: Age 22, 5ft 8in, medium build, wavy black hair, dark brown eyes, aquiline profile.

Eleonora Sangiovesi, Villager

Age 23, 5ft 8in, medium build beginning to get a little plump, long black hair tied back from the face, dark brown eyes, olive-skinned. Wears black, white, and grey clothing with just one coloured item such as a scarlet handkerchief or a silver-threaded dark blue neckscarf.

Sindicalistas: Giovanni Mancini, Lorenzo Vialli, Niccolo Bagni, Marco Bagni

M WS BS S T W I A Dex Ld Int Cl WPFel
4 31 29 3 4 6 33 1 29 29 25 25 33 29

Skills: Dodge Blow; Orientation; River Lore; Row; Secret Signs – Sindicalistas; Specialist Weapon – Fist Weapons; Street Fighting.

Possessions: leather jack (0/1 AP, body/arms); club; knuckledusters; dagger (**I** -10, **D** -2, **P** -20); bottle of *frizzante*; purse with 1D4 GC plus assorted Tilean coinage.

Personal Details: Giovanni is 24, 6ft, slim-built with black curly hair worn long at the back and dark brown eyes. Lorenzo is 25, 5ft 6in (and self-conscious about being short), of medium build, with short-cut wavy black hair and brown eyes – he has a gold hoop earring (1 GC) in his left ear. Niccolo is 22, 5ft 10in, slim of build, with black curly hair and green eyes, and is usually overdressed. Marco, Niccolo's brother, is 25, has nondescript dark brown hair and eyes and a rounded face. He dresses in an equally nondescript manner.

Paolo Prosciutti, Sindicalista Leader

M WS BS S T W I A Dex Ld Int Cl WPFel
4 38 33 3 4 8 40 2 37 37 28 29 29 26

Skills: Consume Alcohol; Disarm; Dodge Blow; Embezzling; Excellent Vision; Haggle; Orientation; River Lore; Row; Secret Signs – Sindicalistas; Street Fighting; Strike Mighty Blow.

Possessions: sleeved mail shirt (1AP, body/arms); sword; dagger (**I** -10, **D** -2, **P** -20); leather breeches (0/1 AP; legs); small vial of Tilean cologne; ivory comb and silver mirror (2 GC) in pocket; personal jewellery (20 GC).

Personal Details: Age 31, 5ft 11in, black hair prematurely greying, silvery-grey beard, grey eyes. Paolo dresses flashily in leather breeches and blouson, wearing his chain mail only when working. His jewellery includes several fake gems which he has bought, being a gullible sort.

The Dralls

The Widow (Marlene) Drall

M WS BS S T W I A Dex Ld Int Cl WPFel
1 15 0 1 1 4 15 1 05 15 42 36 27 34

Skills: none remaining due to debilitation.

Possessions: Life savings reduced to 24/6 stuffed in an old pot under the bed.

Personal Details: Age 51, 5ft 3in, grey hair, grey rheumy eyes, walks stooped, rheumatic and sickly. Widow Drall is almost unable to care for herself, and is wholly dependent on her working daughter.

Petra Drall

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	27	4	3	5	36	1	39	32	26	30	30	31

Alignment: Good.

Skills: Cook; Dance; Sing.

Possessions: Only her working clothes, plus cloths, dusters, etc, kept in a work bag.

Personal Details: Age 19, 5ft 6in, ash-blond curly hair, light blue eyes, dimpled cheeks, charming smile. It's a toss-up whether Petra or Britt Stollenberg is the loveliest maiden in the village – opinions on the matter are divided. Although Petra cannot afford good clothes but is always clean and well turned out.

The Notary

Ludo(vicus) Lindenthal, Scribe

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5*	43	39	3	4	8	43	1	40	37	36	38	34	37

Skills: Arcane Language – Magick; Drive Cart; Fleet Footed*; Read/Write; Secret Language – Classical; Speak Additional Language – Eltharin.

Possessions: writing materials; small collection of legal textbooks; small change; pet black-and-white cat named Luigi.

Personal Details: Age 30, 5ft 10in, wiry but strong build, reddish-blond hair, green eyes. Ludo is strikingly handsome, and dresses conservatively to set this off.

The Entertainer

Siggy (Sigismund) Katz, Entertainer/Labourer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	35	4	3	8	31	1	38	25	30	27	30	30

Skills: Drive Cart; Musicianship – Stringed Instruments; Public Speaking; Scale Sheer Surface; Sing; Story Telling; Wit.

Possessions: leather jerkin (0/1 AP, body); club; dagger (I -10, D -2, P -20); battered old mandolin.

Personal Details: Age 28, 5ft 7in, medium build, ash-blond hair, blue-green eyes, bags under the eyes, clean-shaven. Siggy only wears work clothes when he has to, and wears smart dark blue jerkin and breeches with a yellow-cream shirt whenever circumstances are otherwise.

The Handyman

Nikolaus Schmidt, Handyman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	33	4	3	5	26	1	44	25	28	29	26	37

Skills: Carpentry; Scale Sheer Surface; Smithing; Stoneworking; Tailor.

Possessions: Leather jerkin (0/1 AP, body); club; dagger (I -10, D -2, P -20); tools; wheelbarrow.

Personal Details: Age 31, 6ft, strong build, curly black hair, dark brown eyes, thick hair on forearms and back of hands. Nikolaus is always dressed in work clothes, since he is always looking for work!

Etelka Schmidt (Child)

Age 12, 4ft 7in, slender build, wavy black hair, dark brown eyes, prominent dimple on chin. Etelka is always well-dressed in smart and practical clothes of dark blue or brown.

The Thief

Hans Artblant, Handyman/Thief

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	26	27	3	3	5	32	1	36	22	25	28	25	37

Skills: Carpentry; Concealment – Urban; Fleet; Palm Object; Pick Pocket; Scale Sheer Surface.

Possessions: leather jerkin (0/1 AP, body); dagger (I -10, D -2, P -20).

Personal Details: Age 22, 5ft 5in, slender build, light brown hair, grey eyes, large wart on the end of his nose. Hans usually wears a large brown cloak which reaches to his ankles.

The Pensioner

Eckhard Kruppel, Retired Scholar

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
1	15	01	2	2	5	15	1	05	20	50	36	42	35
or									as above except	20		25	

Skills: Arcane Language – Magick; Astronomy; Cartography; History; Identify Plant; Linguistics; Magical Sense; Read/Write; Rune Lore; Speak Additional Language – Eltharin, Khazalid.

Possessions: no armour or weapons; bathchair, blanket and ear trumpet.

Personal Details: where two figures are given fore a characteristic, the higher applies when Eckhard is lucid. Likewise, he can only use his skills when lucid. Eckhard is 77, 5ft 4in, very gnarled and wrinkly, almost totally bald, with rheumy blue eyes. See main text for further details.

Juliane Hennig, Nurse

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	26	36	3	3	6	37	1	31	25	31	29	36	34



Alignment: Good.

Skills: Charm; Cure Disease; Dance; Heal Wounds; Herb Lore.

Possessions: dagger (I -10, D -2, P -20); bag with bottles of various medicines (laxative, decongestant, etc); purse with 1 GC, 14/-.

Personal Details: Age 20; 5ft 7in, ash-blond hair, light blue eyes, very small feet. Jullane wears simple blue dresses and cream blouses, which enhance her natural beauty.

The Daemonologist

Rudolf Furst, Level 1 Daemonologist

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 40 26 4 3 7 55* 1 32 31 45 29 43 31

Alignment: Evil.

Skills: Arcane Language - Magick, Daemonology; Cast Spells - see below; ; Daemon Lore; Lightning Reflexes*; Magic Sense; Magical Awareness; Read/Write; Ride - Horse; Scroll Lore; Secret Language - Classical.

Spells: 14 Magic Points

Petty Curse; Gift of Tonuges; Magic Alarm; Magic Lock; Reinforce Door; Zone of Silence.

Battle 1 Aura of Resistance; Cure Light Injury; Flight; Immunity from Poison; Steal Mind.
Daemon 1 Bind Daemon; Dispel Lesser Daemon; Summon Guardian; Zone of Daemonic Protection.

Possessions: Quarterstaff (D -1); dagger (I -10, D -2, P -20); magical Energy Jewel (rhodocrosite set into brass ring, stores 8 MP); purse with 10 GC. See main text for items in house; others at GM's discretion.

Personal Details: Age 27, 5ft 7in, medium build, bald with furrowed skin on scalp, protuberant nose and large brown eyes, thick lips and fleshy jowls. Rudolf usually wears a simple brown voluminous robe. As a result of his 'calling', he suffers from the Animal Aversion disability, stage 1.

The Stoltenbergs

Wilhelm Stoltenberg, Labourer

Age 28, 5ft 9in, medium build, corn-blond hair receding at temples, light blue eyes, smooth-skinned and always clean shaven. Wilhelm always appears smart and takes care over his appearance, even when wearing his working clothes.

Erich Stoltenberg, Labourer

Age 27, 5ft 10in, medium-strong build, corn-blond hair, blue-grey eyes. Erich is less careful about his appearance, and wears his work leathers much of the time.

Britt Stoltenberg, Villager

Age 19, 5ft 6in, slender-medium build, corn-blond hair in plaits swept up across the head, blue eyes. Britt has a moon face, and a naive look; she wears simple, half-childish clothes such as summery frocks, simple cream cotton blouses, and the like.

The Gossips

Gretchen Klatsch, Villager

Age 77, 5ft, scrawny build, silver-grey hair, light blue-grey eyes, very stooped over walking stick. Note: Gretchen may be old but she has the Acute Hearing skill. She wears a black coat down to her ankles, and shapeless garments of yellowed white/cream/buff underneath.

Gudrun Mangel, Villager

Age 78, 5ft 2in, fat and dumpy build, grey hair, light brown eyes. Gudrun has several large warts, each bearing a fine tuft of spiky hair, on her face, and a moustache. Note: Gudrun may be old but she has Excellent Vision. She dresses similarly to her friend Gretchen Klatsch.

The Hovel

Udo Dreckspatz, Beggar

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 43 42 3 6* 6 40* 1 28 27 28 35 36 31

Skills: Begging; Concealment Urban; Dodge Blow; Lightning Reflexes*; Secret Language – Thieves' Tongue; Secret Signs – Thieves' Signs; Silent Move Urban; Very Resilient*.

Possessions: Dagger (I -10, D -2, P -20); heavy stick (club); begging bowl; bottle of rotgut.

Personal Details: Age 39, 5ft 7in, slender build (very wiry), thinning dirty brown hair, brown eyes. Everything about Udo is filthy and crawling with lice. He is an artful soul, and knows his chances of extorting money from people depends on how much they pity him – or how afraid they are of catching something awful. Udo cultivates scabs and sores with some care. He does very nicely, and doesn't pester the locals. He earns enough money to be drunk most of the time.

RESIDENTS OF WEILERBERG

The Count's House

'Count' Theodosius von Eisenstadt

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	52	56	4	51	2	59	2	43	47	36	32	40 40

Skills: Animal Care; Consume Alcohol; Disarm; Dodge Blow; Heraldry; Immunity to Disease; Read

/Write; Secret Language – Battle Tongue; Specialist Weapon – Lance; Two-handed Weapon; Strike to Injure; Strike to Stun; Strike Mighty Blow.

Possessions: full suit of plate armour (1 AP, all locations); battleaxe with lesser death rune (Goblinoids – axe is of dwarven manufacture); lance; warhorse; Manor House and its contents; other items as determined by GM.

Personal Details: Age 47, 6ft 2in, strong-medium build, greying black hair (cropped short), steel-grey eyes, lantern jaw, clean-shaven. When out of armour, Theodosius wears a plain grey tunic with a thick leather belt.

Kaspar Jenninger, Falconer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
5*	38	38	3	3	6	47*	1	40	25	31	30	29 34

Skills: Animal Care; Animal Trainer – Hawks, Dogs; Concealment Rural; Excellent Vision; Fleet Footed*; Game Hunting; Lightning Reflexes*; Silent Move – Rural.

Possessions: leather jack and coif (0/1 AP, head/body/arms); thick leather gauntlets; dagger (I +10, D -2, P -20); snare wire; pouch with 2GC, 7/-.

Personal Details: Age 29, 6ft, slender build, brown hair and eyes, tanned skin. Kaspar always dresses in greens and browns, and never dresses smartly, not caring for human company.



Dieter Krankel, Gamekeeper

M WS BS S T W I A Dex Ld Int Cl WP Fel
 4 25 33 4 3 7 29 1 31 27 30 46 38 27

Skills: Concealment Rural; Marksmanship – Bow; Night Vision; Read/Write; Secret Language – Ranger; Set Trap; Silent Move Rural; Spot Trap.

Possessions: leather jack (0/1 AP, body/arms); sword; bow (R 24/48/250, ES 3, Rld 1) with quiver of 15 arrows; snare wire; man trap; water skin.

Personal Details: Age 33, 5ft 8in, medium build, light brown hair, hazel eyes, medium-length beard, very tanned skin. Dieter wears clothes which blend into the woodland colours most of the time, but wears a silver-buttoned black cloak and dark blue jacket and breeches at formal occasions.

Hermione 'Pudden' Lurchfoot, Halfling Cook

M WS BS S T W I A Dex Ld Int Cl WP Fel
 3 12 34 1 3 5 54 1 37 17 34 20 40 44

Skills: Astronomy; Cook; Etiquette; Herb Lore; Identify Plant; Night Vision.

Possessions: apron; chef's hat; kitchen knife (I +10, D -2, P -20); telescope and book of astronomical observations (in rooms); personal jewellery worth 12 GC.

Personal Details: Age 73 (appearance in human terms around 40), rotund, red-brown hair, hazel eyes, usually wears ruffed cotton blouse and work apron.

The Villagers

Stephan Jager, Labourer

Age 20, 5ft 8in, medium build, brown hair and eyes, very prominent beaked nose. Stephan is rather simple-minded (Int 10) and is careless of his appearance.

Gretel Jager, Labourer

Age 23, 5ft 8in, medium-strong build, dark brown hair, grey eyes, 'fat hamster' cheeks. Like her brother, Gretel is dim-witted (Int 13) and shabbily dressed.

Leopold Doof, Labourer

Age 54, 5ft 3in, medium build, thinning straggly black hair, dark brown eyes, warts on face, liver spots on back of hands. Leopold wears a shapeless and filthy old black jerkin and smells rancid and disgusting. Uncle of the Jagers, he is just as simple-minded as they are (Int 14).

Kurt Lummel, Labourer

Age 33, 5ft 5in, medium build, brown hair (balding at the crown and temples), hazel eyes, thick beard. Kurt looks smart and clean even in work clothes, fancying himself as still something of a ladies' man.

Helena Lummel, Villager

Age 25, 5ft 6in, medium-slender build, ash-blonde hair, green eyes. Helena is the sister of Siggy Katz from Kreutzhofen; she dresses in practical, simple house clothes in blue or grey.

Otto Lummel, Labourer

Age 54, 5ft 4in, barrel-chested, strong build, brown hair (very bald), brown eyes, thick moustaches. Otto wears a capacious brown leather jerkin which just manages to stretch around his girth, and thick leather leggings (0/1 AP, legs). Otto is Kurt's father.

Tileda Lummel, Villager

Age 50, 5ft 1in, stout build, light brown hair in pig-tails which don't suit her at all, dark brown eyes, wears shapeless brown or dark grey robes and apron.

Adolf Buch, Labourer

Age 31, 6ft, medium build, very wavy light brown hair, blue-grey eyes, very clean-shaven. Adolf is very tanned and handsome in a healthy, clean sort of way, and even his work clothes are clean.

Anders Buch, Labourer

Age 28, 5ft 10in, medium build, brown hair and eyes, mass of scar tissue along right forearm. Anders owns nothing except two sets of clothes.

The Gravedigger

Boris Hippler, Tomb Robber

M WS BS S T W I A Dex Ld Int Cl WP Fel
 5 36 34 3 3 7 40 1 38 23 33 44 44 24

Alignment: Evil.

Skills: Blather; Concealment Rural; Concealment Urban; Drive Cart; Scale Sheer Surface; Secret Signs – Thieves; Silent Move Rural; Silent Move Urban; Spot Trap.

Possessions: Club; leather jack (0/1 AP, body/arms); lantern; crowbar; shovel; 10 yards of rope; large sack.

Physical Details: Age 28, 5ft 10in, medium build, short black hair, dark brown eyes, pock-marked skin. Boris wears work leathers when labouring, and very dark clothing when on his nocturnal missions.

The Mercenary

Dagmar Tausk, Mercenary (ex-Bodyguard, ex-Labourer, ex-Outlaw)

M WS BS S T W I A Dex Ld Int Cl WP Fel
 4 47 46 4 4 9 48 2 31 46 33 45 38 37

Skills: Ambidextrous; Disarm; Dodge Blow; Drive Cart; Ride – Horse; Secret Language – Battle Tongue; Specialist Weapon – Fist Weapon; Street Fighting; Strike Mighty Blow; Strike to Stun.

Possessions: magical +1 sleeved mail coat and coil (2 AP, all locations); magical sword (*Bane Weapon* – Orcs; +2 AP protection, all locations); *Amulet of Coal*; *Bag of Middenheim* containing saved money (255 GC); dagger (I +10, D -2, P -20).

Personal Details: Age 30, 5ft 11in, medium build, corn-blonde hair cut short, cornflower-blue eyes, white cotton headband, usually wears leather jerkin



(0/1 AP, body) and stout cotton breeches, with calf-high boots of fine leather.

The Hunter

Gotthard Heyer, Hunter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	37	50	3	4	8	44	1	36	37	37	36	29	40

Skills: Animal Trainer – Dog; Concealment – Rural; Urban; Follow Trail; Game Hunting; Immunity to Disease; Immunity to Poison; Secret Language – Ranger; Secret Signs – Woodsman's; Set Trap; Silent Move – Rural; Urban; Specialist Weapon – Sling; Spot Trap; Tailor (with animal furs only).

Possessions: Sleeved chain mail coat (worn on long trips, 1 AP body/arms/legs); leather jack (0/1 AP, body/arms); magical sword of Elven manufacture (WS +5, +15 vs Humans); long bow (R 32/64/300, ES 3, Rld 1) with quiver of 15 arrows; ratter's pole; sling with bag of stones; 10 animal traps; mule; waterskins; pack; sack for skins; skinning knives; bag of salt; 4 Rat Spaniels (see below).

Personal Details: Age 28, 6ft 3in, medium build, short wavy black hair, green eyes, tanned skin, small triangle of white hair at nape of neck. Gotthard wears a good fur jacket (bear fur) when not hunting, together with moleskin waistcoat and leather breeches.

Rat Spaniels

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	49	0	3	6	8	59	1	-	51	14	14	55	-

Special Rules: Rat Spaniels are incredibly savage and vicious dogs. They are completely immune to any form of *fear* or *terror*, and have *Night Vision* to 10 yards. Specially bred and trained for hunting rats of all kinds, they gain +10 WS and +1 A when fighting any sort of rat, and have a +20 bonus to any T test for *infected wounds* from rats.

Old Mother Eberhauer

Claudia Eberhauer, Level 3 Elementalist (ex-Wizard)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	44	32	3	6*	11	67	1	43	49	64	45	57	28

Skills: Arcane Language – Elemental Magick, Magick; Cast Spells – see below; Daemon Lore; Dowsing; Herb Lore; Identify Magical Artefact; Identify Undead; Magical Awareness; Meditation; Metallurgy; Plant Lore; Read/Write; Secret Language – Classical; Scroll Lore; Very Resilient*.

Spells: 41 Magic Potnts

Petty *Curse; Gift of Tongues; Glowing Light; Magic Alarm; Magic Lock; Remove Curse; Sleep.*

Battle 1 *Aura of Resistance; Cure Light Injury; Detect Magic; Fire Ball; Hammerhand; Ignite Missiles; Wind Blast.*



- Elemental 1 *Assault of Stones; Breathe Underwater; Cloud of Smoke; Hand of Fire; Walk on Water; Zone of Hiding.*
- Elemental 2 *Cause Fire; Cause Rain; Extinguish Fire; Move Object; Part Water; Resist Fire.*
- Elemental 3 *Banish Elemental; Breathe Fire; Crumble Stone; Dust Storm; Flame Sheet.*

Possessions: dagger (I +10, D -1, P -10, flame attack and invisibility); Amulet of Thrice-Blessed Copper; Wand of Jet; Elemental Focus Ring (diamond set in gold) – see below; Multiple Warding Ring (Sleep; Steal Mind; Lightning Bolt); scroll of spells – Summon Elemental; Summon Swarm; Boots of Tracelessness.

Personal Details: Age 88 (looks 65), 5ft 5in, medium build, grey hair, grey eyes, piercing gaze. Claudia dresses in black all the time, with her baggy old cloak and garments concealing the items she carries and wears beneath them.

Hetzer, Familiar

M WS BS S T W I A Dex Ld Int Cl WP Fel
7 55 0 4 410 55 3 89 - 15 89 89 -

Special Rules: Hetzer acts as an *Energy Jewel*, storing 12 Magic Points which Claudia can use if he is within 64 yards. While Hetzer still has at least 1 Magic Point remaining, and is within 64 yards of Claudia, she can travel as quickly as he can (M 7) – she can even travel this fast through overgrown areas and over water! She also uses Hetzer's **WP** rather than her own for testing against spells and magical effects.

If all Hetzer's Magic Points are used in a single day, the 'cat' will disappear, re-forming 24 hours later. Hetzer cannot be 'killed' while Claudia wears her *Elemental Focus Ring*; a K result on the *Sudden Death Critical Hit Chart* will cause him to dissipate and reform 24 hours later. Hetzer is only destroyed if Claudia is killed.

Hetzer has the following skills which Claudia can use while within 64 yards of him: *Concealment* – Rural, Urban; *Night Vision*, *Silent Move* – Rural, Urban.

THE FARM FOLK

Muller's Farm

Ulrich Muller, Labourer

Age 73, 5ft 9in, stout strong build, brown hair (very bald) and eyes, very wrinkled and tanned. Ulrich wears obviously dated clothes, and is notable for smoking a particularly foul brand of Halfing weed.

Georg Muller, Labourer

Age 40, 6ft, strong build, brown hair beginning to thin at the crown, hazel eyes, strawberry birth mark over right cheek. Georg is affable, broad-faced, sociable and smiling.

Stehmar Muller, Labourer

Age 36, 6ft 3in, strong build (S 4), light brown hair, grey eyes, ear lobes almost absent. Stehmar is serious, smiles little, and only dresses well for funerals and public occasions.

Elsa Muller, Villager

Age 33, 5ft 9in, medium build, corn-blond hair, dark blue eyes, heavy-legged build. Elsa is rather dumpy, but is friendly and easygoing, and likes housekeeping for her men. She dresses in very simple clothing.

Richtofen's Farm

Frida Richtofen, Villager

Age 26, 5ft 8in, medium build, ash-blond hair, light blue eyes. Frida is strikingly pretty. She regards her eccentric husband with amusement, but no little affection. She is especially fond of his considerable deposits at banks in Nuln and Wursterburg. She wears simple, but very smart and new, clothing.

Ludwig Jäger, Labourer

Age 25, 5ft 9in, medium build, light brown hair, dark brown eyes, nasty crop of warts on neck. Ludwig is a dullard (Int 11) who usually smells of sweat and pigswill. He nearly always carries a turnip.

Gunnar Jäger, Labourer

Age 28, 5ft 11in, medium-strong build, mousey brown hair thinning at crown, hazel eyes, hands like shovels. Gunnar is a semi-moron (Int 08) and spends a lot of time staring glassily into the middle distance.

VISITORS AND WANDERERS

The Druidess

Wanda Elschenbeck, Level 1 Druidic Priest

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 40 38 2 4 6 36 1 26 34 47 40 40 30

Skills: Animal Care; Arcane Language – Druidic; Cast Spells – see below; Dowsing; Flee!; Follow Trail; Heal Wounds; Herb Lore; Identify Plants; Meditation; Secret Signs – Druid.

Spells: 15 Magic Points

Druidic 1 *Animal Mastery; Cure Poison; Heal Animal; Identify Nature.*

Possessions: sickle (hand weapon); yew-wood staff (D -1); stone knife (I +10, D -2, P -30); dowsing rods; bags of medicinal herbs; belt pouches; brown robe.

Familiar: rabbit.

Personal Details: Age 15, 4ft 9in, very slender build, honey-blond hair, green-hazel eyes. Wanda's clothes are usually dirty.

Merchants and Traders

Trader

M WS BS S T W I A Dex Ld Int Cl WPFel
4 35 29 3 3 7 29 1 29 32 39 29 29 35

Skills: Evaluate; Haggle; Numismatics; 25% chance each for Blather and Law.

Possessions: Cargo as determined by the GM, and/or trading funds for purchases – (1D10+2)x100 GC. Leather jerkin (0/1 AP, body/arms); hand weapon; dagger (I +10, D -2, P -20); pouch with 3D10 GC.

Merchant

M WS BS S T W I A Dex Ld Int Cl WPFel
4 39 35 4 4 8 45 1 31 51 51 41 41 45

Skills: Evaluate; Haggle; Magical Sense; Numismatics; Read/Write; Ride – Horse; Secret Language – Guild; Speak Additional Language – choose; Super Numerate; 50% chance each of Blather and Law.

Possessions: River barge or D6+2 pack mules/horses, cargo as determined by GM and/or 6D6x100 GC trading money (10% chance of a *Bag of Middenheim* or a *Bag of Teeth* capable of holding the bulk of coinage/gems); D4+2 lackeys (scribes or bodyguards; 50% chance for each but any entourage includes at least one of each); expensive clothes.

Scribe (Merchant's Lackey)

M WS BS S T W I A Dex Ld Int Cl WPFel
4 31 29 3 3 6 35 1 31 31 45 31 35 35

Skills: Arcane Language – Magick; Read/Write; Speak Additional Language – choose; 25% chance each of Evaluate and Super Numerate.

Possessions: dagger (I +10, D -2, P -20); writing equipment; ledger or scrolls in satchel.

Bodyguard (Merchant's Lackey)

M WS BS S T W I A Dex Ld Int Cl WPFel
4 45 31 4 3 8 41 2 31 29 26 29 31 31

Skills: Disarm; Specialist Weapon – Fist Weapon; Street Fighting; Strike Mighty Blow; Strike to Stun; 50% chance of Very Strong.

Possessions: Leather jack (0/1 AP, body/arms); helmet (1 AP, head); shield (1 AP, all locations); hand weapon (sword or heavy club); knuckle dusters.

Barge Captain

M WS BS S T W I A Dex Ld Int Cl WPFel
4 51 41 4 4 9 51 2 41 41 31 51 41 41

Skills: Consume Alcohol; Fish; Orientation; River Lore; Row; Strike Mighty Blow.

Possessions: Leather jack (0/1 AP, body/arms); hand weapon (usually sword); dagger (I +10, D -2, P -20); share of barge or riverboat (10-100% share at GM's option); pouch with travel funds (as GM determines; maximum 50 GC); other items as GM decides.

Boatman

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 36 3 4 7 36 1 31 27 27 36 31 31

Skills: Fish; Orientation; River Lore; Row; 25% chance each of Consume Alcohol, Very Resilient and Very Strong.

Possessions: leather jack (0/1 AP, body/arms); hand weapon (usually club); D4 shillings, 3D6 pennies.

TREACHERY AT WINTER'S TEETH

The Merchants

Rudolf Sammer, Merchant

Use the standard Merchant profile. Sammer is in his forties, with straight and somewhat lank shoulder-length dark hair, pale blue eyes and a pallid, unhealthy-looking complexion. Slim built (but developing a slight paunch), he is quick and nervous of speech and movement, and can be snappish and impatient.

Udo Pfensch, Scribe

Use the standard Scribe profile. Pfensch is about twenty, tall and lean, with fair hair and pale eyes. He is quiet, methodical, logical and a meticulous bookkeeper – he is also very level-headed and not prone to panicking (give him Cl +10 on the standard profile) – a perfect foil to his master.

Stefan Siemens, Bodyguard

M WS BS S T W I A Dex Ld Int Cl WPFel
4 50 39 3 4 9 45 2 37 33 39 34 28 29

Skills: Disarm; Specialist Weapon – Fist Weapon; Ride – Horse (and Mule); Street Fighting; Strike Mighty Blow; Strike to Stun.

Possessions: leather jack (0/1 AP, body/arms); helmet (1 AP, head); shield (1 AP, all locations); sword; dagger (I +10, D -2, P -20); knuckle dusters; preserved food for 12 days; 2 waterskins; 6 yards of rope; pack; lantern; other items as desired by GM.

Personal Details: Age 27, 6ft 2in, medium-strong build, black hair, dark brown eyes, crooked teeth, tattoo (of sea serpent) on left forearm. Stefan is from Nuln, and is quiet and introverted. He does his job, and keeps himself to himself. However, he is intrigued by Wood Elves, and might become friendly with an Elven warrior.

Humfried Hoechst, Bodyguard

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 39 3 3 8 46 1 38 27 25 23 32 27

Alignment: Evil.

Skills: Animal Care; Disarm; Drive Cart; Specialist

Weapon – Fist Weapon; Ride – Horse (and Mule); Street Fighting; Strike Mighty Blow; Strike to Stun.

Possessions: leather jack (0/1 AP, body/arms); helmet (1 AP, head); shield (1 AP, all locations); sword; dagger (I +10, D -2, P -20); knuckle dusters, preserved food for 12 days; 2 waterskins; 6 yards of rope, pack; lantern; other items as desired by GM. For details of Manbane, see main text.

Personal Details: Age 23, 6ft, medium build, light brown hair, hazel eyes, hidden birthmark (brown claw-shaped skin mark over left shoulder-blade). 'Hunfried Hoechst' is an alias, he is really Adolf Splatzen, a young member of a brutal bandit clan.

Goblins (Lesser)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	2	2	5	40	1	24	18	18	18	18	18

Alignment: Evil.

Possessions: Short bows (R 16/32/150, ES 3, Rld 1); 15 arrows each; hand weapons (clubs, two have swords); four have shields (1 AP, all locations, does not apply when firing bows); collected total of 8/6.

Special Rules: Subject to *animosity* against other Goblinoids; *hate* Dwarfs; *fear* Elves when they do not outnumber them 2:1 or better; *Night Vision*, 10 yards.

Bandits (including Magnus Mach)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	36	3	3	7	36	1	31	31	31	36	31	31

Alignment: Evil.

Skills: Concealment Rural; Disarm; Dodge Blow; Ride – Horse; Scale Sheer Surface; Secret Language – Battle Tongue or Thief (50% chance of either); Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike to Stun.

Possessions: Crossbow (R 32/64/300, ES 4); 4 bolts in small case; leather jerkin (0/1 AP, body); shield (1 AP, all locations); hand weapons (club or sword, equal chance of either); dagger (I +10, D -2, P -20); belt pouch or small pack with rations; waterskin; other minor items added at GM's discretion.

Hermann the Giant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	25	9	9	30	20	7	14	24	14	24	24	14

Alignment: Good.

Possessions: huge club; huge sling (R 32/64/300, ES 5, Rld 1); bag of furs; pipe with Halfling weed.

Personal Details: Hermann is 12 feet tall, with flowing brown wavy hair and a splendid beard. He is handsome (for a giant), affable, and enjoys a good pipe.

Special Rules: Causes *fear* in living creatures less than 10 feet tall. Subject to *stupidity* and *alcoholism*. If Hermann is forced to fight, see the **WFRP** rulebook for special rules.

DANGEROUS DELICACIES

Snotlings

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	17	1	1	3	30	1	14	14	14	14	14	14

Special Rules: spore weapons (see text) and small short bows. Immune to the effects of moulds. Not subject to inter-Goblinoid *animosity*. Subject to *fear* of foes whom they do not outnumber by at least 10:1.

CATTLE THIEVES!

Konrad von Eisenstadt, Student

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	35	4	3	6	44	1	36	32	43	40	26	39

Skills: Arcane Language – Magick; Acute Hearing; Astronomy; Cartography; Charm; Consume Alcohol; Etiquette; History; Read/Write; Secret Language – Classical; Strike to Stun.

Possessions: padded club (see main text); dagger (I +10, D -2, P -20); purse with 45 GC; horse.

Rustlers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	36	4	3	7	41	1	29	29	29	29	29	29

Skills: Drive Cart; Night Vision; Silent Move Rural; Specialist Weapon – Lasso. 50% have Secret Language – Ranger; 20% chance each of Animal Care, Dodge Blow, Disarm and Strike Mighty Blow.

Possessions: leather jack (0/1 AP, body/arms); padded club (see main text); lasso; dagger (I +10, D -2, P -20); 10 yards of rope; horse.

AN AFFAIR OF HONOUR

Lorenzo Faccia, Superior Syndicalista

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	30	3	4	9	43	1	38	33	30	37	36	36

Skills: Dodge Blow; Disarm; Orientation; River Lore; Row; Secret Signs – Syndicalistas, Thieves'; Street Fighting.

Possessions: leather jack (0/1 AP, body/arms); helmet (1 AP, head); shield (1 AP, all locations); magical sword (WS +5, D +1); *Bag of Lightness* with 214 GCs; bottle of *frizzante*; purse with 11 GC, 15/4.

Personal Details: Age 32, 5ft 10in, medium build, greasy black hair, dark brown eyes, thick eyebrows which meet above his large nose. He is a sneering, spiteful, vicious person, for all that he is a coward.

Isabella Faccia, Wizard's Apprentice

M WS BS S T W I A Dex Ld Int Cl WPFel
3 27 32 3 3 5 40* 1 32 29 45 31 45 32

Skills: Arcane Language – Magick; Astronomy; Cast Spells – Petty Magic; Lightning Reflexes*; Palm Object; Pick Lock; Pick Pocket; Read/Write; Scroll Lore; Secret Language – Classical.

Spells: 7 Magic Points

Petty Curse; Remove Curse; Sleep; Zone of Warmth.

Possessions: dagger (I +10, D -2, P -20); Gloves of Nimbleness; pouch of spell ingredients; purse with 5 GC.

Personal Details: Age 24, 5ft 4in, medium build, long wavy black hair, large dark brown eyes, dressed in simple fawn-coloured robe.

THE OLD SEA DOG

Captain Jean Lemain, ex-Sea Captain

M WS BS S T W I A Dex Ld Int Cl WPFel
4 56 42 4 4 12 48 3 55 60 43 55 49 62

Skills: Boat Building; Consume Alcohol; Dodge Blow; Row; Sailing; Scale Sheer Surface; Speak Additional Language – Norse, Arabian; Specialist Weapon – Fencing Sword; Story Telling; Street Fighting; Strike Mighty Blow; Swim.

Possessions: leatherjack (0/1 AP, body/arms); flamboyant clothes; fencing sword; dagger (I -10, D -2, P -20); other possessions at GM's discretion.

FARMER RICHTOFEN'S WONDROUS MACHINE

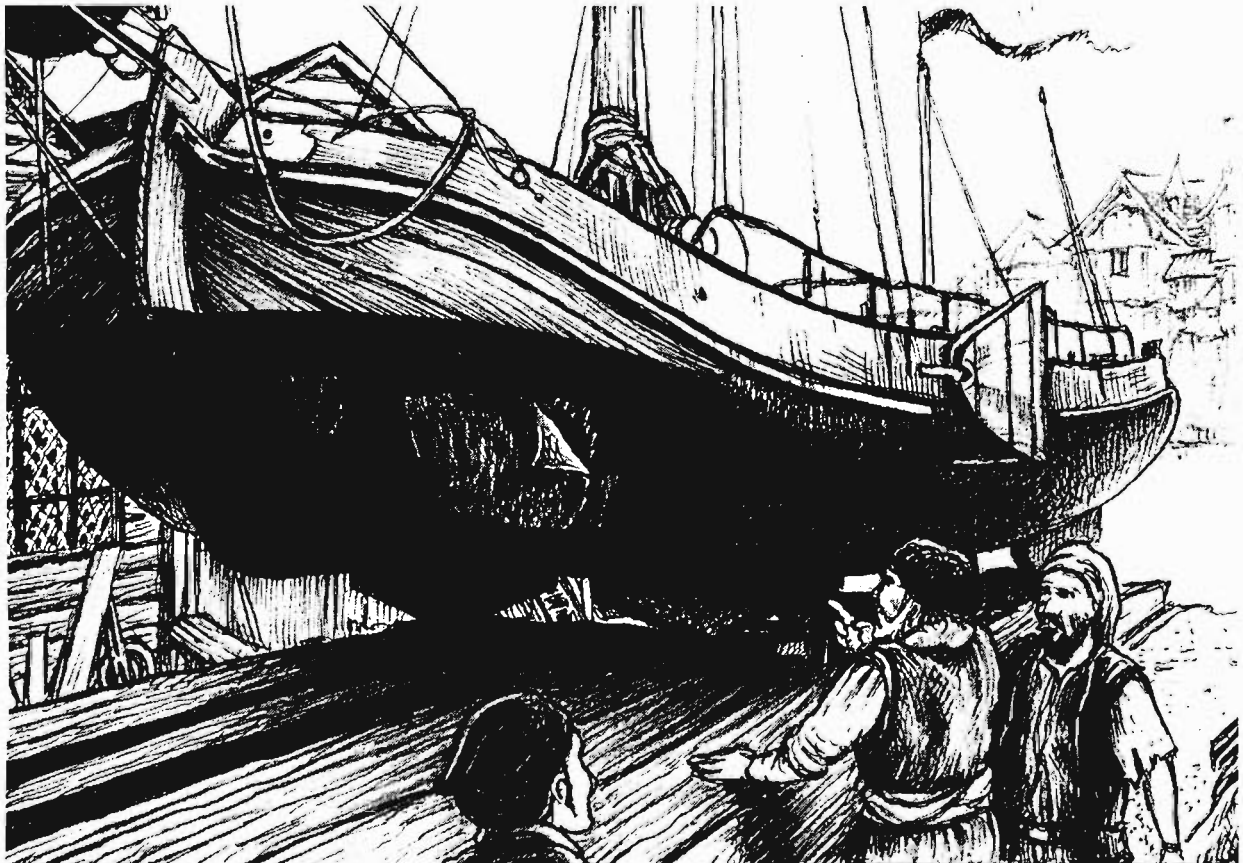
Manfred Richthofen; Farmer-Balloon Pilot

M WS BS S T W I A Dex Ld Int Cl WPFel
4 28 32 4 3 7 44 1 47 41 40 37 32 36

Skills: Astronomy; Balloon Building; Blather; Carpentry; Evaluate; Plant Lore; Tailor.

Possessions: Thick padded leather jacket (1 AP, body/arms, I -10); large tin helmet (1 AP, head); thick goggles; quarterstaff (D -1); packed lunch; 3 boxes of excellent quality assorted weapons; large balloon.

Personal Details: Age 29, 6ft 7in, very scrawny build, knobbly-kneed and bandy-legged, thin sandy hair, blue eyes, freckles, rather rattish features. Manfred is a very enthusiastic, happy, but totally other-worldly soul.



A MURDER MYSTERY

Umberto Siccario, Assassin

M WS BS S T W I A Dex Ld Int Cl WPFel
4 50 44 4 411 57 2 51 46 44 58 46 43

Alignment: Evil.

Skills: Acute Hearing; Ambidextrous; Bribery; Concealment - Urban; Disarm; Disguise; Dodge Blow; Embezzling; Haggle; Marksmanship; Prepare Poisons; Read/Write - Rlekspiel; Tilean; Scale Sheer Surface; Secret Signs - Sindicalistas; Shadowing; Silent Move - Rural; Silent Move - Urban; Specialist Weapon - Blowpipe, Fist Weapon, Parrying Weapon, Throwing Knife.

Possessions: magical +1 leather jack (1/2 AP, body/arms); magical +1 *Earring of Armouring* (1 AP, head); magical blowpipe (R 24/48/100, BS +10); crossbow (R 32/64/300, ES 4, Rld 2) with quiver of 10 bolts; pot of blade venom (Manbane, 3 doses, 6 applications); 2 daggers (I +10, D -2, P -20); *Potion of Healing*; purse with 20 GC, 17/6.

Personal Details: Age 27, 5ft 9in, slim-medium build, medium-length black wavy hair, very dark brown-black eyes, very white teeth. Umberto always dresses in an ordinary manner, and appears to be just another of the Sindicalistas who pass through Kreutzhofen regularly.

WEREWOLF HUNT

Johann and Mathilde Kline, Werewolves

Use the standard Villager profile for these two when they are in Human form. In wolf form, they have the profiles of Great Wolves. They follow all the special rules for Werereatures. Both are in their early twenties; Johann has a broad, open face with sandy brown hair and blue eyes, while Mathilde has mousey brown hair and hazel eyes. They are both very nervous and easily frightened, having faced nothing but hostility recently.

A JUDGEMENT IN STONE

Rock Rats

M WS BS S T W I A Dex Ld Int Cl WPFel
6 25 0 2 2 5 30 1 - 14 14 18 18 -

Special Rules: 35% chance of *infected wounds*; *Night Vision*, 15 yards. These rats are not Plague carriers.

Wraiths

M WS BS S T W I A Dex Ld Int Cl WPFel
4 17 0 3 411 30 2 - 18 18 18 18 -

Special Rules: Subject to *instability* outside tomb. Immune to psychological effects and non-magical weapons. Hits deduct 1 point from S of victim; victim

with S 0 dies; lost S is regained at 1 point per day of rest. Can move through solid objects. Causes *fear* in living creatures.

Earth Elementals

M WS BS S T W I A Dex Ld Int Cl WPFel
5 50 50 5 5 5 50 5 50 50 50 50 50

Special Rules: see WFRP rulebook. May cast one *Assault of Stones* spell per round.

Gaetano Carnera, Skeleton Major Hero

M WS BS S T W I A Dex Ld Int Cl WPFel
4 55 47 4 417 50 3 38 38 38 38 38 38

Special Rules: Subject to *instability* outside his own tomb. Immune to psychological effects. 35% chance of causing *infected wounds*.

Possessions: magical +2 chainmail shirt (3 AP, body), magical +1 shield (2 AP, all locations); magical sword (WS +10, D +1, *warp attack*); personal jewellery in red gold and rubies worth 150 GC (350 GC as antiques).

Wights

M WS BS S T W I A Dex Ld Int Cl WPFel
4 33 0 3 417 30 1 18 18 18 18 18 -

Special Rules: Subject to *instability* outside tomb. Immune to psychological effects and non-magical weapons. Hits deduct 1 point from S of victim; victim with S 0 dies; lost S regained at 1 point per day of rest. Wight gains S and 10 *Magic Points* for each hit it lands - see WFRP rulebook for *Magic Point* costs of activity. A Wight reduced to zero MPs becomes a Ghost. Can move through solid objects. Causes *fear* in all living creatures. Initial *Magic Points*: 8.

Spectres

M WS BS S T W I A Dex Ld Int Cl WPFel
4 41 0 0 423 40 418 18 18 18 18 29

Special Rules: Subject to *instability* outside tomb. Immune to psychological effects and nonmagical weapons. Cause *fear* in living creatures and can cause *terror* if they wish to do so. Hits do no damage, but cause paralysis if victim fails a WP test. Paralysis lasts 2d6 turns, paralysed character is a *prone* target. Can move through solid objects.

THE TOWER OF RAVENS

Giant Spider

M WS BS S T W I A Dex Ld Int Cl WPFel
5 33 0 5 4 1710 2 - 43 2 24 6 -

Special Rules: Causes *fear* in living creatures under 10ft tall, *terror* in characters with arachnophobia. *Fears* fire, immune to all other psychological effects. 2 *bite* attacks, *venomous* - T test or paralysis, with death following in D6 rounds after the second failed test. Exoskeleton gives 2 AP on all locations.

Chameleoleech

M WS BS S T W I A Dex Ld Int Cl WPFel
3 33 0 2 2 5 30 1 - 14 02 14 14 -

Special Rules: Chameleoleeches *fear* fire but are otherwise immune to psychological effects. They attack with a *bite*. If first attack causes any Wounds, barbed teeth have taken hold and inflict 1D6 Wounds per round (no **WS** roll needed) – on roll of 6, the chameleoleech is gorged and drops off its victim. Bite has a 40% chance of causing *infected wounds*.

Giant Ravens of the Ghostwood

M WS BS S T W I A Dex Ld Int Cl WPFel
2 41 - 4 310 41 1 - 29 41 43 43 -

Alignment: Evil.

Special Rules: Fly as *swoopers*, **M** given above is for ground movement. Attack by peck (*bite*); critical hits to head will remove an eye (effects: -20 **BS**, -5 **Fel**, loss of *Excellent Vision* and *Marksmanship* skills if possessed).

Lashworms

M WS BS S T W I A Dex Ld Int Cl WPFel
0 33 0 1 3 5 * 1 - 0 0 0 0 -

Special Rules: Always attacks first, regardless of **I** scores. Immune to psychological effects. Attacks roll D4 for damage, not D6.

THE PRIEST OF ARABY

The Priests

The two Arabians who come to avenge the desecration of Muammar's resting-place are members of an evil ancient Arabian cult, the Brotherhood of the Serpent. These priest-assassins are outlawed throughout Araby and the Old World, but are still active and influential, so it is said, even in the highest courts of Araby.

Tauseef Assad, Level 2 Cleric-Assassin

M WS BS S T W I A Dex Ld Int Cl WPFel
4 37 35 4 310 51 1 37 35 44 46 55 27

Skills: Arcane Language – Magick; Cast Spells – see below; Identify Undead; Magical Sense; Meditate; Public Speaking; Read/Write; Scroll Lore; Secret Language – Ancient Arabian; Sing; Speak Additional Language – Old Worlde; Theology.

Alignment: Evil.

Spells: 29 *Magic Points*

Battle 1 *Cure Light Injury, Hammerhand, Steal Mind; Wind Blast.*
Battle 2 *Aura of Protection; Mystic Mist; Smash.*

Possessions: Leather jack (0/1 AP, body/arms) worn under brown robes; poisoned magical dagger +3 (**I** +10, **D**+1, **P**-20; see below for poison effects); magical *Ring of Protection from Swords* (swords do only one-half damage to Tauseef); basic rations.

Personal Details: Age 44, 5ft 9in, medium-slender build, black hair, dark brown eyes, plain brown robes.

Poisoned Weapons: The Priest-Assassins' daggers carry D3 doses of Manbane blade venom. The **T** test to avoid the effects is made at +10. The effects begin after 4 rounds, and are as follows: after 4 rounds, -10 to **WS**, **BS**, **I**; on round 5, a further -10 to **WS**, **BS**, **I** plus -1 to **S**, and on round 6 unconsciousness. Further progressive effects (coma, death) take D4 rounds to supervene. The poison wears off these daggers D4+1 rounds after they are drawn, and further hits have no poison effects.

Belt of the Cobra: This magical girdle is of finely-woven gold wire, with a pattern resembling snake-skin. The two ends are worked in gold and gems, and take the form of a cobra's head and tail; the workmanship is unmistakably that of ancient Araby. Only a few of these magical belts are known to exist, and those are all in the hands of the priesthood of an evil ancient cult, outlawed but still active in Araby. Each belt has a command word, which is spoken in the ancient Arabian tongue – thereupon, the belt transforms into a living venomous snake, which attacks as directed by the belt's owner. The snake lasts until 'killed' or for 6 rounds (1 minute) before turning once more into a jewelled gold belt. It may only be activated once per day.

Venomous Snake

M WS BS S T W I A Dex Ld Int Cl WPFel
3 33 - 2 3 6 41 1 - 18 10 43 43 —

Special Rules: *Venomous bite* attack. *Fears* fire but otherwise immune to psychological effects.

Abdul Jumblatt, Assassin

M WS BS S T W I A Dex Ld Int Cl WPFel
4 57 63 4 5 12 53 2 52 41 43 52 50 41

Skills: Concealment – Rural; Urban; Disguise; Dodge Blow; Follow Trail; Prepare Poisons; Scale Sheer Surface; Shadowing; Silent Move – Rural; Urban; Specialist Weapon – Blowpipe; Lasso; Net; Parrying Weapons; Strike Mighty Blow.

Possessions: magical dagger (**WS** +5); *Robe of Toughness* +1; blowpipe with small box of 4 poisoned darts; vial with 14 doses of Manbane (concentrate); *Boots of Silence*.

Personal Details: Age 26, 6ft, medium-slim build, black wavy hair (slightly balding at temples and crown), dark brown eyes, dark olive skin, unusually large ears. Abdul's magical robe is jet black and his other clothing is a drab brown.

Muammar the Mummy

M WS BS S T W I A Dex Ld Int Cl WPFel
3 33 0 4 423 30 2 24 89 43 43 89 -

Special Rules: Causes *fear* in living creatures and *terror* in living creatures less than 10 feet tall. *Flammable*. Muammar is not subject to *stupidity* while Tauseef lives. Hits from Muammar are 40% likely to cause *Tomb Rot*.

THE CURSE OF THE REICHENBACHS

Martin Schnapp, Merchant

M WS BS S T W I A Dex Ld Int Cl WPFel
4 35 42 36* 951 1 34 41 61 47 52 47

Skills: Blather; Evaluate; Haggle; Magical Sense; Night Vision; Numismatics; Read/Write; Ride – Horse; Secret Language – Guilder; Very Resilient*.

Possessions: Sleeved mail coat (1 AP, body/arms/legs); shield (1AP, all locations); sword; dagger (I +10, D -2, P -20); *Amulet of Watchfulness*; *Horn of Hounds*; *Bag of Lightness* with 250 GC; *Boots of Tracelessness*; small pack; waterskin; minor items as determined by GM.

Personal Details: Age 33, 5ft 11in, medium build (but very wiry and tough), brown hair and eyes, high forehead. Martin has a habit of stroking his chin with thumb and forefinger when listening to someone. He will wear simple and practical clothing, adapted to woodland camouflage (greens and browns), in the adventure in which the adventurers encounter him.

Selena Keuchen, Mercenary

M WS BS S T W I A Dex Ld Int Cl WPFel
4 52 45 5 410 46 2 43 31 41 42 37 38

Skills: Concealment Rural; Consume Alcohol; Disarm; Dodge Blow; Gamble; Ride – Horse; Secret Language – Battle Tongue; Silent Move – Rural; Specialist Weapon – Fist weapons, Flail weapons, Parrying weapons, Two-handed weapons; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: Sleeved mail coat (1 AP, all locations); crossbow (R 32/64/300, ES 4) with quiver of 18 bolts; magical sword with powers of *instability* and *spell absorption*, magical dagger (WS +10); small tent; pack; waterskin; minor items at GM's discretion.

Personal Details: Age 28, 6ft, strong build, short cropped black wavy hair, green-brown eyes, smooth tanned skin, broad-shouldered. Selena always wears leathers and thick cotton breeches, with strong boots.

Frederik Herkenrath, Level 2 Illusionist

M WS BS S T W I A Dex Ld Int Cl WPFel
5 40 23 3 4 9 51 1 43 30 56 41 41 32

Skills: Arcane Language – Magick; Cast Spells – see below; Evaluate; Hypnotise; Meditation; Night Vision; Read/Write; Scroll Lore; Secret Language – Classical.





Spells: 28 Magic Points

- Petty Curse; Glowing Light; Magic Alarm; Magic Lock; Protection from Rain; Sleep.
- Illusionist 1 Assume Illusionary Appearance; Camouflage Illusion; Cloak Activity; Clone Image.
- Illusionist 2 Confound Foe; Hallucinate; Illusionary Woods.

Possessions: magical quarterstaff (WS +5); knife (I +10; D -2, P -20); Robe of the Shroud; Boots of Silence; Bag of Resource; Potion of Healing; Spell Jewel (Illusionary Enemy, Fly once per day each); Spell Ring (Raise Dead, 1 use only); pack; pouches of spell ingredients; minor items as determined by GM.

Personal Details: Age 31, 5ft 11in, slender build, tightly-curved light brown hair receding at temples, green eyes, dressed in grey robe (Robe of the Shroud) or a brown robe better suited to the woodlands.

Hans-Dietrich Reichenbach, Ghost

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPF	Fel
4	25	0	0	317	30	1	-	18	18	18	18	29	

Alignment: Evil.

Special Rules: Immune to psychological effects; subject to *instability* outside the cellars of the mansion; causes *fear* by touch; immune to all non-magical weapons; may pass through solid walls and become (in)visible at will.

Hans-Dietrich is a particularly awful Ghost. His mind is filled with the horrors of the evil Reichenbach family, and through his touch he can pass this insanity on to his victims.

The effect of this depends on the results of the **Cl** test which a character must make when touched by the Ghost:

Pass	no effect
Fail by 0-20	<i>fear</i> , as normal
Fail by 21-30	<i>terror</i>
Fail by 31-40	<i>terror</i> , gain D4 Insanity Points
Fail by 41-50	<i>terror</i> , gain D6 Insanity Points
Fail by 51+	<i>terror</i> , gain 2D6 Insanity Points, T test or die from heart attack.

The Entesang Monster

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPF	Fel
3	39	12	5	517	29	2	05	05	05	89	89	-	

The Entesang monster is stitched, nailed and bolted together from treated corpses, and the stitches, bolts, and suchlike are apparent on its bizarre body. Its eyes are yellowed and red-rimmed, its skin grey, and its body nearly 7 feet tall. It carries a horrid stench of the grave, and does not speak.

Special Rules: Despite Doktor Entesang's best efforts the Monster has not shaken off its origin in a bunch of corpses and any hit from it has a 10% chance of causing *Tomb Rot*. The Monster is wholly immune to all psychological effects but is subject to *stupidity*.

FICTION HEROES

Kreutzhofen can be the ideal place to meet characters from the various *Warhammer* novels and short stories published by GW Books. Here are a few character descriptions and ideas for you to use if you wish, taken from *Wolf Riders* by William King and *Drachenfels*, *Red Thirst* and *Ignorant Armies* by Jack Yeovil.

THE TROLL SLAYER

In the story *Wolf Riders*, Gotrek Gurnisson the Troll Slayer and his Human companion Felix Jaegar find themselves in the Border Princes in the company of an outcast Imperial noble and his followers; although in the story the two have made their way through hidden dwarven ways beneath the mountains and the Duke's entourage has come over Black Fire Pass, you could change this and have them all passing through Kreutzhofen on the way to Winter's Teeth. Alternatively, Felix and Gotrek could pass through Kreutzhofen on their way back from the events described in *The Dark Beneath the World*.

Felix and Gotrek make ideal 'reinforcements' for a weak group of adventurers, especially when the going gets rough. You should be careful, though, that the player characters don't simply rely on Gotrek to do all the fighting and take all the risks – and make sure that they treat him with suitable respect, or else!

If you want to spin off a whole adventure revolving around Felix and Gotrek, then the Dwarf might have heard of an ancient treasure hidden somewhere in the dwarven ruins beneath what is now Alimento. A trip through the tunnel, exploration of side-passages and concealed areas, age-old traps, infiltrating Skaven – all the ingredients are there for a superb underground adventure.

Gotrek Gurnisson

Gotrek Gurnisson is a Troll Slayer: proud, belligerent, loyal to his friends, and an implacable enemy. Death means nothing to him. He seeks it out, welcoming the chance to die, providing that he goes down fighting against impossible odds. Death is the only thing left for him, an atonement for his secret crime. The only problem is that Gotrek is just too tough, too lucky or too plain mean to die. He meets threats head on, and armed with his trusty axe, overcomes them all.

In quieter moments, Gotrek is a sad character, given to fits of depression and prodigious drinking bouts. He hides a surprisingly educated mind behind his harsh exterior – he has an excellent grasp of Dwarven history and a high regard for skilled workmanship, no matter what the source. Every once in a while, he lets slip some fact that shows he knows much of

Dwarven engineering. But he is bitterly lonely. His only real friend is Felix Jaegar, a human poet. Family and clan are lost to him – a terrible thing for any Dwarf. As a result, he is closed-mouthed about the crime that brought him to his current state.

In noisier moments – and that means in the middle of a fight – Gotrek is one of the deadliest close-quarter fighters in the Old World. Nothing seems to be able to stand in his way. His insane disregard for personal safety, combined with a degree of skill that few can match, makes him a devastating opponent. Even without his axe, he gives far better than he gets... And, of course, like all Troll Slayers he lacks subtlety; 'tactical finesse' means 'CHARGE!'

M	W	S	B	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	89	09	8	8	16	49	4	59	89	59	89	89	19	

Skills: Acute Hearing; Arcane Language – Arcane Dwarf; Art; Astronomy; Carpentry; Cartography;





Concealment – Rural & Urban; Consume Alcohol; Disarm; Dodge Blow; Drive Cart; Engineer; Evaluate; Follow Trail; Frenzied Attack; Game Hunting; Gem Cutting; Haggle; History; Identify Magic Artefact; Lightning Reflexes; Luck; Metallurgy; Mining; Numismatics; Orientation; Read/Write – Khazalid & Old Worlder; Scale Sheer Surfaces; Secret Language – Battle & Classical; Secret Signs – Dwarf Engineers' Guild; Silent Move, Rural & Urban; Smithing; Speak Additional Language – Old Worlder; Specialist Weapon – Double-handed Weapons, Fist Weapons; Spot Traps; Stoneworking; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Resilient; Very Strong.

Possessions: Two-handed axe (I -10, D +2); chain shirt (1 AP, body only); worn, travel-stained clothing, including winter/bad weather gear; 20 GCs, 12 SS, 3 pennies; beer mug; stone bottle of ale (between meals only).

Felix Jaegar

Felix Jaegar is a man who knows that he's going to die. It's only a matter of time. His friendship with Gotrek Gurnisson makes it inevitable. Felix has followed the Dwarf across every stretch of wilderness in the Old World, waiting for the inevitable. So far, so good...

In many ways, his situation is his own fault. Gotrek rescued Felix from the attentions of the Altdorf authorities. Then, while the worse for drink – thanks to a truly epic pub crawl with Gotrek – Felix swore an oath to record the Troll Slayer's death in a similarly epic poem. It was only when sobriety returned that Felix realised that witnessing the Troll Slayer's death might be the last thing he ever did. Since then his life has been exciting, to say the least.. although every once in a while, he gets quite nostalgic about being a student and poet in Altdorf – or even a boring wool merchant like his father.

Felix is quite an amicable young man. Despite this, he has a perpetually twitchy, worried expression on his scarred face – hardly surprising for a probably-soon-to-be-dead friend of Gotrek Gurnisson. He has the accent of an Altdorfer – but an intellectual Altdorfer – and a slightly hesitant manner that leads many to underestimate him. Life as Gotrek's companion has hardened him; although he is not the sort to seek out adventures, he has learned to take them in his stride.

M WSWB S T W I A Dex Ld Int Cl WPFel
4 49 39 4 4 8 49 2 39 35 39 39 39 39

Skills: Arcane Language – Magick; Cartography; Concealment – Rural & Urban; Disarm; Dodge Blow; Drive Cart; Etiquette; Excellent Vision; Follow Trail; Game Hunting; Heraldry; History; Lightning Reflexes; Numismatics; Public Speaking; Read/Write – Old Worlder; Ride – Horse; Secret Language – Classical; Silent Move – Rural & Urban; Specialist Weapon – Fencing Sword, Fist Weapons; Spot Traps; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Swim; Wit.

Possessions: Sword; left-handed dagger (D -2, P -10); chain shirt (1 AP, body only); travel-stained clothes; writing materials; lesser book (or two) from library; money bag containing 47 GCs, 23 shillings and 7 pennies.

THE VAMPIRE

Genevieve Sandrine du Pointe du Lac Dieudonna has travelled widely in the six hundred and fifty-odd years since she became a Vampire, and has even spent time in far Cathay. Therefore, a route centre such as Kreutzhofen will be well-known to her, and she could easily pass through from time to time. For the most part, she keeps herself to herself, although a sixteen-year-old girl (as she appears to be), travelling alone and with such an air of worldly confidence, cannot help but attract attention sometimes.

She might simply be passing through Kreutzhofen, or she might be there for a specific reason. She might, for instance, be investigating reports of vampirism among the last generation of the Reichenbach family; time means little to an immortal Vampire, and the fact that she's a couple of centuries too late won't bother her at all. The Order of Eternal Night and Solace might even have sent her to check the Reichenbachs out, after hearing rumours of despotic Vampire nobles mistreating their villagers and generally behaving in just the way that leads mortals to hate and fear Vampires. If she were to arrive in Kreutzhofen partway through the initial events of *The Curse of the Reichenbachs*, she could make a red herring that few adventurers would be able to resist.

Alternatively, Genevieve could turn up at the excavation of Muammar's tomb – she has a deep interest in exotic magics, having even studied under a master magician of Cathay – or at the tomb of Gaetano Carnera. Or almost anywhere else. In six hundred years there is little Genevieve hasn't done and few places she hasn't been, and she no longer actually *needs* a reason for being anywhere at all.

Genevieve Sandrine du Pointe du Lac Dieudonna, Vampire

Genevieve has the appearance of a young and attractive girl of sixteen, with pale auburn hair and clear, steady eyes. She is quiet and demure much of the time, playing the part of the genteel, well-brought-up young lady that she was before she received the Dark Kiss more than six centuries ago. However, the confidence born of superhuman powers and centuries of experience will shine through from time to time, marking her out as something more than what she seems.

Over the centuries, Genevieve has heard every rumour, half-truth and snippet of folklore concerning Vampires, and she is rather tired of it all. True, there are fearsome, inhuman Vampires driven mindlessly by the lust for blood – the Truly Dead, as they are

known – but they disturb Genevieve as much as they do mortals. She exists in a state of half-death, never aging or changing, but not needing to avoid daylight or any of the other things that are supposed to be a Vampire's bane. She *does* feed on blood, but she is not a predator; she will only take what is freely given – half a pint or so from her current lover, once or twice a week.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 52 48 7 7 22 65 2 53 58 64 66 58 55

Skills: Bribery; Charm; Etiquette; Evaluate; Excellent Vision; Follow Trail; Heal Wounds; Heraldry; History; Immunity to Disease; Immunity to Poison; Law; Linguistics; Musicianship; Public Speaking; Read/Write; Ride – Horse; Secret Language – Classical; Seduction; Sing; Speak Additional Language – Arabian, Cathayan; Strike Mighty Blow; Strike to Injure; Strike to Stun; Surgery; Wit. Other skills as the GM sees fit – Genevieve has had time to try everything and learn a great deal.

Possessions: Genevieve has a pair of specially-made eyeglasses, with stained glass which cuts down the glare of the sun. These make it more comfortable for her to move about in daylight, although she is not adversely affected by sunlight. Other possessions are left to the GM to decide; she has almost unlimited resources, and can find or obtain almost anything.

Special Rules: immune to non-magical weapons; takes normal damage from magical weapons; takes twice normal damage from silver weapons; takes burn damage (S 4, D4 for *Damage*) from touching silver in *any* form; may cause *fear* in living creatures at will; unaffected by sunlight, religious symbols and garlic.

THE SEARCHERS

In Jack Yeovil's story *Ignorant Armies*, Baron Johann von Mecklenberg and his mentor Vukotich travelled widely in search of the followers of Chaos who slaughtered Johann's family. A little before the time of the story itself, the pair might have passed through Kreutzhofen on their way to the Yeztin Valley and the Twisted Lands (of which you can learn more in the adventures of *The Doomstones Campaign*) on the trail of the Chaos champion Cicatrice and his followers.

Vukotich appears again in *Red Thirst*, this time without Johann; he is a soldier of fortune, and travels widely in search of adventure and employment. Since Kreutzhofen is a gateway between The Empire and Bretonnia, Tilea and the Border Princes, it is quite probable that he might pass through there at some time.

Like Felix and Gotrek, Johann and Vukotich are powerful NPCs, and if you use them to reinforce a weak party of adventurers you should take care that they don't end up doing all the work and taking all the risks. Neither man is a fool, and Vukotich in particular will realise if he's being used as cannon-fodder.

You might like to have Cicatrice's band hide out in the Ghostwood for a while, raiding Kreutzhofen until the adventurers drive them off. A little later, Johann and Vukotich might arrive, following reported sightings of the warband. If the adventurers have managed to kill Cicatrice and destroy the warband, Johann might be pleased or he might resent their having robbed him of his rightful vengeance. On the other hand, you might give Cicatrice a Fate Point or two and have the chase begin again.

Baron Johann von Mecklenberg

The Baron is a strikingly handsome young man in his early twenties, standing a little under six feet tall and looking like anything but a nobleman. He wears the practical travelling garb of a ranger, and does not advertise his title, for it brings him little pleasure.

Johann was the eldest son of the Baron of Sudenland, and had things gone otherwise he could have looked forward to a comfortable life followed by the office of Elector on his father's death. But ten years ago, his home and family were destroyed by a Chaos band. No – not quite destroyed; for Johann himself survived, and so did his brother, who was kidnapped by the raiders. For ten years, accompanied by Vukotich, Johann has trailed the Chaos band throughout the wilder parts of the Old World, with revenge in his heart. He has renounced his title – or rather, told no-one that he survived – and the Barony of Sudenland has passed to the Toppenheimer family.

Johann is driven by his quest for revenge – the more so since he knows that his brother Wolf is now one of the Chaos band, heart and soul. He has little interest in anything else, and although he retains some of the social graces of his noble upbringing, he is always slightly distant, as if there is something else on his mind.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 55 40 3 3 12 50 3 40 65 55 50 40 55

Skills: Animal Care – hawk, horse; Animal Training – hawk, horse; Charm; Concealment Rural; Cook; Dance; Disarm; Dodge Blow; Drive Cart; Etiquette; Evaluate; Follow Trail; Game Hunting; Haggle; Heraldry; Herb Lore; History; Identify Plant; Law; Luck; Orientation; Public Speaking; Read/Write; Ride Horse; Secret Language – Classical; Set Trap; Silent Move Rural; Sixth Sense; Specialist Weapon – Fencing Sword, Longbow, Parrying Weapons, Throwing Weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun; Theology; Wit; Wrestling.

Possessions: leather jack and leggings (0/1 AP, body/arms/legs); sword: two daggers (I +10, D -2, P -20); crossbow (R 32/64/300); case with 12 bolts; horse; bedroll and survival gear in saddlebags; other possessions at GM's option.

Vukotich the Mercenary

Vukotich came into the service of the von Mecklen-

berg family when Johann's father captured him in battle. He spent many years in the Baron's service, instructing his two sons in hunting and the use of arms. Surviving the destruction of the family, he set out with Johann to hunt down and destroy those responsible.

He is a tall, powerfully-built man. His age is difficult to estimate, but he is probably somewhere between thirty and fifty. He bears the scars of many battles, and is silent and uncomplaining. Although he may look like a mere sidekick to Johann, he is both bodyguard and tutor to the young noble; Johann needs Vukotich much more than Vukotich needs Johann.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 65 55 4 6* 14 60 3 45 45 40 55 60 45

Skills: Animal Care – hawk, horse; Animal Training – hawk, horse; Concealment Rural; Cook; Disarm; Dodge Blow; Drive Cart; Evaluate; Follow Trail; Game Hunting; Haggle; Heraldry; Herb Lore; Identify Plant; Immunity to Disease; Immunity to Poison; Orientation; Marksmanship – crossbow; Read/Write; Ride Horse; Secret Language – Battle Tongue; Set Trap; Silent Move Rural; Sixth Sense; Specialist Weapon – Fencing Sword, Longbow, Parrying Weapons, Throwing Weapons, Two-handed Weapons; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Resilient*; Wrestling.

Possessions: leather jack and leggings (0/1 AP, body/arms/legs); two-handed sword (I -10, D +2); dagger (I +10, D -2, P -20); crossbow (R 32/64/300); case with 12 bolts; horse; bedroll and survival gear in saddlebags; other possessions at GM's option.

Cicatrice and the Chaos band

Cicatrice is a Champion of Slaanesh – and a very successful one at that, to have commanded a band of followers for ten years without being killed or becoming a Chaos Spawn. Details of Cicatrice and six followers are given here – if you need the band to be larger, you can add Beastmen and mutants as needed.

The sign of Cicatrice is a face with a red zig-zag scar running diagonally across it, from top right to bottom left. All of Cicatrice's followers have this sign somewhere about them, and many mark their faces with a diagonal slash of warpaint in imitation of their leader.

Cicatrice, Champion of Slaanesh

A distant relative of the Prince-Elector of Ostland, posted to the Wastes by a jealous rival during a family feud, changed now beyond recognition... The altered was old, his cheeks sunken and serrated, all his teeth gone save for two yellow tusks that had worn grooves in his lips. His hair was white and sparse, knotted in rat-tails on one side where he had been partially scalped. And a red scar ran diagonally across his face, kinking a little over the nose.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 53 31 4 3* 16 54 3 11 63 52 41 52 33

Mutations: *Extremely Thin* (T/2); *Fangs* (bite attack, A +1); *Extra Joints* (arms – I +10); *Wings* (medium – fly as swooper); *Razor Sharp Claws* (A +1, claw attack at S 5); *Minor Mutations* (extra eyes on shoulders, growth of tendrils on chest, 6-fingered hands).

Skills: Dodge Blow; Specialist Weapon – Two-handed Weapons; Strike Mighty Blow; Strike to Injure; Very Resilient*.

Possessions: Chaos Armour (helmet only: 3 AP, head, WP +10 vs magic); magical two-handed sword (I -10, D +2, ignores non-magical armour, damage is multiplied by D4, dispels any Aura on contact, on a D6 roll of 3+).

Reeskakk, Skaven Clan Eshin Assassin

Reeskakk has renounced his ties to Clan Eshin in favour of his allegiance to Cicatrice. He still has the symbol of Clan Eshin – an eye inside a point-down triangle – on the back of his torn and filthy leathers, but the scar-face symbol of Cicatrice is displayed beside it.

M WS BS S T W I A Dex Ld Int Cl WPFel
5 33 55 3 4 13 61 2 54 44 44 38 49 14

Skills: Concealment Rural; Concealment Urban; Marksmanship – bow; Night Vision (30 yards); Prepare Poisons; Silent Move Rural; Silent Move Urban.

Possessions: leather jerkin (0/1 AP, body); dagger (I +10, D -2, P -20); short bow (R 16/32/150, ES 3, Rld 1); quiver of 20 arrows; pot of super-concentrated Manbane blade venom (5 applications, each application is 6 doses).

The Walking Corpse, Mummy

It walked to the fire, and Johann saw a rotted ruin of a face. It was leaking dust from its split neck. It had been female, once. Now, it wasn't a person, it was a puppet... it had a line of red warpaint across its face, echoing its leader's scar.

M WS BS S T W I A Dex Ld Int Cl WPFel
3 33 0 4 5 23 30 2 24 89 4 43 89 -

Special Rules: the walking corpse is not aware of a great deal, but it knows that Cicatrice's followers are its friends and that anyone else is its enemy. It does not have a controller as such, and is permitted a WP test to overcome magical attempts to control it; but it goes where Cicatrice's followers go and fights when they fight. It is flammable, and each successful hit has a 40% chance of causing Tomb Rot. It causes fear in all living creatures, but is itself immune to all psychological effects.

Andreas, Warrior of Chaos

Once a stable-boy on the Mecklenberg estates, Andreas has turned to the ways of his captors and is now a heavily-armoured Warrior of Chaos. Like all of Cicatrice's followers, he bears his leader's symbol; in this case, the scar-face design is tattooed on his chest, and painted on the breastplate of his armour. He appears to have seven eyes, arranged in a line across his forehead; this is not a gift of Chaos, how-

Death's Dark Shadow

ever, since five of the eyes are glass, set by Andreas into his living flesh in order to create an even more bizarre appearance.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 59 49 7 4 1060 2 89 89 89 89 18

Mutations: *Rapid Regeneration*; *Enormous Noise* (laughter); *Strong* (S +3).

Possessions: very heavy plate armour (2 AP, all locations, movement and I halved); two-handed sword (I -10, D +2).

Optional rule: when Johann encounters Andreas in *The Ignorant Armies*, the Chaos Warrior receives two new mutations in mid-battle, gaining *Long Spines* and *Iron Hard Skin*.

If you wish, you could roll a D10 for each round of combat in which Andreas is involved; on a roll of 0, he begins to mutate. While mutating, he cannot move or attack for D6 rounds; his armour shatters and falls off, but he gains 5 AP per location from the *Iron Hard Skin*, as follows:

Round	AP
1	0
2	1
3	2
4	3
5	4
6	5

This leaves him weak for the first couple of rounds as he transforms, giving adventurers a chance to end the battle quickly.

The sight of the mutation in progress is so hideous that it causes *fear* in all living creatures (except followers of Chaos) who see it.

Toad Head

M WS BS S T W I A Dex Ld Int Cl WPFel
4 28 39 3 5 1240 3 53 36 31 63 35 10

Mutations: *Multiple Arms* (two - A +2, T +1); *Bestial Face* (toad); *Blood Substitution* (venom - T +1, opponents make a T test vs poison when the mutant is wounded or lose 1 point each of S and T per day until healed).

Possessions: dagger (I +10, D -2, P -20); short bow (R 16/32/150, ES 3, Rld 1); 12 arrows, 3 prepared as fire arrows.

Notes: Toad Head only has a single dagger; its other two attacks are both claws, at S 2 because its claws are small and weak.

Wolf von Mecklenberg, Champion of Chaos

Each wore, somewhere about him, the scar. And one luxuriously-maned, red-eyed, fang-snouted giant wore it as a blood-coloured tattoo across his face... He carried no weapons but the three-inch, razor-edged claws that ended his fingers and toes, and the rows of teeth in his face.



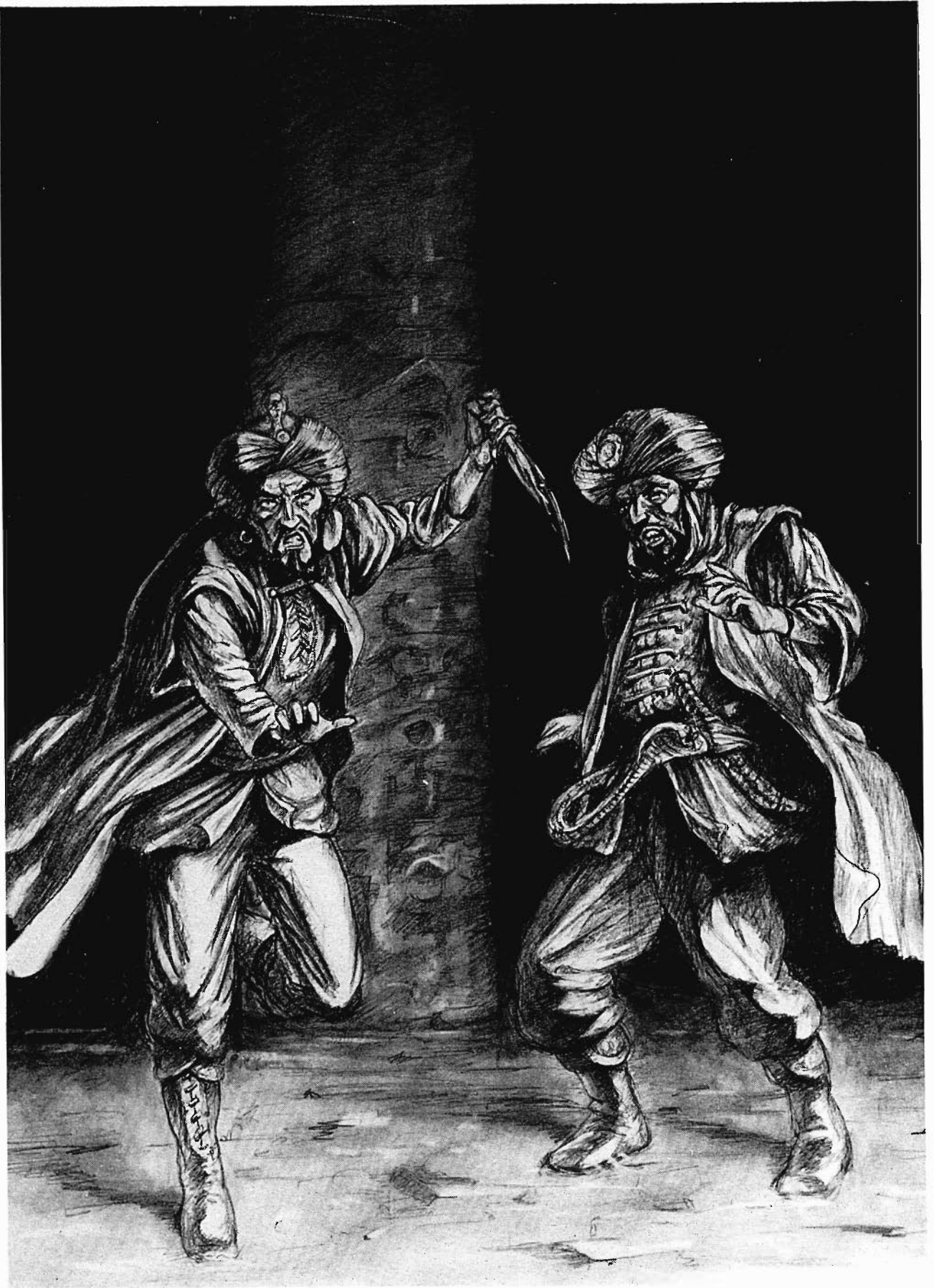
M WS BS S T W I A Dex Ld Int Cl WPFel
4 53 0 4 7 1741 3 41 53 30 45 43 18

Mutations: *Fangs* (A +1, bite); *Mane of Hair*; *Razor Sharp Claws* (A +1); *Resilient* (T +2 - Wolf has gained this attribute twice); *Vividly Coloured Skin* (golden yellow);

Equipment: scraps of armour (1 AP, body/legs).

Optional Rules: in the story, Wolf was accidentally wounded by Johann when they were children. When they meet again, Wolf has a large festering wound on his right shoulder - the same place as the previous wound. It is covered by a piece of armour, and cannot be seen.

Whenever Wolf takes an arm or body hit, roll a D10. A roll of 0 indicates that the blow has struck this piece of armour; although no visible damage is done, Wolf loses D4-1 W points and must make a WP test or spend the next round howling in pain, losing all actions and becoming a prone target. Smart characters may catch on that this is a good place to aim for, and may try to hit the shoulder by accepting a WS penalty of -25. If the armour is removed from Wolf's shoulder, the area of the wound is treated as T 0, instead of the T 7 which applies to the rest of his body.



**Death's Dark
Shadow:
Handout 1**

My friends,

I have just read my ancestor's journal, which tells of the fall of the Reichenbach family. I can't get it out of my mind—the children, Shallya and Sigmar forgive us, even the children! Our ancestors did a horrific and unforgiveable thing two hundred years ago. The images of what I have read haunt me day and night. I can no longer sleep for nightmares. What can we do? How can we atone? I don't know. I see the children everywhere I look. I can't go on knowing this—I wish somehow it could be taken from my mind, like you cut off an infected finger. Call me a coward if you like, but I can't live with this.

Siggy

and as we approached the accursed place we could see no sign of life.

Without their soldiers to protect them, the Reichenbachs had taken no steps to see to their own safety; perhaps they thought us too docile and downtrodden to threaten them. Perhaps the matter never crossed their minds.

It was not until the west front of the mansion was burning fiercely that the first of them responded. Vladimir - may his name live in infamy - came out, glass in hand, and asked us what we thought we were about. From his manner we might have been misbehaving children, rather than near fifty men and women with murder in our hearts. He was dragged down by those nearest to him, and a hawthorne stake put an end to his evil for ever.

As the flames spread, so the others began to come out, and to each the same fate was dealt, young and old. Whenever I close my eyes I can still

**Death's Dark
Shadow:
Handout 2**

**Death's Dark
Shadow:
Handout 3**

HUGO GLASBECHER

MASTER GLASSBLOWER
& SUPPLIER of *Alchemical and Magical* Glassware
at the *Sign* of the RED RETORT, in the Salzallee off Zauberstrasse
in the *IMPERIAL CAPITAL* of ALTDORF

A MEMBER OF THE HONOURABLE GUILD OF
GLASSWORKERS

*To: Doctor Jakob Entesang, at the Village of Krentzhofen
on the River Söll above Wusterburg:*

Sir:

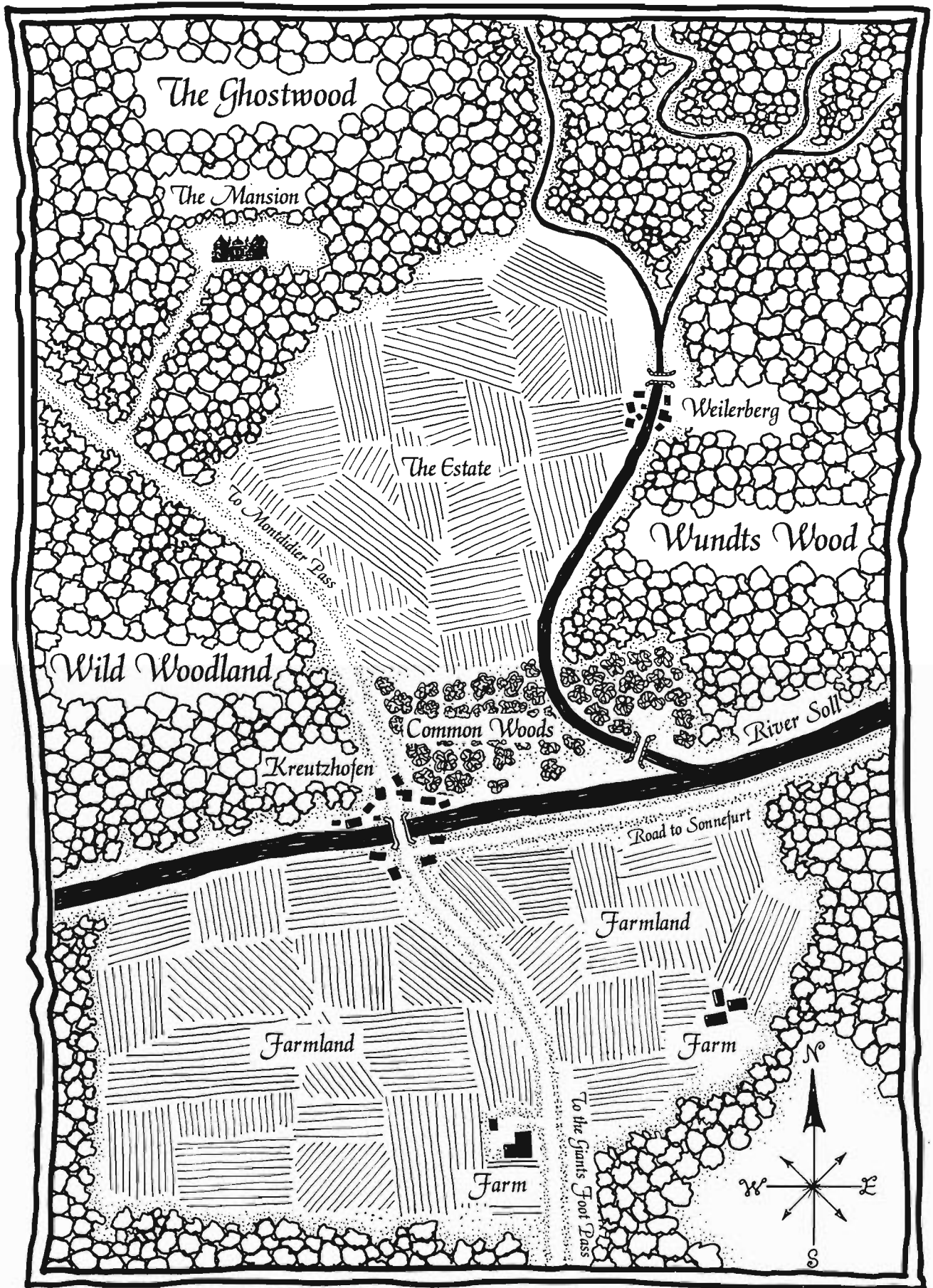
*Delivered herewith divers glassware and equipment as
ordered, amounting to the sum of 297 Gold Crowns,
inclusive of all delivery, taxes and duties payable.*

*Payment is requested within two months of receipt of the
goods.*

Edvard Bunsen

(for Master Glasbecher)

**Death's Dark
Shadow:
Handout 4**



**Death's Dark
Shadow:
Handout 5**

DEATH'S DARK SHADOW

**WARHAMMER
FANTASY ROLE PLAY**



Nestling in the shadow of the Vaults, the village of Kreutzhofen stands at the convergence of the great mountain passes leading to Bretonia and the Border Princes. Reikland bargemen, Elves from the Loren Forest, grim-jawed mercenaries, hard-eyed Tilean sindicalistas and groups of young Adventurers pass through here by river, forest trail or mountain pass. The villagers seem content and happy, but behind shuttered windows lurk dark secrets...

Death's Dark Shadow is a 128-page sourcepack and adventure book for **Warhammer Fantasy Roleplay** adventurers in Basic or Advanced careers. In addition to a gazetteer of Kreutzhofen and the smaller hamlet of Weilerberg, the book contains four short adventures, six adventure outlines, three optional locations with an adventure script for each, and an extended adventure of intrigue and dark dangers (The Curse of the Reichenbachs). It also contains a special reference section on role-playing with characters taken from the very best of the Warhammer novels.

Packed with exciting locations, intriguing characters and a range of adventures, **Death's Dark Shadow** is not to be missed by any serious Warhammer Fantasy Roleplay enthusiast!

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**MANUFACTURED
IN GREAT BRITAIN**

