

# Fear the Worst

A Warhammer® FRP™ Adventure

by Michael D. Mearls



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# INTRODUCTION

**F**ear the Worst is a self-contained adventure for **Warhammer Fantasy Roleplay**, set in and around the village of Heideldorf. It is intended for characters in their first careers. A simple mercenary assignment turns deadly as a horrific plot unfolds at a famous sausage festival.

The material in this book breaks down into the following chapters:

## Chapter 1: Introduction

The introduction (this chapter) gives an overview of the plot and some notes on running the adventure. It also suggests some possible locations for Heideldorf, and offers some ideas for integrating **Fear the Worst** into the **Enemy Within** and **Doomstones** campaigns.

## Chapter 2: Heideldorf

This chapter describes the village of Heideldorf and its inhabitants, as well as its immediate surroundings. Assuming the village survives the events of information in this section can also be used as a model for small villages across the Empire.

## Chapter 3: The Wurstfest

This chapter covers the events of Heideldorf's renowned sausage festival, and the unfolding of not one hideous and insane plot, but two.

## Chapter 4: Black Rock Keep

This chapter describes the ruins of Black Rock Keep, and details the tactics of the mutant band that is camped there.

## Chapter 5: Return from the Keep

This chapter covers the PCs' options upon returning from Black Rock Keep (assuming they survived!), and offers suggestions for how the plot might unfold from here.

## Chapter 6: The Day of Vengeance

In this chapter, the adventurers must deal with a series of horrific events, and save the village from an unspeakable fate.

## Chapter 7: Experience Points

This chapter covers suggested Experience Point awards for each stage of the adventure.

## Chapter 8: NPCs and Monsters

This chapter gives profiles, rules and descriptions for all the major NPCs and creatures appearing in the adventure.

## ◆ THE PLOT ◆

Located deep within the relatively secure lands of the Empire, the village of Heideldorf is celebrated for its spiced sausages. Merchants and gourmets make an annual pilgrimage to the town for its Wurstfest, or sausage festival, devouring huge quantities of Heideldorf's finest products and making deals to export sausage across the Empire.

The awful truth is that some of Heideldorf's best sausage is made of human flesh. This terrible secret is known only to the members of a small conspiracy within the village, who lure mercenaries with their handbills. Obviously tough and experienced individuals are sent on a variety of fools' errands until they tire of wasting their time and leave; inexperienced characters are sent into the nearby ruins of Black Rock Keep, which is rigged with deadly traps and is home to a small but vicious group of mutants. In return for keeping their presence at the keep a secret, the mutants hand over the bodies and possessions of those who die in the keep to the conspirators, who sell the equipment and dispose of the bodies by grinding them into sausage meat.

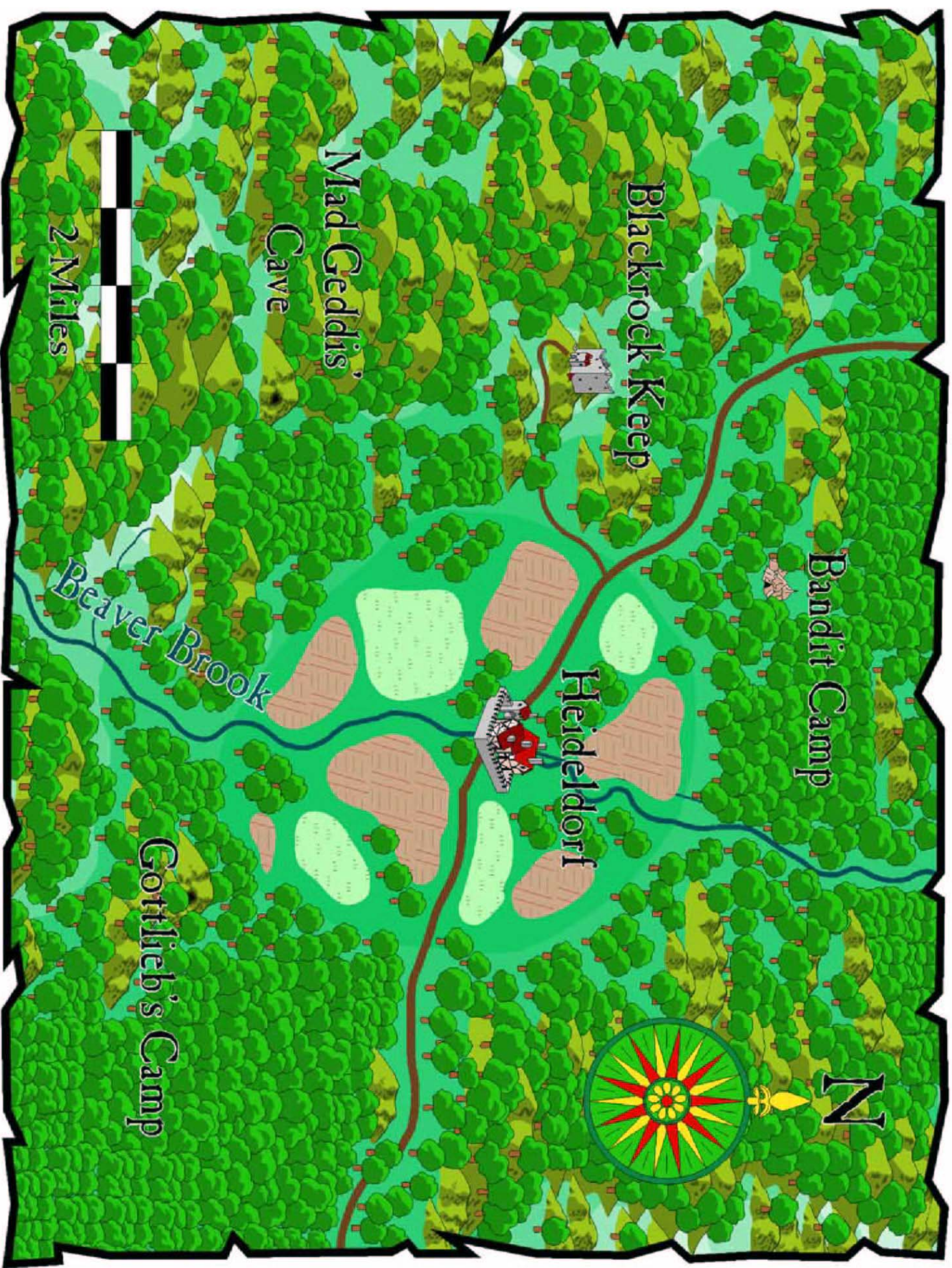
A steady stream of adventurers brings money to Heideldorf's few businesses, while the sausage trade is immensely profitable and the annual Wurstfest, or sausage festival, brings wealthy gourmets and eager merchants flocking to the village. In the conspirators' minds, all this is well worth the deaths of a few landless, bumbling city-born mercenaries.

This, year, however, things are about to go hideously, catastrophically wrong.

During an exceptionally lean stretch two years ago, the mutants took to waylaying travellers on the road to supplement the dwindling supply of mercenaries. Among these victims were a pair of wandering mutated Chaos cultists, whose tainted meat caused mutations in many who ate the sausages made from it. The widespread distribution of Heideldorf sausage made it difficult to make any connection with the sudden eruption of mutations widely scattered throughout the Empire, but one victim, the crime lord Ernst Gottlieb of Nuln, used his considerable resources to investigate the source of his unwelcome physical condition.

His sanity slowly slipping away in the face of his progressive mutation, Gottlieb abruptly abandoned his criminal empire, tracing rumours of spontaneous mutations and gathering a small retinue of fellow victims of the tainted sausage. Now, Gottlieb and his followers plan to destroy the town and everyone in it, at the height of the sausage festival.





Blackrock Keep

Bandit Camp

Heideldorf

Gottlieb's Camp

Mad Geddis' Cave

2 Miles

N

Beaver Brook



Calling in a favour from one of Nuln's foremost alchemists, Gottlieb has obtained an appalling poison – a mixture of powerful delirants and stimulants, laced with enough powdered Warpstone to cause almost instant mutation. They plan to introduce this into the sausage meat on the last day of the festival, sending everyone who eats it into a frenzied, hallucinating, mutating hysteria. Many of the festival-goers will tear themselves and each other apart, and amid the ensuing confusion, Gottlieb and his band plan to the survivors and raze Heidedorf to the ground.

Into this situation step the adventurers.

### † THE CONSPIRATORS

The three villagers responsible for this scheme are Heinz Schiller, the most prominent local sausage maker, Karl Taunenbaum, owner of the Dancing Dragon Inn, and Wilf Schwarzehaus, a local guide, and proprietor of the town's general store. They are described on pp. 42-43. Working with a band of mutants led by an Estalian Chaos sorcerer named Pedro Difelice (pp. 49-51), they lure mercenaries to their doom, sell their belongings, and use their meat in Heinz's prize-winning Heidedorfer Sonderwurst sausage.

Karl is responsible for recruiting adventurers and directing them to the keep, where Wilf works with the mutants to set up the traps designed to kill or injure explorers. Heinz is the mastermind of the scheme. He handles the sale of equipment through his connections to the black market, though occasionally some items end up in Wilf's store. To help deflect suspicion away from their activities, the conspirators brought in Manfred Harwitt, an over-the-hill, alcoholic witch-hunter who spends his days drinking himself senseless in the Dancing Dragon. The witch-hunter's presence is intended to reassure visitors that nothing untoward is going on. While Manfred means well, Karl keeps him too drunk to summon the courage and motivation to look into the keep or poke around the surrounding forest.

If the adventurers have been drawn to Heidedorf by the handbills, the conspirators will treat them as just another supply of fresh meat. They will be employed by Heinz Schiller, who will have them guard the sausage festival until he sends them off to the keep for "processing".

### † THE AVENGERS

Gottlieb has different plans for the adventurers. Surreptitiously feeding them hints and information about the true nature of Black Rock Keep, he hopes they evade the traps and kill the mutants who live there. This both defeats (or at least weakens) the mutants and keeps the adventurers from interfering with his attack on the village.

### † THE BEST LAID PLANS

However, as is so often the case, this plan goes awry. Heinz Schiller, the village's chief sausage maker and the primary target of Ernst's scheme, cancels the debut of his newest sausage in the hope of including the PCs in his latest batch.

Heinz delays the tasting of this year's Sonderwurst, the high point of the festival, from the event's second to its seventh and final day. If the PCs survive Black Rock Keep, he announces a sudden change of plans and watches the characters like a hawk, hoping to determine how much, if anything, they have learned about his operation.

For his part, Ernst Gottlieb changes his plans to poison the sausage the night before the tasting. The adventurers are caught between two equally despicable factions, while many of the seemingly neutral parties in Heidedorf are tied to one side or the other, often in ways that are less than obvious. The characters must walk a social tightrope as they unravel the full extent of the plot and work to prevent Gottlieb from causing a disaster.

## ✧ BEGINNING THE ADVENTURE ✧

**Fear the Worst** is designed for beginning characters, preferably with no more than one or two short adventures behind them. Newly created characters are ideal.

While most travellers come to Heidedorf for the sausage, a few arrive in response to handbills advertising job opportunities for mercenaries. The notices (see Player Handout 1 on p. 54) circulate through the Empire's larger cities. Though they only seem to crop up once every few years in a given city, an eagle-eyed traveller might notice that the handbills seem to be present in some city or another, year in and year out. One year they might be posted in Nuln, on the Deutz Elm and in other prominent locations, while the next they might be found in Middenheim, pasted to the walls of the Wolf Runner and Castle Rock coach offices, and in other areas where travellers are likely to see them.

Resourceful characters might make some enquiries before responding to the handbills. A successful *gossip* test (Warrior + 10) in a tavern or other location where mercenaries and adventurers are known to spend their time will turn up a grizzled old veteran who has heard of someone who went to Heidedorf in response to one of the handbills:

*"Complete waste of time, from what I've heard. When I was serving in the Border Princes the year before last I ran into a feller who'd been to Heidedorf, and he didn't even cover his expenses. They talk about bandits in the forest, but he never saw hide nor hair of 'em. There's some kind of ruin outside the village that's supposed to be full of treasure and horrible monsters, but all he found were bats and spiders – not even big ones, at that. He said the sausage was good, though, if you don't mind mixing with a crowd of toffee-nosed nobles and pusby merchants."*

If the *gossip* test is made by 30 points or more, the adventurers have found an informant who has actually been to Heidedorf. In addition to a first-hand account similar to the one above, they will have the opportunity to ask some questions about the village and its inhabitants.



Some characters – especially non-Warrior types – might decide to go to Heideldorf purely for the sausage festival, and might not even be aware of the handbills. In this case, the GM will have to adjust some of the earlier parts of the adventure accordingly.

### The Enemy Within Campaign

If you plan to run this epic campaign, **Fear the Worst** is best played before *Mistaken Identity*. The characters could pass through Heideldorf on their way to Altdorf in search of employment with Hergard von Tasseninck, spending a night at the Dancing Dragon and stumbling on to the adventure when Heinz asks them to explore the keep.

Alternatively, this adventure might be inserted between *Mistaken Identity* and **Shadows Over Bøgenhafen**, with Heideldorf as a stopping point on the way to the Schaffenfest. Later in the campaign, the adventurers may be too powerful for this adventure, though its emphasis on roleplaying and thinking make most of the battles secondary to the story.

### The Doomstones Campaign

As the **Doomstones** campaign is meant for characters who have completed two or three careers, this adventure might be used to give characters a little experience before tackling that campaign. In that case, Heideldorf might be located a few days' journey to the south of Nuln, in the foothills of the Black Mountains.

The Dwarf corpse – and the note it carries – might be found in a corner of Schiller's secret workshop (p. 14), clearly older and more withered than the other around it, and labelled "Do Not Use". Or the mutants in Black Rock Keep might be gnawing on it, since it is not fit to send to the village. Alternatively, the adventurers might simply stumble across it in the forest around Heideldorf.

The adventurers might well decide to journey southward in the aftermath of this adventure, particularly if they find themselves on the wrong side of the Harwitt family or any nobles who did business with Heinz Schiller.

### ‡ FURTHER ENCOURAGEMENT

The adventurers may initially be unwilling to go to Heideldorf, especially if they have heard from previous visitors that it is an unprofitable place. In that event, here are a couple of ideas for getting them on their way.

#### The Grieving Wife

Matilda Haubel is in her mid-thirties, tall and thin as a broomstick. Her black hair streaked with grey. Her husband, Dieter, left three weeks ago with a few fellow warriors in response to the handbills. Normally employed as caravan guards, Dieter and his associates had a run of bad luck on their last few trips and have decided to strike out on their own. Matilda offers the characters 50 gold crowns – her life's savings, she claims – to make the trip to Heideldorf, learn what they can of Dieter, and report back to her.

Matilda puts on an act as a grieving, lonely wife, while in fact

she is a tyrannical harpy who suspects that Dieter has run off with some gutter slut to escape her nagging, leaving her to take care of their children. Once she locates Dieter, she plans on hiring a few thugs to track him down, beat him senseless, and drag him back home.

### The Treasure Map

If the characters are more mercenary in nature, they stumble across a supposed treasure map (Handout 2, p. 55) that pinpoints a large cache of treasure in the ruins of Black Rock Keep, and gives the locations of several traps that seem easy to avoid. This map is in fact another lure devised by Heinz Schiller, and following it will lead the adventurers directly to some of the keep's deadliest traps. The conspirators often hand these maps to their marks. In this case, a copy has somehow found its way out of Heideldorf, perhaps carried by a mercenary who had more pressing matters to attend to than searching through the ruins. A drunken old veteran could sell the map to the characters, or they may find it in the treasure cache of a gang of marauding Orcs or mutants.

## ✦ RUNNING THE ADVENTURE ✦

**Fear the Worst** relies heavily on roleplaying, negotiation, problem solving, and other non-combat options. While combat plays a major role in the final portions of the adventure, the battles the characters face are much easier to overcome if they have made allies of the people they meet and uncovered the hidden plans of this adventure's antagonists. There are a lot of NPCs detailed in this adventure, not all of whom are important to completing the adventure successfully.

The most important NPCs in this adventure are Heinz Schiller, the mutants of Black Rock Keep, and Ernst Gottlieb and his followers. Much of **Fear the Worst** is designed with the idea that seemingly trivial events can have major repercussions later on in the scenario. A poorly treated NPC reacts negatively to the adventurers later on, and may prove to be a source of trouble. On the other hand, allies can return the favour several times over.

The adventure should ideally progress along the following lines:

### ‡ ARRIVAL

The adventurers arrive in Heideldorf, get a glimpse of the festival, are hired by Heinz, and have a chance to talk with some of the locals in the Dancing Dragon. They may learn that Heinz is not exactly the most well-liked person in town. Depending on how the PCs interact with the locals, they have a chance to make some friends and learn more about Heinz's past. This portion of the adventure emphasizes the adventurers' initial relationships with the locals.

### ‡ THE FESTIVAL

On their first day of employment, the adventurers must deal with those who have visited Heideldorf for its festival. The situations presented here all have the same general theme:



they are thrust into situations with obnoxious, stupid, and offensive people who must be treated with respect and courtesy. Fuelled by alcohol and their own sense of entitlement, the nobles and merchants who attend the festival are more than ready to put the adventurers' (and the players') patience and tempers to the test.

During the course of this day, the adventurers are establishing their relationships with the festival's participants. The nobles like their social inferiors to be quiet, passive, and eager to please. Characters who display such traits will have a much easier time dealing with the crowds when all hell breaks loose. In addition, Heinz shows his true personality. As befits his rampant arrogance and vanity, he pins the blame for any problems on the PCs. He is both eager to please his customers and to cast himself in the most positive light possible. Unless the adventurers are extremely forgiving, they should have a healthy dislike for Heinz by the end of their first day in his employ.

### ‡ BLACK ROCK KEEP

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The PCs' second full day in Heideldorf is a major turning point in the adventure. Using a bandit attack as an excuse to send them to their doom in Black Rock Keep, Heinz hopes to be rid of them in time to help stock his larder. However, Ernst Gottlieb's men have, through stealth and magic, determined the layout of the keep's cellars and the standard plan of attack its inhabitants use to overwhelm explorers, and they secretly supply the adventurers with this information.

If the PCs defeat the mutant gang lurking in the keep, they should be able to determine an outline of Heinz's plan. On returning to Heideldorf, they meet with an icy reception from Heinz, Karl, and anyone else who expected them to return in a wheelbarrow bound for Heinz's workshop.

### ‡ THEY'RE NOT DEAD?

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At this point in the adventure, the players' decisions and actions become much more difficult to predict. From here, it is important for the GM to keep in mind the NPCs' attitudes towards the adventurers, based on their previous interactions, and to assume the role of Heinz and consider his options and decisions. It should be patently obvious to the players that simply attacking and killing Heinz is a bad idea. Without sufficient evidence of the conspiracy, they can be tried for murder and put to death.

But pointing out Heinz's ghastly workshop, the remains of the mutants at the keep, and the other evidence of the conspiracy may do more harm than good. If the festival participants suspect they've eaten human meat, they may panic, riot, and destroy the village. Furthermore, as the people visiting Heideldorf are all nobles and merchants, anything bad that results from the adventurers' actions, such as a riot, is likely to land them in serious trouble.

Handling Heinz and his secret requires tact, diplomacy, and good roleplaying. The problem he poses is proof against swords, spells, and other direct approaches. Simply attack-

ing the man will land the adventurers in a sticky spot. Unless they are able to pull off a flawless assassination, they are likely to become fugitives from the law.

### ‡ SWEET VENGEANCE

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The second half of the adventure is marked by a sudden change in priorities. The adventurers must switch from dealing with Heinz and the other residents of Heideldorf to shielding them from Gottlieb's plans.

Ernst Gottlieb and his followers have sworn to destroy Heideldorf and everyone in it, and they are not at all averse to butchering a few fat merchants to further increase the horror and scandal that will surround the village in the aftermath of his scheme. While Gottlieb's main objective is revenge against Heinz Schiller, his plans by no means stop there. He wants to wipe Heideldorf from the Empire's maps, and reduce it to a name from horror stories.

Gottlieb may consider working with the adventurers, but he is too sharp to allow them to betray him. He already has enough muscle on his side, and believes that nothing short of a powerful witch-hunter or a regiment of Imperial halberdiers can stop him. The adventurers may find themselves forced to ally temporarily with Schiller in order to deal with the greater menace posed by Gottlieb.

The PCs could very well murder or imprison Schiller, leave the region, and hear later of the horrors unleashed on the town after their departure. Even worse, the PCs might assume that their problems end with Heinz and sit back to enjoy the festival – only to be caught up in the violence and terror of its final day.

However, it is unlikely that the adventurers will ignore the signs of Gottlieb's involvement. The crime lord assumes that they are ready to avenge themselves against Heinz and care little for the fate of the merchants, nobles, and residents of Heideldorf. The final portion of the adventure could range from a duel against Gottlieb's followers to a desperate attempt to save as many people from the terror he unleashes.

As always, the relationships they have built up with the NPCs in Heideldorf will go a long way. If the festival-goers and the villagers trust and like them, the PCs have a much easier time thwarting Gottlieb's plans. If not, they face an uphill battle. Remember, too, that relations between player characters and NPCs work both ways. Unless at least some of the NPCs come across as likeable, sympathetic characters, the adventurers could very well decide to leave Heideldorf to its fate.

### ‡ NOISES OFF

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Index cards are a useful way to keep track of each NPC's personality and his interactions with the adventurers. Over the course of the adventure, there are plenty of chances for the PCs to make allies or enemies of the people they meet. Index cards, or some other easily-organized method of taking notes, allows you to keep track of the story's development without disrupting the flow of the game.



Index cards also allow you to keep track of the NPCs' actions while the adventurers are absent. If the adventurers leave the village for a few hours, take a moment to shuffle through your NPC index cards and note what they might do while the adventurers are gone. If Schiller suspects that the adventurers have discovered his plan, for example, he will not simply sit and do nothing while they tramp about the forest. He may try to set Manfred Harwitt against them, or frame them for some minor crime in order to have them thrown into the stocks.

As an additional aid to keep things straight, organize the cards into factions. For example, the characters sympathetic to or working with Schiller may go in one pile, while those allied with Ernst Gottlieb go in another. NPC cards may be grouped according to how they relate to the PCs: one pile for NPCs who are sympathetic to the adventurers, another for those neutral to them, and a third for people who consider them enemies. This little trick can be invaluable as the adventure nears its climax, or if the PCs are caught in some major confrontation with the villagers and visitors.

# HEIDELDORF

**H**eidelberg is little more a dot on the Imperial map; exactly where is up to the GM (see p. 6). The surrounding region is forested and hilly. Many of the local farmers hold land granted to their ancestors by Magnus the Pious in return for meritorious service during the great incursion of Chaos. Now, two centuries later, those warriors' descendants have settled down into the life of independent farmers, though most maintain personal arms and armour and stand ready to heed the Emperor's call if need be. Many have divided their lands into plots rented out to tenant farmers, leaving them to enjoy the life of landed gentry.

While large tracts have been cleared for agriculture, most of the area around the village is still densely wooded. After the first wave of settlers, few others followed in their footsteps. Most of the produce grown in the region is for local use. The farmers raise cattle for both milk and meat, providing themselves with a steady, if unspectacular, income. Each year, gourmands from across the Empire make their way to the village for the sausage festival, giving the region a much-needed economic boost. Like Heidelberg's location, the dates of the Wursthfest can be chosen by the GM to suit the needs of the campaign.

The Heidelbergers have a strong antipathy toward "city folk," as they call virtually anyone who was born outside the village's immediate vicinity. During the sausage festival, they curb their prejudice in favour of raking in cash from gourmets and merchants. Several businesses in Heidelberg remain virtually closed for the rest of the year.

### ❖ THE PLOT THICKENS ❖

For almost two centuries, Heidelberg was little more than a speck on the Imperial map. The village survived on the produce of local farms and orchards. The only local business of note was a small sausage-making establishment that catered to nobles within a short journey of the village. Few outside Heidelberg's immediate vicinity had ever heard of it. The high point of the year was a week-long festival organized by the Schiller family, owners of both the sausage shop and the boarding house. Primarily in a move to attract business to both their establishments, they invited local nobles and landed gentry to spend a week in the village enjoying plays, musical concerts, and other shows, and sampling the local produce. Though never attracting more than a dozen or so country nobles and local farmers looking for a break in their monotonous routine, the festival became an established yearly tradition.

One day, a little more than 15 years ago, Heinz Schiller began an affair with a local girl named Katrina Mauser. For a while, the two kept their dalliance a secret from Heinz's wife,

Wilmina. But in a village as small as Heidelberg no secrets are safe for long. Even so, it was two years before Wilmina pieced together the gossip and innuendo tying her husband to Katrina. Stung by his infidelity and finally realizing the source of the growing rift between her and Heinz, Wilmina seduced a wandering minstrel who had spent a few nights in the inn. Heinz, who normally paid his wife little mind, took no notice of the "travelling" minstrel who spent week after week in the Dancing Dragon, though he was vaguely aware that Wilmina seemed to be in a better mood than usual.

Enraged that her husband could remain oblivious to her infidelity, Wilmina arranged a rendezvous with her lover at the family home, in the hopes that Heinz would catch them in the act. She succeeded. In a rage, Heinz beat the minstrel to death, and threatened to do the same to his wife if she spoke one word of the incident to anyone. Taken aback by Heinz's uncharacteristic fury, she agreed.

Heinz still had to dispose of the body. He ground the poor minstrel up, mixed him in with his family's unique blend of herbs and spices, and sold the sausages as far afield as he could. With that, he thought the matter was closed, but he was wrong.

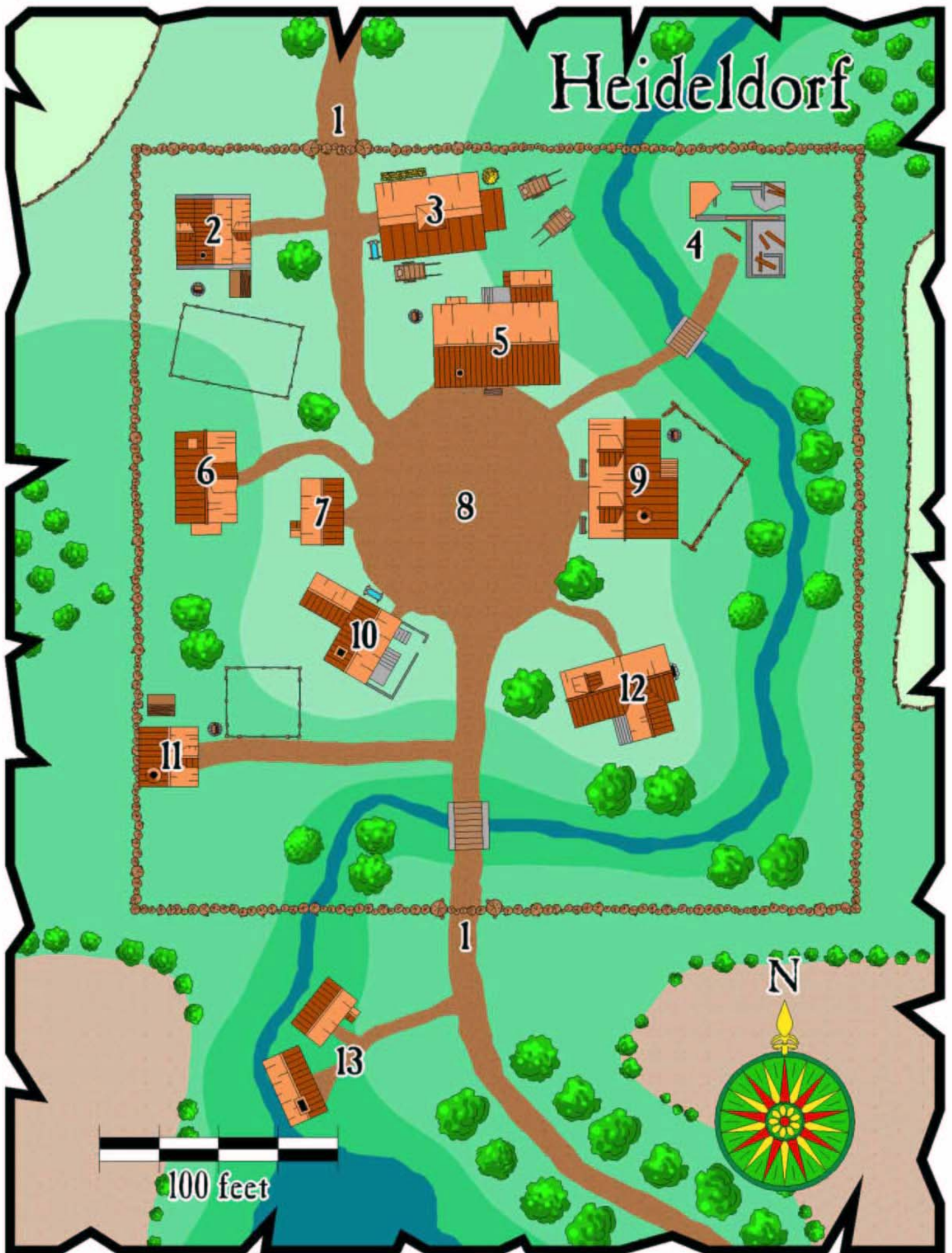
Within a matter of weeks, his usual customers began increasing their orders, and he started to hear from nobles and merchants farther and farther away from Heidelberg. The fame of Heidelberger Sonderwurst spread rapidly, and an order even arrived from the Imperial court at Altdorf.

Heinz was stretched to the limit to fulfil these new orders. Luckily, no one missed the village idiot. Heinz hired a one-time court jester to provide entertainment at the Dancing Dragon through a special arrangement with his new co-conspirator Karl Taunenbaum, giving Heidelberg something new to laugh at. When the profits from the second shipment came in, Heinz butchered the jester and hired a newer, more talented one.

That he had a bit more fat and meat on him was simply a good investment, in Heinz's eye. He took care to feed his new hire only the highest quality beef and grains. He also ordered his daughter, Melinda, to give the man a daily rub down, and expressly forbade him to exert himself in any way. It was the best job he'd ever had – for a while. The jester's correspondence with other performers across the land allowed Heinz to hold an open audition for the newly-vacant position of house entertainment at the Dancing Dragon. The poking, pinching, and prodding that were part of the audition process, Heinz assured his candidates, were merely to ensure that only a healthy entertainer received the position. After all, the last two had left without proper notice, and



# Heideldorf



Heinz insisted that any methods he felt would ensure lower staff turnover were unquestionably important to the hiring process.

The winner of the audition was a strapping singer who stuttered, tripped on his own feet attempting to dance, and held his mandolin backwards. Heinz called his act a perfect display of comedy, despite the performer's protests to the contrary. When he too disappeared, most people in the village – and the increasing number of travellers who came to sample Heinz's wares – agreed that Heinz must have taken on such cheap, terrible entertainment as a trade-off: given the noticeable improvement in his sausage, he was clearly putting a lot of money into getting the best meat.

Soon enough, Heinz's scheme proved unmanageable. He knew that he could only kill off so many itinerant performers before someone took notice. Heinz's success attracted free-spending visitors to the area, and led to an upsurge in demand for Heideldorf's grain and meat. Both Karl Taunenbaum the innkeeper and Wilf Schwarzehaus, the proprietor of the village store had made a princely sum of money from Heideldorf's new-found fame. Heinz offered them a simple bargain: work together or face economic ruin – and possibly death at the hands of a witch-hunter. He was careful to claim that his human sausages were sold only to nobles and visiting outsiders. His co-conspirators liked the idea of the high and mighty city-dwelling nobility not only being cheated of their gold but polluted with the flesh of third-rate minstrels.

It was Wilf who hit upon the idea of the handbills. After all, no one would question the disappearance of adventuresome mercenaries, who often died unnoticed and forgotten. Wilf also used his knowledge of snares to fit Black Rock Keep with a series of deadly traps. Armed with a fake story of a bandit gang using the ruins as a base of operations, they sent would-be adventurers to their doom. They did allow most of the mercenaries and adventurers – especially the stronger-looking ones – to pass through the keep unrewarded but unmolested, though not before they dropped more a few crowns at the Dancing Dragon. Every so often, though a party would set out after the supposed bandits and fail to return. The villagers simply assumed that either the bandits had claimed some more victims or the adventurers had moved on without passing back through the village.

Furthermore, the occasional presence of very real bandits in the nearby forest resulted in enough mercenaries making a few coins in the region to deflect suspicion. And even if the bandits were often scrawny, tough, and chewy, they helped to bulk up Heinz's orders.

To further allay any suspicion, the trio used Heinz's connections in Altdorf to bring the renowned witch-hunter Manfred Harwitt to Heideldorf. Though befuddled by age, injuries, and alcohol, Manfred's word still carries quite a bit of weight. Karl took Manfred on a cursory tour of the Keep, which of course revealed nothing sinister about the place. Heinz then offered to allow Manfred to remain at the Dancing Dragon

free of charge for an indefinite period. Manfred accepted this offer, outwardly claiming that he wanted to stay in Heideldorf to keep a close eye on the region. In truth, he's simply happy to have found a source of free drink. Heinz and his co-conspirators use Manfred as a shield against further investigations. Visiting witch-hunters and other inquisitive types invariably waste a day or two speaking with Manfred, giving Wilf enough time to clear out his snares before they investigate the ruins. Manfred's word is enough to send most investigators on their way.

Mercenaries and other potential sources of meat receive a slightly different welcome. Manfred delivers his tale of Black Rock Keep as normal, but as he does so, he carefully sizes up the martial and magical talents of the visitors. Heinz claims it is necessary to keep an eye on potential troublemakers, and Manfred sees no problem in grilling mercenaries about their experience and distilling their claims through his practised eye. Heinz uses Manfred's reports to judge whether a particular group of adventurers is ripe for the picking. If so, Wilf seeds the keep with traps. If not, the conspirators leave the place bare and send word to the mutants there to stay out of sight. If bandits happen to be in the area, the conspirators send the mercenaries off to root them out.

So far, the arrangement has worked out well. However, two years ago the mutants ambushed and killed a pair of Chaos cultists who were travelling through the area. Stuck in an exceptionally lean stretch, Heinz had ordered them to waylay any non-locals they encountered on the roads. The mutants removed any obvious signs of mutation from their victims, but their flesh was infused with the stuff of raw Chaos, causing an outbreak of mutation among some of those who ate the tainted sausage.

One of these victims was the minor crime lord Ernst Gottlieb of Nuln. Using his money and considerable underworld influence, Ernst traced the source of his horrible change to Heideldorf. He plans to destroy Heinz and the entire village in revenge for the crippling mutations he has suffered. Gathering a coterie of others affected by the sausage, including several of his underlings, Gottlieb made camp in the forest outside of town.

## ❖ THE VILLAGE ❖

Heideldorf is a normally a sleepy little place, but with the annual sausage festival set to begin it now buzzes with activity. The town square is dominated by a large, colourful tent that hosts the main festivities. The local boarding house is filled to capacity, as is the stable. The Dancing Dragon pub is filled with revellers from noon till well after midnight. When the adventurers arrive, the place is alive with merriment.

### 1. VILLAGE WALL

A ten-foot stockade made of sharpened logs, this is of relatively new construction. With the increased popularity of the sausage festival, Heinz Schiller decided to invest in a simple defensive wall to help give visitors an increased sense of security, and to keep freeloaders and other trash from filtering into the village. Heinz has hired several mercenaries (p. 45)



to keep watch. During the day and night, two mercenaries keep watch at the north gate while a third is posted at the south gate, turning away anyone who is obviously a beggar, homeless wanderer, or other potential troublemaker.

The guards are curt and rude to visitors who are not obviously wealthy. If the player characters mention they have come in response to the handbills, the guards warm up to them and direct them to the Dancing Dragon.

## 2. NAEHRING HOUSE

The Naeerings are one of the more influential families in the region. Long ago, they turned to renting their land to tenant farmers, giving them all the income of a farm without any of the work. The family has since moved to a nearby city, using their accumulated wealth to invest in a trading company. They maintain this place as a country home. Currently, it stands empty. The first floor consists of a sitting room, kitchen, dining room, and servants' quarters. The second floor is occupied by three bedrooms. Through an arrangement with the Naehring family, Heinz houses some of his more influential guests here during the festival.

## 3. STABLES

Travellers normally keep their horses, mules, and other beasts here while staying in the village. Normally empty, it is filled to capacity during the festival. A few carriages owned by visiting nobles are neatly lined up behind the stable. If the adventurers arrive with mounts, they find no room for them here. The stable's manager, an enormously obese Halfling named Quint, waddles about the place, constantly complaining about the incompetence of his hired help and whining about his constant hunger. He flatly refuses to handle the PCs' animals unless they mention they have come to Heildorf in response to the advertisements. In that case, he gladly finds space for their horses.

## 4. BUILDING SITE

In the wake of the burgeoning interest in the sausage festival, Heinz has decided to build a second, more comfortable boarding house for the exclusive use of his richest customers. To his annoyance, this building is still under construction; he was hoping to have it ready for the festival. Heinz dismissed the labourers before the festival, partly to vent his frustration on them and partly to keep them from lowering the tone of the festival with their presence. The servants who help run the festival camp here, in small cluster of tents.

## 5. BOARDING HOUSE

This brightly-painted, red, three-story building is Heinz Schiller's second most profitable venture. As it is the only place within miles with rooms for rent, many of the festival's visitors stay here for the entire week. The top two floors are filled with small but comfortable rooms, with those on the second floor slightly larger and much more richly appointed than those below. The ground floor has a large sitting room, servants' quarters, and storage area. The furnishings throughout are elegant and comfortable. Heinz has taken care to invest in making the boarding house as elegant as possible, in the hope of attracting more prosperous nobles and merchants to the festival. As this place is full for the week, the

adventurers are quickly turned away. The manager of the boarding house, an elderly woman named Helena Olmburg, treats guests as if they were her grandchildren. She gently scolds the adventurers for treading mud into the boarding house, and is apologetic about the shortage of rooms. If threatened, she cries out for help, and every villager within earshot comes to her aid.

## † THE AVENGING MUTANTS

*Ernst Gottlieb and some of his followers (see p. 51) moved into the village the day before the start of the festival. Utrecht goes under the alias Felix Boltrecht, a minor spice dealer from Marienburg. Abe poses as his bodyguard and spends his time in the room "Felix" rents in the boarding house. He keeps watch over Ernst, he spends the festival hidden in locked chest in their room. During the day, Abe keeps Ernst out to give him some air, but if anyone knocks on the door, he locks the boss up and keeps the chest out of sight.*

*Ernst uses his telepathic abilities to keep in touch with Jeb, who rests and eats meals at the gang's camp outside the village. Shortly before dawn each day, Jeb sneaks close to the village in order to keep in contact with Gottlieb and receive orders for the day. Jeb has already poisoned Heinz's final batch of sausage by the time the adventurers arrive; although the sausage has not yet been made, Jeb has laced Heinz's newly created blend of herbs and spices with Gottlieb's poison.*

*With the poison in place, the gang simply waits until the end of the festival for Heinz to bring forth his newest masterpiece. At that time, Gottlieb will order Abe to barricade the door shut and prop him by a window, so he can watch as the poison's victims tear Heinz – and each other – to pieces. After the poison leaves its victims dead, he plans to gather his followers, loot the bodies, and head to the Chaos Wastes.*

## 6. SCHWARZHAUS HOME

This small, single-story house is painted a dull blue. Wilf Schwarzhaus lives here on his own. He spends as little time as possible here, preferring to drink his nights away at the Dancing Dragon while working at his trading post during the day. The interior consists of a large bedroom, a sitting room, and a small kitchen.

## 7. TRADING POST

Owned by Wilf Schwarzhaus, this general store primarily serves the farmers, herders, and hunters who live in the region. During the sausage festival, Wilf keeps the place closed; Heinz insists that the place would cause unneeded lower-class traffic to and from the village during the week.

## 8. TOWN SQUARE

This area is covered with a monstrous, yellow, open-sided tent, 50 feet along each side. During the festival, servants ferry heaping plates of food to the rows of diners seated at



long tables inside the tent. Minstrels, acrobats, and other entertainers wander through the area, providing a diversion for the diners in the short intervals between the arrival of platters of food. At the south-eastern corner of the square is a cluster of cooking tents from which stream thick, steady columns of smoke. The village's communal well is located at the south end of the square, near the temporary kitchens.

A one-day ticket to the festival costs 3 Gold Crowns and includes all you can eat sausage, vegetables, and ale. The tables at the south-east end of the tent – closet to the kitchen – are reserved for Heinz's special guests and richest customers. Commoners – such as the PCs – are herded to the tent's northern edge. Those without tickets are thrown out.

#### 9. THE DANCING DRAGON INN

The Taunenbaum family has owned this stout wooden building since Karl Taunenbaum's ancestors first erected it 150 years ago. The local farmers, herders, and hunters congregate here to gossip, swap stories, and drink away the nights.

Once rather run-down, Heinz has insisted that Karl invest part of his profits into making it more attractive. A fresh coat of whitewash covers its external walls, while the furnishings within are all relatively new. Heinz paid for the tables and chairs that now fill the taproom, insisting that Karl place his normal furnishings into storage for the festival's duration. The rest of the year, Karl's cracked, creaky tables and chairs

can be found here. In truth Heinz owns the inn, though only he and Karl know that.

During the day, this place is occupied primarily by servants ferrying drinks from the bar to the tents. A few locals drink here, casting sullen glances at any newcomers who intrude on their domain. At night, the taproom is filled with younger festival-goers eager to keep up the festivities until the late hours. After sunset, Heinz and Karl shoo the locals away in favour of the better-paying festival goers.

The ground floor of the inn consists of the taproom, kitchen, and Karl's living quarters. The cellar holds supplies, fresh kegs of ale, and Karl's brewing operation. The first floor has four rooms for rent to guests. All are currently occupied.

#### 10. SMITHY

The village's resident blacksmith, Randolph Guervin, works here. He lives with his family in a small apartment connected to the smithy. During the week of the festival Randolph stubbornly keeps his business open, despite Heinz's wishes.

#### 11. SCHILLER SAUSAGE WORKS

This red wooden building is the centre of the Heideldorf conspiracy. A large sign hangs above the door, proclaiming this place as *Heinz Schiller's Most Excellent Sausagerie*. The last word was invented by Heinz to give his business an elegant touch. It is here that Heinz Schiller butchers and pre-





pares his victims for shipment throughout the Empire. By both day and night, two guards patrol around the place. Heinz is worried that a curious visitor may inadvertently uncover his secret, though he claims that the guards are posted to prevent anyone from stealing his recipe.

#### 11.1. Work Area

The ground floor serves as a combination workshop and showroom. Heinz loves to show off his work area to visiting customers, particularly during the week of the festival. He hopes to attract investors to his business and has grand plans to expand beyond his current market. Two long workbenches dominate this area. Normally, fresh meat hangs from hooks here and Heinz is busy working here during the day. However, with festival week in full swing he has been too busy to do anything except clean it carefully in preparation for quick tours for his richest customers.

#### 11.2. Hidden Entrance

The secret passage on the western wall is actually a set of wooden boards that can be easily removed with a meat hook or similar implement. Anyone moving the slats aside finds a hinged section of the village wall, designed to be pulled upward. The space created is tall and wide enough to crawl through, or to allow someone to drag a corpse into the shop. The secret passage can be found on a successful *search* test. Some bloodstains and several human teeth can be found between the shop and the village wall.

The trap door in the floor is in plain sight. Heinz normally uses it to lower large items, such as barrels of spices and other supplies, to the storage room below.

#### 11.3. Cellar

A few barrels along the north wall hold spices, herbs, and dried vegetables, while freshly made sausage hangs from several hooks in the ceiling. A few empty crates are also stacked here. A successful *search* test turns up a few rat droppings on top of the crates, and a few of the nearby sausages appear to have been nibbled on.

#### 11.4. Storage Room

This room is piled high with boxes, crates, empty barrels, and other debris. Most of the debris is scattered carelessly about, but a neatly piled stack of empty barrels conceals a passage dug into the earth, leading to Heinz's secret workshop. There are some bloodstains on the floor directly beneath the trap door.

#### 11.5. Secret Work Area

This crudely dug chamber is where Heinz butchers his victims and prepares their meat for inclusion in his famous sausage. A long, wide worktable is set in the middle of the room. Timber supports set into the walls and ceiling keep this cellar intact.

Stacked in a large wooden box at the eastern end of the room are the equipment and clothing, much of it bloodstained, belonging to his most recent victims. If the adventurers are in search of any missing friends, they may find their clothes or other belongings here.

The workbench is heavily stained with blood, though as the Old World lacks modern forensic methods it is impossible to prove the blood is human. Heinz keeps a separate set of utensils here, including knives, several cleavers, and a bone saw.

#### 12. Schiller Family Home

This building is the private residence of Heinz Schiller, his wife Wilmina, and their daughter Melinda. The three-story building is painted a bright yellow. Flowers grow in carefully-tended beds around the house, and a small garden flourishes behind the building. The ground floor is given over to a large, elegant dining room, a kitchen, and servant's quarters. The first floor consists of bedrooms and Heinz's study. The study contains a desk filled with Heinz's business records, including a detailed list of his past and current customers. In addition, a small black book contains a list of all of Heinz's victims since the beginning of the conspiracy. The book is kept in a simple shorthand code Heinz developed for his own use. Any character may attempt to break the code with an **Intelligence** test at a -10% penalty. Characters with *cryptograpy* skill ignore this penalty, and instead gain a +10% bonus to their test.

#### 13. Mill and Moser Residence

The village mill is located adjacent to the Beaver Brook, but outside the town wall. The Moser family has long been at odds with both Wilf and Heinz, causing the sausage-maker to intentionally leave the mill exposed when he had the wall built. Heinz was not about to spend a single Gold Crown to help out his old rival. The Mosers live in a small homestead adjacent to the mill.

### ‡ THE BEAVER BROOK

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This narrow, fast-running brook is easily fordable at most points. Some of the local farmers use the brook as a source of water, but its most important role is serving as a source of power for the village's mill. Most farms in the area rely on wells for fresh water.

### ‡ THE FIELDS AND MEADOWS

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The land a few miles around Heideldorf consists of cultivated fields, open meadows for herds of cattle and sheep, and small homesteads occupied by tough, independent-minded landowners. In a few areas, peasants rent land and till fields in return for a small share of the profits. Heideldorf refers to this entire area, though in truth only the central, settled point in this area is a true village. This village area is the cultural centre of the area. Surrounded by a 10-foot stockade, it holds the Dancing Dragon, the only tavern in the area, a boarding house, general store, and a few homes of families that no longer tend their fields in favour of renting their land to others.

### ‡ THE FOREST AND HILLS

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The area outside of Heideldorf's immediate vicinity is thick, ancient forest. Few dangerous creatures wander this region, aside from the two gangs detailed below. However, if the



PCs require additional challenges, then bandits and other criminals can move into this area to prey on travellers around the time of the sausage festival.

#### ‡ THE BANDIT CAMP

A small gang of bandits has taken up residence in the forest around Heideldorf, planning to prey on travellers attracted to the sausage festival. The three bandits take care to avoid detection; they do not keep a fire by day, lest the smoke draw attention, and claim to be trappers and hunters. They routinely spend a few days hunting in the woods, sending one of their number into town to sell the furs they take and buy supplies. After spending a few months becoming a part of the local landscape, they now plan to launch attacks on small groups of travellers.

The bandits make a good red herring to distract the adventurers, and serve as a convenient combat encounter to keep the pace of the adventure from sagging. All three have seen Wilf heading up to Black Rock Keep with rope, food, and other supplies. They have also seen him pulling a heavily-laden wheelbarrow down the trail from the keep. Ivan swore he once saw a human arm dangling from it, but the others laughed it off as a product of his imagination. They are also aware of the secret entrance set into Heideldorf's wall, leading into Heinz's business. Werner assumes that the Schillers are involved in smuggling. He explored the keep a few weeks ago and saw signs of habitation (actually red herrings planted there by Wilf), and believes Heinz works with some unknown individuals who stay in the keep while they are in the area. Both Ivan and Boris know of his theory, as Werner has long tried to think of some way to make a profit from his knowledge without exposing himself to too much risk by antagonizing Heinz and his theoretical criminal partners.

The bandits prefer to strike from ambush. Werner usually hides in a tree near the ambush point. Ivan and Boris attack from directly opposite Werner's position, allowing him to pick off spellcasters and other dangerous-looking individuals from behind. If they see the party moving through the woods, they may decide to attempt an ambush, particularly if no more than one or two characters are wearing armour. If necessary to make the combat a challenge for the party, add extra bandits with stats identical to Boris. These locals are, like Boris, eager to make a few extra coins then flee the area.

The bandit's camp is little more than a crudely dug firepit, three tents, and a few fresh kills dangling from a nearby tree.

#### ‡ GOTTLIEB'S CAMP

Although they spend most of their time in Heideldorf, Ernst Gottlieb has set up a small camp here with his mutant followers in case of emergency. Mostly the only person here is Jeb Longnose (see p. 52). Any mutants here take care to remain hidden from view. They rarely build a fire and keep to themselves, rarely venturing far. If he is forced to retreat here, Gottlieb relies on his messengers and agents to keep an eye on developments in town. Gottlieb wants to gather as much

information as he can on the town's layout and the guests staying there for the festival. The adventurers' arrival piques his interest, and he quickly incorporates them into his plans (see p. 23).

The camp consists of a ring of tents surrounding a central, cleared area where the mutants cook meals and relax on the nights they build fire. While it is located far from most of the action, there is a chance the characters might stumble upon it. The camp is not too difficult to find for anyone searching this area. While it is located far from any trails, a character with *follow trail* skill can uncover tracks leading to and from the camp. Gottlieb keeps a pair of his followers on watch at all times. If intruders approach, they sound an alarm and the entire camp readies for battle. If caught out here, the mutants fight to the death. Gottlieb has whipped a fanatical drive into his followers; they eagerly lay down their lives to bring about Heideldorf's ruin and anything that stands in their way, such as a raid on their camp, is met with unrelenting, deadly force.

#### ‡ MAD GEDDI'S CAVE

Two years ago, the Dwarf Geddi Ironhead came to Heideldorf with two companions in response to the conspirators' handbills. The three travelled to the keep at Heinz's insistence, where the mutants ambushed and defeated them. While Geddi's two companions were killed, he was merely knocked unconscious. The mutants failed to notice this, and brought all three bodies to Heinz's shop for processing. It was there Geddi regained consciousness. Horrified by the grisly sight, Geddi lost his nerve and escaped through the secret entrance.

Luckily for Heinz, Karl, and Wilf, Geddi is unable to confront them directly for their crimes. The Dwarf suffered a serious head injury in the battle, leaving him somewhat addled. More importantly, the shame of allowing his friends to die and their corpses to be ground to sausage meat drove him to take the oath of a Troll Slayer and swear to destroy Heinz. As part of that oath, he is forbidden to speak of the situation surrounding his shame.

While a more sensible Dwarf might have gathered allies, denounced Heinz as a murderer, then taken his oath, Geddi was too addled to think that clearly. Instead, he returned home, took the slayer's oath, and immediately returned to the Heideldorf area. He only recently returned and has spent the past few weeks stalking around the woods, trying to formulate the best plan for finding and killing Heinz Schiller. He has twice tried storming the village wall, but was repelled by Heinz's bodyguards on both occasions.

Geddi camps in a small cave burrowed out of a wooded hillside. He spends his days there, preferring to sneak about by night in the hope of finding an opportunity to slip into Heideldorf and kill Heinz Schiller. Geddi keeps a large pile of dry leaves in his cave as a crude bed, and normally builds a fire just outside the entrance to cook his meals.

Geddi stalks the PCs as they make their way to and from the keep. He avoids the place, as the sight of it brings back terri-

ble memories of his defeat there. While his head injury prevents him from remembering the details of the place, the vague feelings of dread and terror are enough to keep him away for now. As his primary goal is to kill Heinz Schiller, his compulsion to avoid the place is enough to keep him from investigating it too closely.

Geddi speaks freely of his deep hatred for Heinz, yet evades any questions about the exact reason for it. He may question the PCs closely about their connection to the sausage maker, and if they are too eager to defend Schiller or appear closely aligned with him, Geddi stomps away in a huff.

However, if they make it clear they distrust or hate Heinz, they can learn the following:

- Heinz has a secret passage in the village wall that leads to his shop. However, Geddi has only vague

memories of his experiences in the shop, and can speak only in cryptic hints about the passage. He mentions a secret way leading to Heinz, but he cannot recall where it is or how to find it.

- The Dwarf makes it clear that the Heinz Schiller is responsible for a great crime, though refuses to discuss details. However, he warns the player characters to never trust him, and may attempt to recruit them in a plot to kill him, provided that things can be arranged in such a way that Geddi strikes Heinz's death-blow. If the adventurers decline to work with him he doesn't hold it against them, but he warns them that they will wish they had listened to him.

If attacked, Geddi fights to the death, just like any self-respecting Troll Slayer.



# THE WURSTFEST

This chapter gives a summary of the events that will take place during the sausage festival. As always, the GM should be prepared to change events, or improvise new ones, in response to the PCs' actions.

## ✧ JOURNEY AND ARRIVAL ✧

The journey to Heildorf can be calm and uneventful, or it can be punctuated with encounters of various types. The festival started two days before the adventurers arrive, and most of the visitors have already arrived, taking up all the available accommodation. As the adventurers draw near to the village, they can see smoke from the festival's cooking fires. The sounds of merriment and the bustle of nearly a hundred well-to-do visitors gorging themselves on sausage, ale, and other treats is audible from beyond the village wall.

### ‡ AT THE GATE

The mercenaries stationed at the gate (p. 11) demand to know the adventurers' business in Heildorf, and warn them not to interfere with the festival. They have little patience for troublemakers and are not afraid to deny anyone entry to the village. If the PCs mention the handbill, Claude directs them to the Dancing Dragon, and tells them to ask for Karl. If asked the mercenaries about working in Heildorf, the mercenaries are noncommittal unless a PC makes a successful **Fellowship** test (Warriors +10, Rogues and Academics -10); then they will mention Heinz's pushy, overbearing manner and grating personality. Still, they are well-paid and happy to have such an easy contract.

### ‡ THE FESTIVAL

In the town square, over a hundred revellers quaff wine and ale, consume prodigious quantities of sausage, and enjoy the entertainers who wander through the crowd. A steady stream of brings food from the cooking tents to the south, bearing plates piled high with food towards the festival tent and carrying out platters bare of anything save gristle, grease, and half-eaten chunks of food. A similar procession leads to and from the Dancing Dragon as servants carry wine and ale to the festival and return with empty mugs. The mercenaries keep a close watch on the adventurers, and quickly move to direct them towards the tavern if they drift too close to the festival.

### ‡ THE DANCING DRAGON

As the PCs enter the Dancing Dragon, Karl reacts to them based on their dress and appearance. If they are well-dressed and appear prosperous, he assumes they are in town for the festival. If they are armed and armoured, he asks if they are

interested in mercenary work. If in doubt, he assumes they are at the tavern to pay for admission into the festival, which is 30 GC each. If the adventurers have indeed come for the sausage festival, but can't afford the price of admission, Karl will size them up, and suggest that they may be able to find work here. In any event, he sends a servant to fetch Heinz, and makes small talk as he waits for Heinz to arrive.

### The Interview

Heinz enters the tavern with a flourish, escorted by the aged witch-hunter Manfred Harwitt. Before he deigns to notice the PCs, he launches into a petulant tirade aimed at Karl, saying that their have been complaints about slow service from the tavern and accusing Karl of neglecting his duties. His behaviour is partly due to his nature, and partly a deliberate move to impress upon the new arrivals that he is the most important man in the village and not to be trifled with. Karl slinks away, and Heinz turns his attention to the PCs.

Heinz assumes a friendly but condescending air while he chats with the adventurers. He asks about their mercenary experience, and their ability to handle themselves in a professional, courteous manner in a social situation like the festival. During the course of the interview, he will insist upon poking, prodding and pinching the applicants in order to assess the amount and quality of the flesh on their bones. Besides his usual cover story of being an amateur physician, he demands the right to assess his potential employees' health before agreeing to hire them.

Throughout the interview, runners and servants interrupt Heinz every few minutes. Servants ask him if it is alright to begin the next round of serving, if a dark or amber ale is appropriate for the next round of drinks, and so on. This gives the adventurers the opportunity to see that Heinz is testy, overworked, and highly strung, and insists on overseeing every aspect of the festival personally.

As Heinz questions the adventurers, Manfred interjects occasionally with questions about their experience and talents. His questions are obviously based more on experience than those Heinz asks; if a character brags about their fighting ability, Manfred may even ask for a demonstration. Heinz watches Manfred closely, gauging the adventurers' strength by the way the old witch-hunter reacts to their answers. After a few minutes, Manfred and Heinz excuse themselves to speak in private.

Once satisfied, Heinz offers to employ the adventurers. His initial offer is two crowns per day plus room and board, but he can be haggled up to a daily pay rate of eight crowns. This is a truly lavish sum for this kind of employment, and may raise some suspicions. The fact is that Heinz doesn't



expect the adventurers to live to collect their pay, so he doesn't mind offering over the odds in order to get the negotiations out of the way.

Once hired, the adventurers are given a single, large common room on the upper floor of the Dancing Dragon. If the party is of mixed sex, they are offered two smaller rooms instead. Heinz orders sausages and ale for the adventurers, tells them to start work the next day. If anyone questions this, he explains that he would rather pay them for a full day of work than a half-day, and suggests that they use the rest of the day to clean up after their journey and get to know the village.

Take some time to describe just how good the sausage is, and how generous the portions are. The ale is also of good quality, but the sausage will be better than anything the adventurers have ever tasted before. If they compliment Heinz on the sausage, he proudly declares that this, one of his newest batches of sausage, is perhaps his best yet. If anyone asks for the recipe, he will be flattered, but decline to share it, saying that is it the secret of his success and the source of his living. At this point, the players have no way of knowing that their characters have just eaten human flesh, but when they finally do make this horrific realization, its effect will be greatly enhanced by the memory of just how good it tasted. Their look of horrified comprehension will be priceless.

After the business of hiring is concluded, Heinz leaves the adventurers with Manfred. He starts regaling them with dull stories of his younger days, and while he never openly mentions the fact that he is a witch-hunter, he is just waiting for the adventurers to realize this and ask him, so that he can make a self-deprecating comment and launch into even more stories. Throughout the discussion, he grows progressively drunker. If the players are slow to realize his profession, Manfred has grown quite maudlin by the time they ask; he stares gloomily into his mug and tells them that a real witch-hunter would spend his days on the road doing something useful, not wasting away in an inn. Eventually he will drink himself into a stupor and have to be carried to his room at the boarding house. Of course, the adventurers can excuse themselves before this time, and how they deal with Manfred on this first encounter will shape his view of them for the rest of the adventure.

## ❖ THE REMAINS OF THE DAY ❖

The rest of the adventurers' first day in Heildorf can be handled according to personal preference. If you want to get on with the adventure, it is appropriate to skip to the following day at any time; on the other hand, players who want to take some time to explore the village and meet the locals will be glad they did so as the adventure progresses.

The GM should pay careful attention to the PCs' interactions with the villagers. As employees of Heinz, they are now a part of the town's political landscape, whether they want to be or not. As the new people in town, they draw the attention and questions of the Dancing Dragon's regulars who are eager to size up Heinz's hires.

## ‡ JUST ONE MORE

One option is simply to spend the rest of the day in the Dancing Dragon – until Heinz hustles the locals out for the evening, anyway. The adventurers may have to put up with Manfred's interminable stories, but they will have the chance to meet many of the more important locals as they come and go throughout the day. Some may even take it upon themselves to rescue the newcomers from the old man, if he has not yet drunk himself unconscious; more enterprising characters might decide to flatter Manfred about his position in the village and ask him to make introductions.

Roughly a dozen villagers are in the tavern during the day. As newcomers who are clearly different from the general run of visitors to the festival, the adventurers draw some interest. The villagers are eager for news from the outside world, and are interested to see just what sort of mercenary Heinz has brought to the village.

While Manfred is about, no one speaks ill of Heinz. However, once he is carried off in a drunken stupor, the others become much more open about the petulant sausage maker. When the PCs aren't directly interacting with Manfred, he rambles on to anyone who will listen. It is quite obvious that the others tolerate the man, but have trouble feigning interest in his stories.

### Karl Taunenbaum

Karl makes an effort to treat the characters well, and will be happy to provide introductions. He knows the regulars don't like Heinz, and he does a careful job of balancing his business relationship with the sausage maker with his social connections to his regulars.

### Randolph Guervin

The smith is normally rather quiet, but with the festival in full swing he has not had much demand for his services during the week. He approaches the adventurers and strikes up a conversation about their weapons and armour, trying to feel out their need for repairs or equipment. If they are reasonably civil to him, and either give him some business or turn down his offer politely, he takes a shine to them. Though Randolph is a man of few words, he is one of the few people in town who is universally respected. He only speaks when he has something important to say, and invariably his advice has been worth heeding. Randolph has little to say about Heinz. He doesn't particularly like Heinz, but Karl is friends with him and that's enough to make Randolph keep his thoughts to himself.

### Dirk Moser

The miller spends much of his time at the Dancing Dragon now that his sons are old enough to manage the mill. As one of Heinz's sharpest critics, he is eager to sound out the new employees. While Dirk knows nothing of Heinz's conspiracy, he is quite familiar with the sausage maker's methods of management and prickly nature. He playfully taunts the characters and warns them of the drudge work and misery that await them over the next few days. "After all," he tells them,



"Heinz goes through an awful lot of mercenaries. I'm surprised you mercenary folk still come here for work."

If the characters take Dirk's ribbing in a congenial manner, he warms up to them. While he is as suspicious of outsiders as any other Heideidorf, he feels sorry for anyone who has to work for Heinz. He takes them under his wing, assuming a sort of grandfatherly attitude as he fills them in on Heideidorf's politics. In short, he tells them Heinz is responsible for the festival's recent success, which has brought quite a bit of jealousy from the other sausage makers in the region. Heinz was never the most popular man in the village, in any case; his short temper, pompous manner, and arrogance earned him quite a few enemies even before he came up with the sausage festival. Dirk warns the PCs to avoid getting too entangled with Heinz. On the other hand, if the PCs are rude, curt, or otherwise disrespectful to Dirk he writes them off as arrogant city boys. He assumes they are cut from the same cloth as Heinz, and either insults or ignores them, according to the circumstances.

#### **Alfred Fochs**

If the characters make a good first impression on Dirk, he introduces them to Alfred. Though the old man isn't eager to dredge up the past, he happily supports Dirk's assertions that Heinz is a dreadful man.

Once one of Heideidorf's most respected sausage makers, Alfred is now relegated to watching the festival from the sidelines. Years ago, he was one of the richest and most well-respected men in the region. Heinz was always jealous of his wealth, success, and especially his position of leadership on the committee that formed to run and promote the sausage festival. As Heinz's success grew, he made an effort to remove his "rival" Fochs. Refusing to supply customers who also ordered sausage from Alfred, he drove the old man out of business, and supplanted him on the festival committee by threatening to keep his wares out of the festivities.

Alfred now spends most of his time in the Dancing Dragon. While no longer able to make a living making sausage, he has enough money to retire fairly comfortably. His children have long since moved out of the Heideidorf area, and his wife passed away five years ago. Alfred still retains the respect of with the local sausage makers, even though no one dares to stand up to Heinz.

#### **Other Villagers**

In addition to the NPCs mentioned above, a small number of farmers, labourers, and old retirees spend their days in the Dancing Dragon. None are friends of Heinz, and all harbour attitudes similar to those expressed by Dirk Moser.

#### **Wilf Schwarzhaus**

If the adventurers do not visit his shop first, Wilf pays them a visit at the Dancing Dragon to find out if they need any additional supplies or equipment. While Wilf is not universally loathed as Heinz, many in the village resent the prices he charges, and distrust his close relationship with the sausage maker. Wilf is puffing on his signature dragon-carved pipe. When he enters the Dancing Dragon, conversation quiets

until he leaves. If asked, anyone friendly to the PCs – except Karl – will tell them that Wilf and Heinz are business associates. While Wilf is not personally obnoxious, the villagers feel he is an opportunist and few trust him.

### **‡ EXPLORING**

During the course of the day, the characters have the run of village so long as they stay away from the festival. They can shop at Wilf's trading post, or even wander out of the gates if they wish. Wherever they go, they will probably have the chance to meet the NPCs described above at some time or another; in addition, wandering about the village will give them the opportunity to meet a few of the minor NPCs, such as Heinz's wife. However, they will probably remain in the Dancing Dragon once they discover that things are rather dull in the rest of the village.

### **❖ ON THE JOB ❖**

The day after their arrival (and the fourth day of the festival), the adventurers start working for Heinz Schiller. While he intends to send them to their doom in Black Rock Keep as soon as possible, he needs a few extra hands with the festival at the moment, and details the adventurers to help out. If anyone questions him or enquires about bandits, he flies into a rage and screams at the adventurers that he is paying them to do what he tells them.

Heinz expects them to spend most of their time near the festival tent, keeping the peace and guarding against riffraff. He keeps a sharp eye on them during the day, and if anyone does not appear to put enough effort into the job, he lets them know in no uncertain fashion. A PC who mingles with the guests is sure to draw Heinz's ire.

The PCs are responsible for keeping the peace throughout the day without disturbing the day's festivities. Heinz makes it clear that they are to treat his guests with the utmost respect, solve every problem they have quickly and courteously, and keep other interactions with the revellers to a minimum. Throughout the day, Heinz's mercenaries are stand watch at the gates. Heinz would rather have them keeping an eye on travellers and directing visitors to the festival tent than rely on the soon-to-be-slaughtered PCs.

Emphasize the confused, raucous nature of the festival to the players. Ideally, the PCs should feel they're trying to juggle a dozen problems at once. Just as one seems to have resolved, another two or three arise. Heinz is a terrible person to work for; he is finicky, never satisfied, always willing to resort to insults and browbeating, and can switch in an instant from berating a lackey to fawning over a visitor. If after the first day the players aren't sick of dealing with Heinz, they are either far too forgiving or you haven't played up his obnoxious qualities quite enough. The more the PCs hate him, the greater satisfaction will accompany their subsequent drive to bring him to justice.

Some of the following events are meant to serve as optional scenes to keep the action moving and to provide some ex-



citement for the PCs during their first day on the job in town. Most, however, will take place with or without the character's involvement – though Heinz will blame them for every mishap that takes place, whether they were present at the time or not!

## ‡ THE MORNING

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The first few hours of the day pass without much trouble. Most visitors are either freshly arrived and enjoying the proceedings, or miserably hung over from the previous day's festivities.

### The Drunk

Pick the strongest-looking or most heavily armoured PC. An old, half-crippled retired mercenary named Dirk Lang (p. 47) lurches towards them, still drunk from the night before, and launches into a rambling monologue on the proper method to fortify a homestead against goblin attackers. He discourses at length, albeit somewhat incoherently, on managing a besieged fort's human waste without tainting its water supply, and how to allocate troops and to organize near-suicidal charges against the attackers to cut down the number of defenders in light of a fort's dwindling food supply.

So long as the chosen character keeps nodding and smiling, the old man is content to ramble on. If, however, the character makes some excuse and tries to get away, or simply ignores the old soldier (or is called away by Heinz to do something else), he grabs at any weapon the character carries in an effort to demonstrate first hand his favourite fighting techniques. If he is given a weapon, he makes a few lurching stabs, parries, and ripostes in the air before doubling over and vomiting copiously on the PC's feet.

The old mercenary's travelling companions rush over to collect their comrade after he loses his breakfast. Rolf and Otto (p. 47) are veterans who served alongside Dirk through decades of war. If the character was civil to their friend, they discreetly slim him a few crowns for his trouble; if not, they glare as they lead their comrade away. The old war dogs may prove valuable later on. While the three are far from useful in a fight, they all served as officers and have the calm, forceful demeanour necessary to calm a rioting crowd.

If the PCs strike up a conversation with either Rolf or Otto, they can learn some valuable information. Their last assignment as mercenaries involved serving as guard captains for caravans heading into Altdorf, and both men recognize Utrecht Magnussen as a one time bandit, assassin, and enforcer for the infamous bandit chief Ernst Gottlieb, who extorted protection money from merchants travelling the Altdorf road. Two years ago the Gottlieb gang disintegrated, pushing the three veterans into retirement. Since caravans carrying sausage from Heildorf were never touched, the mercenaries thought it fitting to visit the place that gave them so many easy assignments as caravan guards.

### New Arrivals

Shortly before noon, a badly damaged carriage tears around the bend in the road, out of control and hurtling towards

the town's gate. The victim of an attack by Werner Krause's gang, the carriage carries the merchant Lars Hedderlich and his wife. Their bodyguard Dolph drives the cart, barely hanging on to life as he drives the cart's two horses onward. Two crossbow bolts have pierced his chainmail overcoat, which is slick with his blood.

As the cart nears the gate, anyone who has a clear view to it can plainly see that it is heading straight for the festival tent. A character may to leap up onto the cart and seize the reins on a successful **Dex** test (*acrobatics* +10, *trick riding* +10). To bring the carriage to a halt, the character must make a successful **S** test (*drive cart* +10, *charm animal* +10), hauling on the reins until the horses pull up.

If the **Dex** test is failed, the character cannot maintain a grip on the bucking carriage and falls to the ground, suffering D6 Wounds in the process. The carriage ploughs into the tent, causing much confusion and a few minor injuries, but the mess is cleared up within an hour or so and the festival returns to normal.

If the **S** test is failed, the horses at least swerve away from the crowd and slow down to a canter. The character can repeat the test every round, with a cumulative +10 penalty per round, to bring the carriage to a halt. The GM should refer to the map of Heildorf and decide where the carriage goes and what obstacles it encounters before it is brought under control.

Dolph is badly injured, but will survive his wounds. Lars and his wife are both uninjured but panicked. Their appearance greatly upsets Heinz, who fears that the ghastly sight of blood is a terrible damper on the festivities. If the PCs make an effort to comfort Lars or his wife, they can provide some information on their attackers. Heinz insists the PCs conduct any questioning on their own time. He calls over his mercenaries to right the carriage if necessary, and bring it to the stables. He becomes very pushy, and obviously cares more about clearing up the mess than tending to the injured Dolph. However, he takes care to flatter and impress Lars.

Lars can give them a basic description of Krause's gang, including their tactics. If the PCs volunteer to go after the bandits, Heinz refuses sharply, and tells them to get back to work, as they are needed here. In fact, he is appalled by the prospect of their getting killed by bandits before he has a chance to murder them.

## ‡ THE AFTERNOON

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### The Lovers

Shortly after noon, a merchant furtively leaves the festival, sneaking off towards the north gate. The merchant, a portly, bearded Kislevite named Igor Marinovich, is on his way to meet his lover Anya, a maid in service to his mother-in-law, who is also at the festival. His nerves are already on edge from fear of discovery, and he panics if anyone seems to notice him. Igor locks eyes with the character, freezes in his steps, giggles nervously, then turns to rush back to the tent.

If the PCs make a point to keep an eye on him, the now-paranoid Igor notices their attention and begins to buckle under the weight of his guilt. He desperately avoids all contact with them, breaks into a nervous sweat if he sees anyone watching him, and stammers if directly approached. Igor may jump to the conclusion that the PCs want to blackmail him, and offers 25 GC to silence them. Obviously, the poor man knows nothing of Heideldorf's secret and merely wishes to avoid a dreadful scandal.

Try to build up some tension in this encounter. If the PCs approach Heinz about Igor, the sausage maker panics and assumes the poor Kislevite is a spy for the bandits who attacked Hedderlich. He then decides that they should keep a sharp eye on Igor, but never approach him for fear of tipping their hand. Of course, this reduces Igor to a quivering, paranoid wreck. Let the players believe the poor man is some sort of spy based on his manner. Perhaps he attempts once again to slip away and meet his lover.

### **Trouble Brewing**

This is the first in a series of incidents that will culminate in a brawl this evening (see below). A small scuffle erupts in the tent. Two Tileans engage in a brief shoving match before retreating to their tables. The PCs are not needed to intervene, but the festival's mood is broken for a few moments. The two men and their comrades both spend the rest of the evening eyeing one another. The Carmelli and Tortella gangs (p. 47) are Tilean merchant/criminals who have met here to settle an old score. For the rest of the day, the two groups avoid each other save for the occasional glare or gesture.

Needless to say, Heinz blames the incident on the PCs, and berates them for not responding to it quickly enough.

## **‡ THE EVENING**

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### **The Uninvited Guests**

As night falls, three local farmers try to crash Heinz's party. They plan to scale the eastern wall, make their way to the edge of the kitchen area, and run off with as much food as they can carry. Gunnar, Magnus, and Zeke are three teenage sons of Farmer Relsteng, an influential figure amongst the families that farm the land surrounding Heideldorf. Stiffened by the home-brewed spirit they carry in a jug and fuelled by their simmering resentment of Heinz's success, they want to show Heinz up and disrupt his festival.

If they manage to get into the village unnoticed, the three steal several plates of food and a cask of ale, and hide in the south-eastern corner of the village. After downing the ale, their ambition grows. Encouraged by their initial success and the alcohol in their systems, they decide to shed their clothes, toss them over the wall, run naked and whooping through the festival tent, scramble out through the main gate, then circle back to pick up their clothes before heading home.

As far as Heinz is concerned, allowing three drunken yokels to get anywhere near the festival tent is unforgivable. Failing to prevent their disgraceful display (which may cause more

than one elderly female visitor to faint, or even suffer a seizure) constitutes negligence bordering on deliberate sabotage. The only way to escape a tongue-lashing is to head the farmers off so quickly and quietly that no one knows they were ever there.

If the adventurers catch Gunnar, Magnus, or Zeke and turn them over to Heinz he deals with them harshly, ordering his mercenaries to give them a thrashing, confiscate their clothes, and send home naked. News of this ill-treatment spreads amongst the homesteaders, helping turn them even further against Heinz and the families who live in the village. On the other hand, if the PCs deal with the boys fairly by letting them go, protesting the sausage maker's treatment of them, or otherwise making an effort to shield them from Heinz's wrath, they could win some allies among the farmers. In particular, if anyone stands up to Heinz or undermines his authority, the news of their action spreads.

### **The Meeting**

Shortly before the evening meal is served, the PCs receive word from one of the servants that they are to meet with Heinz at the Dancing Dragon. They find Karl and Manfred with him. Heinz has decided to capitalize on the morning's bandit attack, and has heard from Wilf that the traps and mutants are ready in the keep.

Heinz does most of the talking, mustering as much charm and flattery as he can. After dinner, as the festival winds down for the evening, he explains, he can spare the PCs from their duties long enough for them to track down the bandits and deal with them; he offers an additional 10 GC each for this service, telling them that they must be sure to return by morning before the festival starts again – not that he really expects them to do so. He mentions Black Rock Keep as a sometime bandit hideout, while Manfred nods enthusiastically and urges the PCs to investigate the ruins first.

Heinz and Manfred know of an overgrown trail that leads west from the village to the keep. Heinz offers them a map of its cellars, explaining that Wilf drew it a couple of years ago while guiding a party of mercenaries to the keep. This version of the map does not include any of the secret passages or traps.

### **The Brawl**

The last meal of the day is served shortly before sunset, and visitors begin to drift into the Dancing Dragon. Heinz warns the PCs to keep a close eye on Aldo Carmelli and Luigi Tortella, the two Tilean merchants who were involved in the afternoon's incident in the festival tent. Their story is told on p. 47.

The Carmellis may try a few tricks to lure the adventurers and others out of the Dancing Dragon, such as claiming to see a second carriage under attack outside the stockade. If the PCs leave the tavern, Aldo and his men bar the door shut and settle their feud with the Tortellas. Karl merely hides in the kitchen and whimpers pitifully, hoping that both sides overlook him in the melee. If the adventurers are present to deal with the situation, he runs to fetch Heinz.



The Tileans will continue to fight for 2D6 rounds after the adventurers intervene, though individual combats stop whenever one participant is reduced to 2 W or less. The two sides try to ignore the PCs, but will defend themselves if attacked. While the Carmellis are eager for revenge, the PCs' weapons and armour make them too much trouble for Aldo's liking. Of course, Heinz does not appreciate the hired help manhandling or yelling at the guests, whatever the provocation.

If the fight is not stopped, the Carmellis will eventually gain the upper hand, and beat Luigi Tortella severely after disabling his guards, finally slitting his throat before fleeing the village. If the adventurers stand by and do nothing, the Carmellis pay them little heed. Heinz will be greatly upset by the murder, not least because as the Carmellis' method of killing their rivals may have left the corpses in a less than ideal state for butchering. Regardless, he hustles the bodies away for "burial" and swears the PCs to silence.

If the adventurers stop the fight, the Carmellis will leave and the Tortellas will be in their debt. Luigi bids one of his flunkies to deliver a 5 GC reward to each PC, and speaks highly of them to Heinz when he has the opportunity. If trouble should arise later on during the festival, he is much more amenable to following the characters' lead and supporting any actions they propose. In addition, he has some information that could prove helpful. Luigi recognized Utrecht Magnussen at the festival, and knows he was a follower of Ernst Gottlieb, a powerful crime lord based in Nuln who disappeared two years ago and left his organization in a shambles. While Luigi was happy no longer to pay protection money when doing business in Nuln, he was somewhat nervous about attending the festival, since he had heard Ernst was a great fancier of Heidelberg sausage.

#### ‡ OPTIONAL ENCOUNTERS/COMPLICATIONS

The following encounters may be used to add some excitement to the day's proceedings and keep the adventurers even busier.

##### **The Lost Dog**

A noblewoman brought her lapdog, Puffs, to the festival, and the animal runs off. Beside herself with worry, the noblewoman begs Heinz to send his servants (the adventurers) to find the missing dog. While small and weak, Puffs is a snappy, ill-tempered beast who will think nothing of taking a lump out of anyone who comes too close. Of course, any rough handling of the dog will earn the perpetrator the wrath of both its owner and Heinz.

One possibility is to have Puffs spot a rabbit through the open village gate, and chase it into the woods. While looking for the dog, the adventurers might run into Werner Krause's bandit gang (p. 48), giving them a chance to vent their dislike of Heinz on some poor, unsuspecting bandits.

Whether the PCs defeat the gang or not, Heinz still insists the characters go to the keep that night, afraid that Krause and his partners may be only a scouting party for a larger bandit gang.

##### **Mad Geddi**

The crazed Troll Slayer (p. 48) ambles out of the woods and parks himself just out of reach of the front gate. He leans on his axe, clears his throat, and launches into a steady stream of expletives concerning Heinz, his unnatural relationship with a legless, diseased sheep, and some rather unconventional uses for his prize-winning sausage. His voice is loud and clear enough to be heard all over the village, and Heinz immediately rushes to the gate to silence the abuse, screaming even worse things at the mercenaries until they fire a volley of arrows at Geddi to drive him back into the woods.

If Geddi finds himself with a clear run-up to Heinz, he will immediately raise his axe and charge, regardless of the danger. The mercenaries will run to help Heinz and any nearby PCs may do the same, but Geddi will fight with single-minded determination, ignoring everyone except the sausage maker. Even if the adventurers do nothing, the mercenaries should be able to stop the attack before Heinz is seriously hurt, though he will be shaken and in an even fouler mode than usual for the rest of the day. If Geddi somehow survives the encounter, he will have a burning enmity for any character who tried to stop him from killing Heinz.

##### **Fire!**

The fire in one of the cooking tents flares out of control. The adventurers must bring water from the well to douse the flames, and prevent the crowd from panicking.

If they can keep the situation under control, Heinz grudgingly admits their competence and grants them each a 5 GC bonus. Otherwise, he spends part of the afternoon screaming at the hapless cook who let the fire run out of control.

##### **Harmless Fun**

During the course of the day, the adventurers will have to deal with enough drunken, arrogant nobles and merchants for a lifetime. Roleplay a few encounters between nobles eager to lord over the adventurers or abuse their position. An annoying drunk is one part unreasonable, unthinking dolt, combined with two parts demanding, petulant, child and a touch of reckless disregard for life and limb. A noble may decide to dance a jig on a table, while another may try to climb up the side of the Dancing Dragon. Two or more might have an impromptu contest to see who can de-bag a dozen servants in the shortest time, or a real or imagined slight might result in nobles waving their swords around dangerously and demanding a duel. All the while, the adventurers must balance keeping control of the situation and treating the nobles with enough deference to keep them and Heinz happy.



# BLACK ROCK KEEP

The events below are designed to enliven the journey to Black Rock Keep, but are not vital to the adventure. Either or both can be ignored if they are not applicable (for instance, if their main protagonist was killed or disabled earlier in the day) or if the players and GM prefer to go straight to the action at the keep.

## ✦ JOURNEY TO THE KEEP ✦

### † THE TROLL SLAYER

If the adventurers follow Manfred's directions, they come across Mad Geddi (if he was not killed in an earlier encounter) standing in the middle of the road a little way from the village, watching the gates. Geddi watches the gate in the hope that Heinz will, for whatever reason, wander out on to the road with a light guard or, even better, on his own.

On the other hand, if he hears travellers approaching from the other direction, he ducks under into the bushes. Geddi is a little paranoid, and has decided that it is better to lie low than risk a run-in with bandits, an Imperial patrol, or any other trouble that might interfere with his revenge on Heinz Schiller. Once Schiller is disposed of, Geddi can finally do the proper thing and die a glorious death in battle.

As the PCs approach, Geddi introduces himself with a long, rolling barrage of oaths. He takes care to insult each character in turn, paying special attention to Elves and any foppish-looking characters such as nobles or bawds. Then he demands to know whether Heinz Schiller is still in the village, and if he has any plans to leave. Geddi, like any self-respecting Dwarf, is not about to trust a bunch of strangers with his quest, and while he makes no secret of his intention to kill Schiller, he will not say why. However, he is quite happy to rant for several minutes on such topics as Heinz's sexual preference for barnyard animals, his many diseases, and other elaborate, rambling insults.

Refer to the optional encounter *Mad Geddi* on p. 48, if it did not take place earlier.

This first encounter with Mad Geddi sets his general attitude towards the characters for the rest of the adventure. If they leap to protect Heinz's character he marks them as the sausage maker's servants and keeps a careful eye on them. He may even shadow the characters on their trip to the keep, but he only attacks them if attacked himself or seriously provoked.

If the characters make it clear they hate Heinz, the Dwarf warns them to keep walking up the road and never return to

Heideldorf. While he refuses to give them any exact information, he warns them that many who venture to the keep never return. Working for Heinz, he makes it quite clear, is a dangerous business. Geddi recalls little of the keep and has yet to return there, so he cannot give specific information about the mutants and their traps.

### † AN UNEXPECTED LETTER

Despite Heinz's efforts to keep the adventurers' expedition secret, Ernst Gottlieb has heard that they are setting out for Black Rock Keep. As mentioned earlier, Gottlieb plans that they will wipe out the mutants, while he takes advantage of their absence to move against Heinz Schiller.

When he first arrived in the area some weeks ago, Gottlieb ordered his Halfling assassin Jeb Longnose to infiltrate the keep and find out what was going on there. Disguising himself as a hapless mutant, Jeb managed to join up with the mutant gang for a few weeks, making a thorough reconnaissance of the keep and observing the mutants' tactics. At Gottlieb's orders, he now gives the adventurers the benefit of his knowledge.

As the adventurers approach the keep, and once they are all within the walls, a single crossbow bolt whizzes close by their heads and embeds itself in one of the doors leading into the keep's main structure. Wrapped around the shaft is Handout 3 (p. 56). Jeb has used his ability to walk along the treetops to shadow the adventurers to the keep, and he uses the same ability to move off after firing the bolt from the cover of the trees. If the adventurers spot him and try to pursue, they will have to clamber over the rubble and the ruined walls, making it very unlikely that they can catch him.

Jeb heads back to the forest just outside the village and keeps watch on the north road. He waits until dawn for the adventurers to return from the keep. If he spots them, he returns to the gang's camp and sends word to Gottlieb that the characters survived the keep. Otherwise, he assumes they were killed by the mutants.

Carved from the black rock that gave this ruin its name, Black Rock Keep was once a fortified mansion belonging to a petty warlord who ruled this area centuries ago. After it was besieged and ransacked by during the years of violence and internal fighting that marked the Age of Three Emperors 400 years ago, the ruin stood undisturbed. The people of Heideldorf consider it to be haunted, and avoid the place. Various outlaw bands have used the place as a base of operations, preying upon the few travellers that pass through this area. However, the pickings here are too slim and too poor to attract bandits for any length of time.



Battered by attackers, squatters, and the ravages of time, Black Rock Keep is little more than a tottering pile of rubble. The trail leading up to the keep is choked with weeds, ferns, and other undergrowth. The keep's outer walls are mostly fallen into ruin, and the few wooden structures that stood here have long since burnt to the ground.

It is now laced with traps, and home to a group of mutants in the employ of the conspirators. On the few recent occasions when bandits or other scum have moved into the place, the mutants stay hidden and alert Heinz, who dispatches a group of adventurers to deal with the criminals. This serves to lend some legitimacy to Heinz's pretext for hiring adventurers.

## ✦ AT THE KEEP ✦

Action in Black Rock Keep focuses on the combat between the adventurers and the mutant gang. Careful investigation of the ruins draws some connections between the Heideidorfers and the mutant gang, particularly if the adventurers take a mutant alive or discover Wilf's pipe. However, the adventurers could exterminate the mutants without taking any prisoners or uncovering any evidence of their connection to Heinz and Wilf.

Nonetheless, the map and its instructions should inspire some measure of suspicion.

## ‡ MUTANT TACTICS

### The Ambush

The gang's plan is simple. Heinz warns them in advance of when to expect explorers. With the help of the trapper Wilf, they set up traps throughout the cellars. Bizz, Bub, Franz, and Puddles lurk in the hidden room (see area 12 on p. 28) and await intruders. Pedro uses a *Magic Alarm* spell on the stairs leading down to the cellars, which lets him know when his followers encounter fresh meat. The gang waits for the traps to take their toll, then prepares an ambush in area 11. Bizz and Bub wait on the stairs, while the rest of the gang rushes through the hidden door to help finish off the intruders. Puddles leads the way, followed closely by Stilts. Franz and Pedro stand near the doorway, using their ranged attacks to support the rest of the gang. The corpses are then dragged to room 12 and moved by wheelbarrow to the gang's cave, to await transport that night to Heinz's shop.

### Attacking the Mutants

If confronted, the mutants put up a determined resistance. Bizz, Bub, and Puddles attack in earnest, while Franz picks off targets with his crossbow. However, if Pedro has not yet made the short trip from the cave, Franz flees there to warn him. Once the rest of the mutants are engaged, Stilts stands back and uses his long arms to attack the nearest engaged foe while staying clear of attackers himself. Pedro prefers to stand back and avoid any trouble, but he uses his spells (particularly *Fire Ball*) if the mutants fare poorly. Xovart clings to Pedro and unleashes its powers on anyone who approaches its master.

If things go badly for the mutants (for example, as if Bizz and Bub fall) Pedro offers to surrender, making it quite clear of his disdain for his followers. In response, any mutant aside from Xovart attacks him if possible. Franz in particular attempts to murder the wizard, enraged that his beloved master would turn his back on him. Once Pedro is dead, the remaining mutants fight to the death.

If the PCs somehow avoid triggering Pedro's *Magic Alarm* spell, the wizard, Stilts, and Xovart are still back in room 18. They do not move forward fight unless somehow alerted to the situation. If Pedro is not present for a fight, Franz runs to warn him if possible.

If the PCs make a beeline for the secret door in room 11, the mutants panic. Bizz, Bub, and Puddles move to attack, while Franz flees to fetch the rest of the gang. It takes him 1 combat round to run back to the cave, 3 rounds of panicked blubbling to warn Pedro, and another 2 rounds for the two of them to advance down the tunnel to area 12.

### Aftermath

Once the mutants are defeated, the adventurers should uncover a few facts and may have a chance to interrogate captives. Physical evidence is described in the Black Rock Keep map key (pp. 26-30). In addition, the adventurers may uncover the link between Franz and Heinz if they describe the mutant to people in town.

If Franz's mutated second face Jules survives the battle, it eagerly tells what it knows of Heinz's operation. Obviously, it was present for all dealings between Heinz and Franz, so it knows the basic elements of their arrangement. However, since Franz always wears a heavy shirt it never saw anything, and can base its knowledge solely on what it heard. If the PCs offer to hack off Franz's limbs (poor Jules believes it can grow a new body) it tells the PCs the following:

- *Franz and the mutants lived for a time in the nearby forest before moving into the keep with Pedro.*
- *Franz often went into town to meet someone. The mutants agreed to murder anyone who entered the keep in return for protection against witch-bunters.*
- *Franz carted the corpses into the forest at night and delivered them to someone, presumably from town.*
- *The mutants usually killed travellers and mercenaries, but once two years ago Pedro ordered them to attack and kill a pair of Chaos mutants he recognized as old enemies of his. They cut off and ate the more obviously mutated parts of their victims before delivering the rest as usual, and noticed that when they did so, the Lord of Change blessed them with more mutations. Xovart, for example, had once been much more human-like in appearance. Pedro wanted to kill more mutants and deliver them to the village, but they never came across more. Jules remember this because the mutants always hoped that their victims would turn out to be mutants, giving them the chance to spread Tzeentch's blessings across the Empire.*



- *Jules never saw whom Franz spoke or dealt with, but it would recognise their voice. The thing begs the characters to take it with them until it grows legs, and it eagerly agrees to aid their investigation. In truth, Jules sickens and dies 1D6+4 days after Franz's death.*

Jules and Franz never got along well. Though Franz tried several times to forcibly remove Jules via several mundane means, such as cutting and burning, the face always grew back. If the PCs hack up Jules, he regrows and begins talking again in 1D6 minutes.

Pedro provides much more useful information: if he survives the encounter he eagerly tells the PCs what he knows. Pedro believes Heinz Schiller and Wilf Schwarzehaus are involved in a conspiracy to murder and steal from travellers. He has no idea they collect the corpses to process them, thinking instead that they claim their possessions and keep any gold they find. The two were quite clear that Pedro had to hand over anything the explorers carried in addition to their corpses. They sometimes institute a quota, particularly if times are lean for travellers. Though they normally can subsist off the dozen or so mercenaries who fall victim to the traps, sometimes they waylay people on the road. Two years ago, they attacked and killed a pair of Slaanesh cultists Pedro had previously encountered. Other than that, they rarely have had to resort to non-standard killings, as Pedro calls them. After the wizard tells his tale, he pleads for his life. If the characters allow him to go free, he flees the area but immediately makes plans to have his revenge against the characters.

The rest of the mutants refuse to talk if captured. Obviously, some of them are incapable of meaningful speech. If tortured, the rest reveal the same basic information available to Pedro.

## ❖ THE KEEP ❖

### 1. Outer Walls

The gatehouse is nothing more than a few piles of collapsed stonework overgrown with weeds. In addition, the western wall and the northern portions of the keep have all fallen into ruins. Any character attempting to move across the piles of rubble must make a **Dexterity** test at double their **Dex** score or suffer a sprained ankle, reducing their **M** stat by 1 for 1D3 hours. Characters with *scale sheer surface* skill automatically pass this test. The keep's southern towers appear intact from the outside, but their interiors are choked with rubble from the collapsed upper floors. Hidden among the rubble of the south-east tower, just out of sight from the entrance door, is a small cache of weapons wrapped in canvas: two swords, a spear, a shortbow, and 20 arrows. Wilf planted the weapons here to help enforce the facade of the keep as a bandit hideout.

### 2. Courtyard and Mansion

The area within the keep's walls is overgrown with grass that reaches up to three feet in height. The central building of the keep is crafted from the same black rock as the outer

walls. The upper story has long since collapsed, but the ground floor still stands. The doors leading into the keep are battered but still standing, except for the one leading to area 10. The double doors at the mansion's south-east corner are relatively new, having been installed in the past 2 years. Any character making an **Int** test at twice their score will notice this detail; characters with *carpentry* skill pass the test automatically.

### 3. Northern Courtyard

The foundations of two buildings are visible here, though both are partially buried in rubble. Once, two wooden buildings stood here, a stable and a barracks. Searching this area turns up nothing of note.

### 4. Feasting Hall

Once, this long, wide room served as a feasting hall and dining room for the lord of the keep and his followers. The western fireplace is choked with cobwebs, but the eastern one shows sign that someone recently built a fire here. In addition, the space in front of that fireplace has been cleared of debris and dust. Wilf lights a fire here once a month or so, to help maintain the illusion that bandits regularly camp here.

### 5. Foyer

Once a cloakroom and entrance area, this room is part of Wilf's elaborate deception. Three black cloaks hang from pegs on the southern wall, while someone has obviously taken the time to clean the floor of dust and debris.

### 6. Kitchen

Wilf and the mutants avoid coming here, as the upper half of the room is choked with webs. A nest of spiders lives here, venturing out by night to hunt in the nearby forest. The spiders are only slightly larger than a human hand, and their poison is too weak to affect a creature larger than a small dog. However, as the adventurers open the door to this room a sudden draft of air causes the web to sway gently, creating the illusion that something large is walking upon it. If anyone pokes around the room they disturb the spiders, causing them to scuttle up the chimney. Slashing the webs open causes a bundle contained a desiccated dog to tumble to the floor. The character hacking at the web must pass an **Initiative** test or be covered in dried canine guts, causing a -10% penalty to all **Fellowship** tests until cleaned up.

### 7. Empty Rooms

These rooms have long since been stripped clean of anything of value.

### 8. Sleeping Quarters

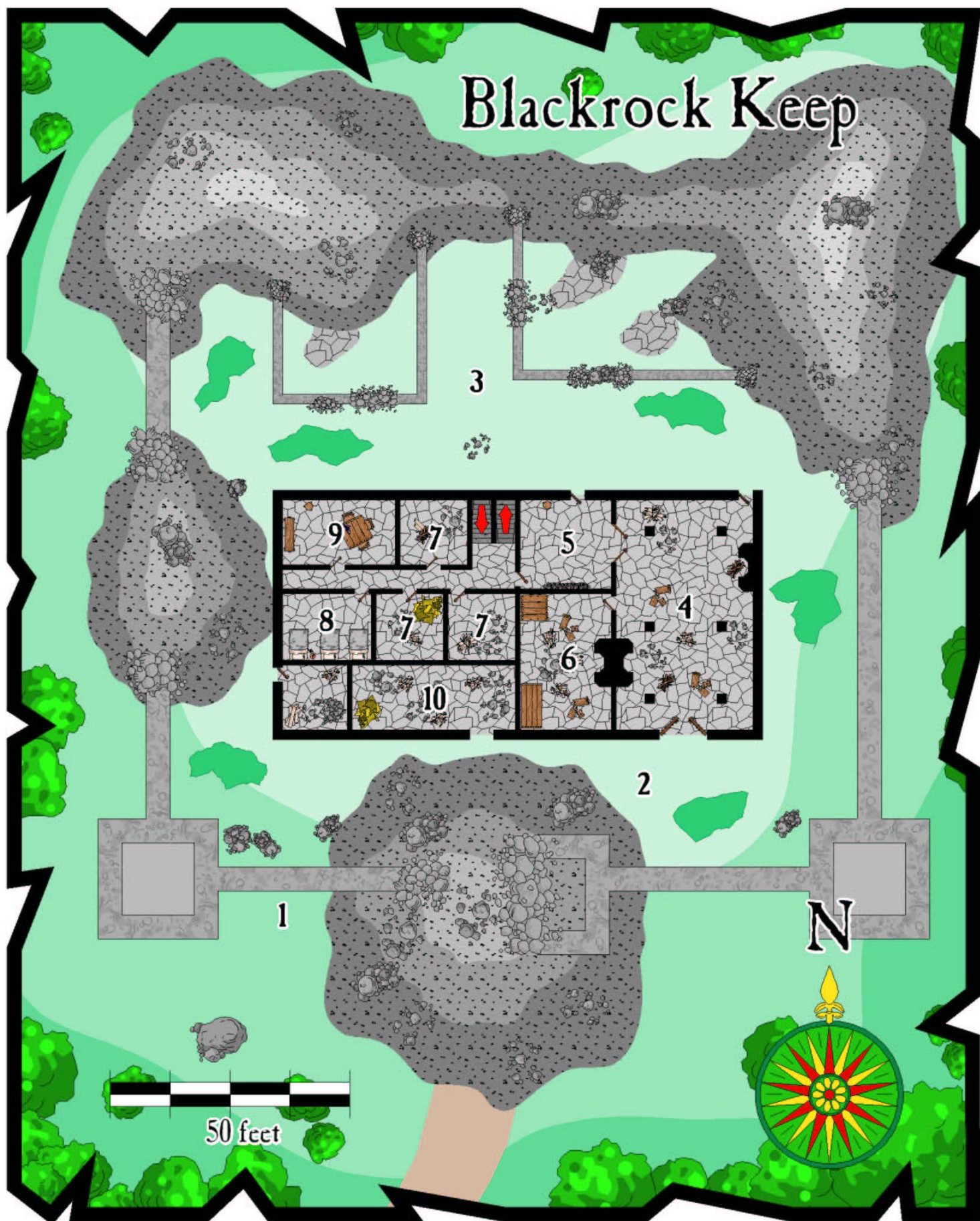
Another part of Wilf's deception, this room contains three bedrolls neatly laid out in a row. Next to the bedding stands a lantern filled with oil, with flint and steel beside it. Anyone holding the lantern who makes an **Initiative** test notices several dents and a faint bloodstain on the lamp, legacies of past victims who used it to light their way.

### 9. Meeting Room

This small, bare room is normally used by Wilf and Pedro to discuss their plans and arrangement. A battered table and



# Blackrock Keep



three wooden chairs stand in the middle of the room. Anyone searching this room automatically notices a wooden pipe at the foot of one chair, and fresh ink stains on the table. Wilf and Pedro's last meeting was broken up by the sounds of a small group of bandits opening the double doors to room 4. In their haste to make it to the cellars, Pedro spilled the inkwell he was using to write a list of supplies he needed, and Wilf dropped his pipe. In the process of luring the bandits to the cellar to kill them, Wilf forgot his pipe was here, and has not been back since. Anyone who has met Wilf will recognize the pipe as similar to the one he always carries. It is handmade from wood, much like the hunter's own, and is carved with leering dragons.

#### 10. Bunkhouse

Once the sleeping quarters for the soldiers who defended this place, this area has served as a wolf's den, a hiding place for fugitives, and living space for other creatures. The place stinks of rot and urine, but is otherwise empty.

### ‡ THE CELLARS

The cellars beneath the mansion are rigged with a series of traps to immobilize or kill intruders. Before running this portion of the adventure, be sure to read the *Tactics* section under the description of the Black Rock Keep gang (p. 24). The mutants who lurk here follow a fairly standard plan to ambush and murder their victims.

#### 11. Storeroom

Three picks, a shovel, and a wheelbarrow are piled in the south-eastern corner of the room. The hidden door set into the east wall can be discovered by any character who makes a successful *search* test. This room is kept fairly clean, though anyone searching the floor notices a few bloodstains near the bottom of the stairs, the legacy of past ambushes in this room.

#### 12. Secret Room

Once used as a strong room for the greatest treasures of the keep's owner, this room is now a hiding place for the Black Rock Keep gang. They keep watch through a small peephole set into the western wall. Four stools are arranged around a small brazier in the centre of this chamber. The passage to the east runs south for 30 feet before heading east for 100 feet to the gang's caves. A large wheeled cart is kept here to aid in carrying fresh kills away from the cellars.

#### 13. Pit Trap

The first trap designed to catch intruders who sought to gain access to the crypts here, a pit trap opens in front of the doorway. Anyone attempting to open the door triggers a trapdoor in the floor, which opens to a ten-foot pit with spikes at the bottom. Anyone caught on the trap must make an *I* test or drop into the pit, taking 2D6 damage from the fall.

#### 14. Chapel

This room was once a small shrine to Taal, but it has long since been stripped bare of all items. Wilf took a few whacks at the southern wall with a pick, to make it look as if someone had tried digging here.

#### 15. Hammer Trap

Whoever opens the door to this room must make an *I* test or suffer attacks from two hammers rigged to smash whoever opens the door. Dwarfs and Halflings gain a +20% bonus to this test, as the weapons are aimed to fire at Human-sized targets. The hammers each strike with a *S* 5 attack. The hammers are set on spring-loaded arms that trigger when the door is opened.

#### 16. Burial Chamber

Once a crypt for the noble line that owned this place, this chamber has long since been ransacked by tomb robbers. The door to this room is rigged with a crushing hammer trapped similar to one in area 15. A large pile of dirt dominates the centre of this room, while three holes have been dug in the floor. The hole marked A is a trap. Its bottom is actually nothing more than a thin sheet of wood, covered with dirt. Anyone stepping on to the sheet automatically falls through to a ten-foot deep pit studded with stakes, taking 2D6 damage. The pit marked B incorporates an ancient magical trap designed to defeat thieves. Anyone stepping into it takes 1D10 damage as lightning arcs from the walls. The third pit is harmless.

The hidden door to the east can be discovered by anyone passed a *search* test made at half their normal chance for success.

#### 17. Hidden Treasury

The final resting place for the eldest of the keep's rulers, this room has gone undisturbed for centuries. Two stone sarcophagi stand here, both sealed with heavy stone slabs. Multiply a character's *S* by 10 to determine his chance of removing a tomb's lid.

In the eastern tomb are a disintegrated cloak, bone dust, and a small golden bracelet worth 60 GC. The western tomb holds the crumbling remains of an elaborate robe, bone dust, three small jewels once worked into the robes worth 30 GC each, and a kite shield enchanted to deflect missiles, crossbow bolts, and other arrows. The shield's bearer is allowed one free parry per round with the shield against ranged attacks. A roaring lion is engraved on the shield's outer face. When used to parry a missile, the shield emits a brief pulse of magical force deflects the incoming projectile.

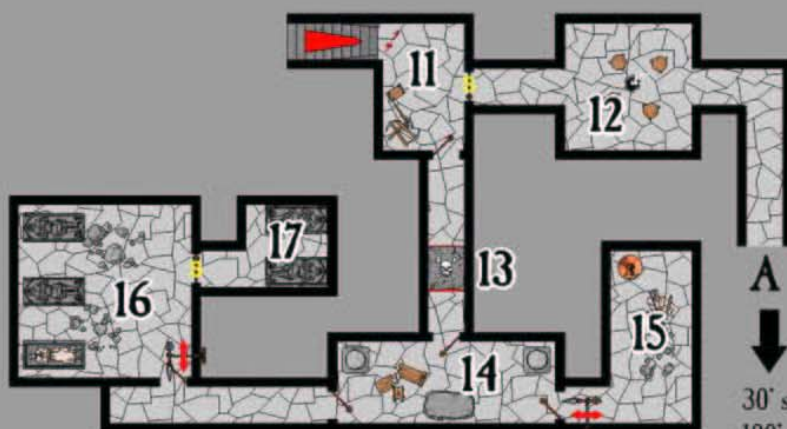
#### 18. Sleeping Cave

This area serves as living quarters for the gang. Several crates of rations are stacked along the southern wall, while each of the mutants has a bedroll for sleeping. Puddles's bed is caked in dried drool and wet to the touch. 2D4 Silver Shillings are stashed near each bedroll. Set apart from the others behind a wooden screen is Pedro's bed, along with a small wooden table and chair. The wizard's book containing his known spells is kept here, along with a treatise on Chaos titled *The Book of Everchanging Aspects*. A prism, parchment, and inkwell with quill sits on the table. Anyone who saw the ink upstairs in the meeting room (area 9) can make an *Int* test to recognize ink stains on the table here as matching those found upstairs. Any wizard who concentrates on the prism regains 1D4 magic points with 30 seconds of focused



# Blackrock Keep

## The Cellars



A



30' south, then  
100' east to B

B



N



50 feet

thought. The prism may be used in this manner once per day. However, each time it is used there is a cumulative 10% chance the user develops a random chaotic trait. Pedro's notes are obviously a ledger of some sort. They list deliveries and cash payments, but nothing in the parchment suggests what exactly was being bought or sold.

### 19. Entrance Area

A fire pit has been dug in the middle of this area, and the mutants normally rest and dine here. Six small wooden stools are arranged around the pit, along with several large knives and a spit used to prepare deer and other game.

## ➤ I'VE EATEN WHAT?! ➤

So the adventurers may have eaten human flesh. The players may attempt to gloss over this fact. They probably don't want to think too hard about the idea of their beloved PCs becoming cannibals or, even worse, transforming into mutants as a result of eating tainted meat. Even if they escape mutation, might they turn into ghouls when they die?

### ‡ OH, THE HORROR!

If a character believes he may have unwittingly committed cannibalism, have him make a **Cool** test. On a failure, the character gains an insanity point. In addition, the emotional stress of coming to this conclusion can tear at anyone's nerves. If a character is worried about mutation, describe to a player the strange itches and tremors he feels. While in reality these are nothing more than normal aches, spasms, and itches, the players don't know that.

Ask for random **Willpower**, tests and note the results. On a particularly bad roll, click your tongue, shake your head, and mumble to yourself, "That's not good." Ask for a test, write down the result, shuffle through your notes as if looking up a result on a table, then ask for another test. Continue this process intermittently throughout the adventure. Chuckle or grin when the characters miss their tests. When they succeed, smile and congratulate the players.

This may seem a little extreme, but the characters have violated what is probably one of the most ironclad taboos of the Old World. Their characters would undoubtedly panic and endure some emotionally draining tension. If the players don't seem willing to roleplay such reactions, draw them out as described above. Even if they do react in-character to this development, the techniques described above can help enforce the mood.

In one of the play-tests of this adventure, one player character developed an irrational fear that a second face was going to grow from his stomach just as it did with poor Franz. Of course, Jules did all he could to help prop up that belief. Remember that the Chaos mutant is an ardent supporter of Tzeentch. If the characters are worried they may become mutants, Jules congratulates them on becoming just like him and expounds on the joys of serving Chaos. He does mention that he has heard of mutations arising simply from eating human flesh, though this is not actually true.

As with anything in gaming, be sure to consider your players' feelings and preferences when running this portion of the adventure. You don't want to needlessly stir up traumatic memories. In all seriousness, some players may be annoyed that their characters were tricked into cannibalism.

### ‡ WHAT HAPPENS?

As for the characters, the reality behind their culinary fate is up to you. If the players are mature or obviously having some fun with the idea of roleplaying a bunch of inadvertent cannibals, then Heinz's sausage was made at least partially from human meat. Otherwise, perhaps the batch the characters have been eating was the cheap stuff, made from such unrefined animals as pigs or cows. There's no need to tell the characters that until later on in the adventure, but there's little point in causing any hard feelings, particularly if the players are attached to their characters.

As to the question of mutation, there is no chance of that happening due to the sausage, even if it did contain human flesh. The mutants haven't found any Chaos-afflicted prey in the two years since they killed the cultists, and the sausage the adventurers ate was free of taint.

There is another question to be considered, if the adventurers did unwittingly eat human flesh. Will they become ghouls? And if so, when and how will that happen? There are a few ways to deal with this.

As noted in the **WFRP** rulebook, "ghouls are humans who have acquired Undead status whilst living by the insane practice of feeding on corpses". While the final decision is up to the individual GM, this could be interpreted to mean that only human characters can become ghouls: Elves, Dwarfs and Halflings are immune – at least, to becoming ghouls from eating human flesh; cannibalizing their own race might put them at risk, or it might not.

As to when and how the unfortunate characters might turn into ghouls, this too is up to the GM. While an instant transformation lacks drama, a character might find his reason slowly slipping while his hair falls out, his teeth and nails grow longer, and he likes his meat more and more rare. Perhaps within a month, perhaps longer, the transition will be complete.

While this is a horrific fate to inflict upon a player character, it does offer the possibility of a spin-off adventure where the party has to find a necromancer (who will hardly advertise his services) or a high-ranking cleric of Mórr (who might regard destruction as the only acceptable cure) to try and reverse the unfortunate character's deteriorating condition. Perhaps if the PC can do some great service for the cult of Mórr, this earning a blessing to have the condition removed.

Of course, if you don't want to venture into such grisly territory, a simple answer is to rule that there simply wasn't enough human flesh in the sausage the adventurers ate to have an effect. Most ghouls, after all, have been feasting on human flesh for a long, long time.



# RETURN TO THE KEEP

If the adventurers survive the keep, they undoubtedly have at least an inkling that something rotten is afoot in Heideldorf. Depending on how they handled the mutants and if they are willing to trust a talking face in a mutant's torso, they have a more or less clear idea of what they are up against. At this point, the adventure will shift gears, as the players decide how to deal with Heinz.

Sharp or thorough players will be able to piece together the clues they gathered during their day working at the festival, and deduce that Ernst Gottlieb's mutation and disappearance had something to do with the sausage. If they interrogate Jules, they may be able to draw the connection between the tainted sausage and the crime lord.

### ‡ HEALING

After the battle in the keep, the adventurers might need some healing, especially if they lack a character with healing skills or magic. Karl Taunenbaum gladly uses his medical skills to help the characters recover from their wounds, even if they have been arrested by Heinz's mercenaries (see below). In addition, Heinz purchased a small supply of medicinal herbs – conveniently divided into twelve single-dose packets – and left them behind the bar in the Dancing Dragon in case of any mishap at the festival. Steeped in boiling water, these packets of herbs create an infusion that heals 1D4 Wounds when drunk.

Heinz actively encourages the characters to use the healing herbs, and find whatever other help they can for their wounds. If the adventurers have accused Heinz of complicity in the plot, the villagers see this as an uncharacteristic and magnanimous lack of spite; in fact, Heinz simply wants to keep their meat in good condition, intending to "harvest" them later.

The GM should err on the side of generosity with regards to healing at this point in the adventure; having survived one hard fight, the PCs need to be up to dealing with the chaos that will erupt on the festival's last day (p. 34).

### ‡ A MINOR INCONVENIENCE

Heinz, Wilf and Karl have a contingency plan in place to deal with anyone who manages to survive the keep. Their plan functions partly in response to the characters' actions.

### ‡ WHAT MUTANTS?

If the adventurers return to Heideldorf and lie about events at the keep (not mentioning the traps and mutants), Wilf sets out immediately to determine what happened. In the

past, mercenaries have been known to wander into the forest, return after a few hours, and demand payment for clearing out the keep. One band even ambushed and killed a group of mercenaries travelling to Heideldorf and turned their bodies over to Heinz, claiming they were the bandits.

While Heinz is normally reluctant to hand over money to a gang of liars (especially liars who have disrupted his sausage production by not being killed), he considers it an occasional necessity. He curses under his breath, and agrees to pay them the next day.

That night, Wilf heads out to the keep to determine if they truly visited the place, and find out what happened.

### ‡ THE WAITING GAME

If the adventurers hide out in the forest and plot their next move, Heinz and Wilf assume they fell victim to the traps. That evening, Heinz and Wilf wait in the sausage shop for the adventurers' bodies to be delivered. When midnight passes with no delivery, Wilf sets out to the keep to investigate the delay.

### ‡ CRYING FOUL

If the PCs confront Heinz and accuse him or Wilf of murder, he proclaims his innocence loudly, and demands to see their evidence. The remains of mutants and traps do nothing to prove a connection with Heinz and his fellow conspirators.

Even if Jules can somehow be kept alive long enough to tell what he knows and identify Heinz's voice from his dealings with Franz, the word of a mutant – especially a partial one with only a few hours to live – does not stand up against such a pillar of the community as Heinz Schiller. He will respond by accusing the adventurers themselves of being minions of Chaos, ordering his mercenaries to arrest them, and handing them over to Manfred for interrogation.

### The Cleansing Flame

Mutants are a dark secret best in the Empire. If the PCs openly parade a captured mutant around the village, they strike horror into the festival-goers, and deeply disturb the locals. Everyone in town, even those inclined to sympathise with the characters, is quite horrified by the appearance of the mutants and would much rather have the things killed and burned, regardless of what they may claim to know.

The sight of a mutant will rouse Manfred Harwitt from his normal alcoholic haze; remembering the glories of his younger days, he is galvanised into action, establishing an *ad hoc* panel of enquiry from the leading villagers and passing



summary judgement on the mutants. Everyone in the village supports his demands that the mutants must be burned immediately and their ashes scattered outside the village. They want this matter dealt with quickly and decisively, so that disruption to the festival is kept to a minimum and the visitors are reassured that Heideldorf is looking after their safety.

Manfred brooks no protest; if necessary, he invokes his authority as a witch-hunter and threatens dissenters with arrest. Frustrating as this will be for the PCs, this is Manfred's finest hour in a long time, and he enjoys it to the full.

#### **Vile Slanders**

Furious at the adventurers' slight on his character, Heinz has his mercenaries arrest them and demands they be kept under guard at the Dancing Dragon until the festival is over, promising a full enquiry at that time. While others in Heideldorf might be happy to see Heinz charged with murder and worse, the festival is too important to the village for them to allow its leading light to participate in an immediate trial. With the adventurers securely under lock and key, Wilf heads to the keep by night to investigate and cover up any evidence.

#### **‡ A SIMPLE PRECAUTION**

If Heinz is aware that the adventurers survived the keep, he orders two of his mercenaries to stand guard over his home at night and is accompanied by at least one at all times during the day. When Heinz works in his shop, he keeps a guard posted outside.

#### **‡ THE COVER-UP**

Whenever Wilf reaches the keep, he gathers the supplies, weapons, and other red herrings he left on the ground floor. After he finds that the mutants are dead, his next move is dictated by the adventurers' recent actions.

If they accused Heinz of working with the mutants, Wilf hides the bodies in the woods nearby and cleans up as much of the carnage as possible. While Wilf does not have enough time to bury the bodies, he simply picks an out-of-the-way spot and covers them with leaves, branches, and other debris. A search of the area around the keep will eventually turn them up.

If the adventurers either failed to return from the keep or kept quiet about their encounter with the mutants, Wilf covers up any evidence connecting the mutants to Heinz – destroying Pedro's notes, hiding the cart, and recovering his pipe – and returns to the village.

#### **‡ AN IMPARTIAL ENQUIRY**

Heinz and Wilf are too confident in their plans to view the adventurers as a threat, and write off the destruction of the mutants as mere bad luck; something that was bound to happen sooner or later. In a court of law or under the scrutiny of the community, Heinz and Wilf are both proof against most accusations. After all, who are the villagers going to believe:

a rag-tag bunch of mercenaries who only arrived a couple of days ago, a Chaos-tainted mutant with no right to exist, or two leading members of the community backed up by a loyal (if infirm) witch-hunter?

The adventurers face a daunting task. They must somehow topple a fiendish cannibal who hides behind the veneer of a respected merchant. He has at least one ally that the PCs know of, if they deduce Wilf's involvement, and they do not know how many others are in on the plot. This is when their initial dealings with influential villagers pay dividends – or come back to haunt them. The miller Dirk Moser and the retired sausage maker Alfred Fochs are the adventurers' best potential allies, since both dislike Heinz and both are respected in the community. If the adventurers did a fair, even-handed job of handling the boys who sought to disrupt the festival, they will also be able to convince the more influential local farmers that they at least deserve to be heard.

### **❖ WHAT NOW? ❖**

The next phase of the adventure is determined almost exclusively by the PCs' actions. As GM, you must pay particular attention to the leading NPCs – especially Heinz and Wilf – and make sure that they react appropriately, both in terms of the plot and according to their characters (see p. 42)

What follows is a list of the adventurers' most likely actions, and the responses they will elicit from key NPCs. If the players take the adventure in an unexpected direction, use the NPC descriptions and the guidelines presented here to improvise further developments.

#### **‡ HE'S GOT TO GO**

Sometimes, the direct approach is the best – but this is not such a time. Though Heinz is not the most popular individual in the village, the locals aren't about to let a murderer walk free. In addition, the visiting nobles and merchants are quite enamoured of Heinz, and will use their influence and wealth to see to it that anyone who harms him comes to a bad end. Attacking Heinz in public will lead to the adventurers being charged with murder, chained up in the Dancing Dragon (if they are not imprisoned there already!), summarily tried by Manfred and strung up outside the village.

If you are feeling generous, Manfred can decide that this case lies outside his jurisdiction, being common assault (or murder, depending on how successful the attack was), and orders that the adventurers be held until after the festival, when they will go to the nearest town for trial. This buys them a few days to come up with a better plan.

Heinz spends the mornings working on his final batch of sausage. Shortly before noon, he makes his way to the festival area and spends the next several hours mingling with the visitors and ensuring that the festivities run smoothly. Shortly after sunset he returns to his workshop, and works until midnight. After that, he heads home to sleep. The adventurers' best chance is to sneak into the workshop using the secret passage through the outer wall, and confront Heinz



in the morning or at night. If Heinz turns up murdered, the festival grinds to a halt as Wilf organizes a search for the killers. Of course, he immediately suspects the PCs if he is aware that they survived the keep and are still in the area.

At this point, the adventure becomes a rather freeform cat-and-mouse game. Wilf does his best to uncover evidence against the adventurers, manufacturing it if necessary. However, he does not have enough influence to persuade any of the other villagers to act as false witnesses.

If the adventurers assassinate Heinz and then flee the area, let them believe they have escaped. A few days or weeks later, they will hear of the horror that came to Heideldorf as a result of Ernst Gottlieb's revenge plot.

#### ‡ HE'S GOT TO GO TOO

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The PCs could potentially pin the blame for the entire conspiracy on Wilf. Based on the evidence they found at the keep, it is possible that they may fail to see Heinz's involvement in the plan, or they may simply wish to avenge themselves against everyone who conspired to arrange their deaths.

Wilf takes far fewer precautions than Heinz. He spends daylight hours in his shop, evenings in the Dancing Dragon, and nights at home. As mentioned earlier, he will head out to the keep to investigate the delay in the delivery of Heinz's latest batch of meat or to see how the adventurers survived. It would be fairly easy to waylay and kill him then.

Heinz will react to Wilf's murder just as Wilf would react to that of Heinz. He also steps up security, ordering all the mercenaries to guard him rather than watch the gate or wall. If Heinz survives the festival, he immediately packs his things and heads out of town on a carriage accompanied by his guards, or travelling with some of the festival's attendees. He has decided to quit while he's ahead, and retire to Altdorf with his earnings.

#### ‡ THE WITCH-HUNTER

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Buried deep within his conscience, Manfred Harwitt has some suspicion that Heinz is up to no good. After all, so many mercenaries come to Heideldorf in search of employment, that it is hard to believe that bandits still lurk in the area. If the adventurers approach Manfred with their evidence, they may be able to stir him into action. A lot depends on the approach they take.

If they openly accuse Heinz, they force Manfred to drag him into the situation. The case boils down to the adventurers' word against that of the respected (if not very well liked) sausage maker.

On the other hand, the characters have a good chance of setting Manfred against Heinz if they can lead him to draw his own conclusions about the evidence. If they simply present the mutants to Manfred, or take him up to the keep before Wilf clears out the clues to be found there, he comes

to the conclusion that perhaps Heinz is behind the mutants' activity. He publicly calls Heinz out, confronting him in the midst of the festival or hustling the characters to Heinz's home as appropriate to the time of day.

Unfortunately, Manfred has little influence with the locals. Many assume that he is drunk, and no one can believe he could possibly uncover a conspiracy. Most of the farmers laugh at his claims and dismiss them as a desperate bid for attention. On the other hand, if the characters have won over Dirk Moser and Alfred Fochs, the two will seize the opportunity to attack Heinz, quickly rallying support. While most of the villagers place little worth in Manfred's claims, there is enough simmering resentment against Heinz that his enemies can jail him and prepare for an official inquiry after the festival finishes up. Heinz is placed under house arrest, but a few hours after it is clear the game is up he hangs himself in his bedroom.

#### ‡ DIVIDE AND CONQUER

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The adventurers may try to turn the conspirators against one another. Of the three, Karl is the most likely to turn against his fellows. He honestly has little idea that Heinz has arranged for any deaths and believes the travellers spend their money in town and then head out on their way. As far as he is concerned, the entire scam exists to draw business to Heideldorf throughout the year, since the sausage festival is such a seasonal source of income.

If Karl is presented with convincing evidence of Heinz's treachery, he will dissolve into a blubbling mess at the thought of the horrors of which he has been a part. The adventurers will have to calm him down somehow, but he will gladly use his influence to make sure that Heinz and Wilf are arrested and an enquiry is set in motion. Karl can confirm enough of the story, particularly the portions of the conspiracy dealing with attracting mercenaries to town, to put Heinz in chains, and is fundamentally very honest – he will take any consequences of his involvement in the plot to see the others punished.

Of course, the adventurers may not realize that Karl is part of Heinz's operation. Just as he has little knowledge of it, there is little evidence pointing to his involvement.

Wilf and Heinz, on the other hand, can be reasoned with. Either man is willing to provide evidence against the other if they see an opportunity to escape unharmed. Either of them would require time to gather their belongings, arrange for a place to flee to, and put their evidence in writing. Neither is willing to admit to involvement with mutants or murder, but either can provide enough evidence to implicate their partner. Both would plan on leaving the day after the end of the festival, making it likely that they will caught up in Ernst Gottlieb's revenge.

#### ‡ HUSH MONEY

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Greedy characters may choose to blackmail Heinz and/or Wilf. Initially, both men feign innocence, and try to draw the

blackmailers out to determine exactly how much they know and how troublesome they could be.

Depending on the strength of the evidence against them, they may offer the adventurers no more than 100 GC to leave town and never return, or they may delay negotiations until the end of the festival, intending to slip out of town before the adventurers can cause them any further problems. Again, staying until the end of the festival will leave them caught up in Ernst Gottlieb's plans.

#### ‡ DAMNING EVIDENCE

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In the course of deciding how best to deal with Heinz, the adventurers may decide to find further evidence against him. If they uncover Heinz's secret workshop, they can easily arrange for his arrest. Many of the farmers and sausage makers

dislike Heinz, and have made a point of never buying his wares. Thus, the revelation that his sausages contain human flesh, while horrifying, does not have the same level of personal torment it may have for the adventurers. If they work with Dirk or any of the other prominent people in the village, they try to keep the truth of Heinz's business as secret as possible. They'd much rather avoid ruining Heideidorf's reputation.

#### ‡ BUSINESS AS USUAL

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If the adventurers simply sit back and do nothing, Heinz watches them carefully while Wilf takes care to cover up the evidence at the keep. The sausage maker is willing to simply let the matter pass if that's possible. He plans on closing his business after the festival and retiring to Altdorf. Of course, Ernst Gottlieb may have something to say about that.



# THE DAY OF VENGEANCE

The final day of the festival wraps up the adventure in a final outburst of horror and violence. The sausage containing Gottlieb's magical poison is set to be served as the first round of food this morning. The adventurers must prevent this from happening, or deal with the repercussions of the poison's effects.

Chances are that by this point the characters have learned of Heinz's terrible secret. If so, they have either dealt with the sausage maker and disposed of his wares or have simply ignored the problem. In the first case, they have managed to avert a major disaster. While Ernst's poison will still cause some trouble for them, they have managed to save the innocent festival visitors and prevented the destruction of Heideldorf. If not, and if they are still in the village, they are caught in the midst of Heideldorf's destruction and must fight to escape with their lives.

## † ERNST GOTTLIEB

While the adventurers have little evidence concerning Gottlieb's presence and plans, they may have picked up the following information:

- Ernst Gottlieb was a major figure in the underworld of Nuln. He disappeared two years ago.
- Gottlieb was a gourmet with a taste for Heideldorf sausage.
- Two years ago, Heinz produced a batch of sausage that included the meat of mutants.
- One of Gottlieb's known associates is attending the festival under a false name. He is not travelling alone.

## † THE BOARDING HOUSE

Since Utrecht and Abe are staying in the boarding house, this is a logical place to start. However, Heinz wants as little interference with his guests as possible, and expressly forbids the adventurers to poke around the boarding house or question the guests.

If Heinz is out the way, the adventurers have more of a chance to poke around the boarding house. However, they still have no right to barge into rooms, pick locks, or otherwise cause trouble. The boarding house staff is not about to let a bunch of city-bred mercenaries cause trouble for their guests.

At night, they have a much better chance of slipping into the boarding house and uncovering Ernst and his men. If intruders burst into their room, Utrecht tries to hold them off while Abe stuffs Ernst into his backpack and climbs out of the window. The criminals make a run for it, reasoning that it is better to enjoy their revenge alive than to risk dying before Heideldorf is destroyed.

## † UTRECHT

The characters may decide to watch Utrecht, ambush him if the opportunity arises, and question him about his reasons for being in Heideldorf. Unfortunately, Utrecht rarely strays far from the festival tent. Their best chance to grab him is when he makes his way to the latrines set up east of the tent. Unfortunately, there is a clear line of sight from the latrines to the festival tent, making it difficult to grab Utrecht without being seen. He will call for help if attacked, and other guests will raise the alarm.

Of course, the characters can simply go up to Utrecht and speak with him. He plays dumb, but if pressed about Ernst Gottlieb, he admits that several years ago he worked for the crime lord. However, he claims, after his former master suddenly disappeared, he left Nuln and took up a more respectable profession under his new name.

## ✧ HEROES OF THE DAY ✧

With Heinz under arrest and his ghastly wares destroyed or confiscated, the tainted sausage – or any sausage made by him – will not be served today. Alfred Fochs and a couple of lesser local sausage makers try to keep the festival going by bringing out whatever sausage they have in their homes, but if the truth of the conspiracy has become generally known, the festival – for this year, at least – has been irredeemably spoiled. Some visitors, looking decidedly green despite Heinz's claims that no human sausage has been served so far, are packing up and preparing to leave.

In either case, Ernst Gottlieb's plan has been foiled; but he quickly improvises another. Whether Utrecht reports to Ernst that the poisoned sausage will not be served, or whether Gottlieb learns of the adventurers' interference, he sets a new plan into motion.

## † WHAT'S YOUR POISON?

He still has a fair quantity of the poison left, although he has run out of warpstone. It was his intention that he and his followers should take the remaining poison upon arriving at the Chaos Wastes, in part to increase their chance of survival and in part to help wipe out the consciousness of what has become of them. This offers him one last chance to exact his revenge upon the village of Heideldorf, and he decides to take it.

Ernst sends Jeb Longnose into the Dancing Dragon in the small hours, to poison all the drinking vessels used in the festival. He reasons that even if no one has a taste for sausage



any more, most people will not be averse to a good, stiff drink after recent events.

If the characters are in the Dancing Dragon at around 3 in the morning, they have a chance to stop Jeb. The Halfling quietly breaks into the tavern through the back door, and makes his way to the kitchen. Whether the characters are in the tavern or not, Karl surprises and attacks Jeb, who kills him quickly and efficiently. If no one arrives to interfere, Jeb hides Karl's body in the cellar, cleans up as best he can, and spreads a light dusting of poison on the bottom of every drinking vessel he can find.

Any PCs who are in the Dancing Dragon at the right time will hear the sounds of Karl's struggle, unless for some reason there is enough noise in the taproom to drown out the fight. At that late hour, only a few of the more ardent festival attendees are still drinking, but the place is otherwise quiet and all are too drunk to notice the fight or Jeb's sabotage. They don't even notice Karl's absence until they call for more drinks and no one comes to serve them. Rather than investigate, though, they simply help themselves to free ale from the bar.

### Finding Karl

The next morning, the servants charged with delivering drinks to the festival immediately alert the town that Karl is missing. A search of his home turns up nothing. While the festival must go on, Dirk Moser asks the characters to search for Karl. Foul play is far from anyone's mind, and most suspect that he simply had a few drinks late last night and wandered off somewhere to sleep off the drink. Anyone searching the tavern's cellar finds Karl's mutilated body stuffed behind several kegs of ale. His face and throat have been torn apart, as if by a clawed animal.

### Stopping Jeb

If the adventurers interrupt his work, Jeb tries to flee. He will fight if cornered, but if he is disabled or captured, he will try to bargain for his life by telling what he knows of Gottlieb's plan.

If Jeb fails to poison the tankards, Ernst and his men try to flee that night. Stung by the failure of the plot, Ernst decides it is best to retreat to Altdorf and from there concoct a new plan for revenge. If he is aware of the characters' interference with his plans, he plans to avenge himself against them before returning to Heideeldorf.

Anyone inspecting the kitchen area can notice a light layer of yellow dust at the bottom of each tankard set out for the day. Any character with *herb lore*, *manufacture drugs*, or *prepare poisons* can note that the dust does not appear to be there accidentally. Given a few days and the right equipment, a herbalist or alchemist can analyze the powder, and will conclude that it resembles a rare and powerful hallucinogen known as mad bull powder. Found in a rare flowering plant, the drug causes occasional outbreaks of violent madness in herd animals that eat its leaves. When ground into a powder, it can be administered in a drink, and causes an outburst of homicidal mania in its victims.

### Fire and Madness

If Jeb is not thwarted, the poisoned tankards will cause an outbreak of madness shortly after they are used for breakfast. As the festival descends into chaos, Ernst's followers will set fire to as many buildings within the village as possible, hoping to add to the confusion and cause more deaths. They then gather Ernst and their other belongings and flee the area, setting out for a new life in the Chaos Wastes.

### Gottlieb's Poison

The number of people at the festival who fall victim to the drug depends on how the PCs handled Karl's death and Jeb's poisoning of the tankards.

- If the PCs prevented Karl's murder and stopped Jeb from completing his mission, no one at the festival is affected by the poison. Until the mutated rats burst from the ground, the day proceeds as normal.
- If Karl is dead but the adventurers find the poison before breakfast, only 25 people fall victim to the poison.
- If Karl is dead and the PCs fail to uncover the poison, 50 people at the festival are affected.

Those who are poisoned go through two stages of symptoms:

- The first stage lasts 10 minutes and involves terrifying hallucinations. Those under the poison's influence scream, run around in terror as if being chased by a horrific beast, and attack anyone who attempts to restrain them.
- After this initial period, the victims become homicidal. They attack the nearest person, including those affected by the poison, and fight to the death, moving on to a new opponent as soon as they kill one. These symptoms last for 30 minutes, after which any surviving victims collapse from exhaustion.

Adding to the chaos, Ernst's men start setting fires around town. They concentrate first on buildings that have the best chances of holding people who could die in the flames.

## ❖ HELL COMES TO HEIDELDORF ❖

If the characters fail to uncover Heinz's plot, the final day of the festival could prove to be the last day of Heideeldorf's existence. The festival proceeds as planned. The servants carry the tainted sausage from the kitchens to the festival and serve it as normal. A few minutes later, the first victims begin to transform – just about the same time as the mutated rats (p. 53) erupt from the ground. Their bodies first shake with spasms as the Warpstone takes hold. Some transform into frightening creatures, growing fangs, claws, or growing into ogre-sized beasts. Others are left crippled by the changes, losing limbs, turning into boneless piles of flesh, or rendered mindless, drooling idiots.

A total of 75 people at the festival eat the sausage and fall victim to the poison; sixty of them develop mutations that allow them to attack others as the psychotic drug takes effect. If the PCs had any friends or allies among the festival goers, such as the retired mercenaries, there is a 50% chance that each one falls victim to the poison, turning into a slaving Chaos mutant.



Ernst and his men watch the festival from the window of their room in the boarding house. The characters can easily notice Ernst's leering face at the window, if they chance to look up towards the boarding house.

## ✧ WHAT NOW? ✧

The characters now face the prospect of the entire village devolving into madness and murder around them. The progression of events is determined largely by the number of people under the influence of Ernst's poisons, either the mutating mixture or the madness-inducing poison.

### ‡ PANIC

Needless to say, the sudden appearance of hideous, bloodthirsty mutants (or psychotic, bloodthirsty normal people) sends the festival crowd into a complete panic. Some attack, while others flee for their lives. The state of the festival is determined by the number of people affected by the madness. The more people under the effects of either poison, the harder it is to bring the festival under control and the more likely it spills over to involve the adventurers, even if they are trying to get away. The table below summarises the different states of the riot.

Attackers	Effects
50+	The crowd goes into a complete panic. The mutants rampage through the village, killing all who stand before them. The one mercy is that the mutants turn against each other as well. Unless the PCs and their allies kill at least 30 of these monsters, the mutants kill half the festival attendees and level every building. If the PCs kill enough of the mutants, the villagers and festival goers rally behind them and the tide of battle turns against the beasts. Each round a PC spends in Heideeldorf, there is a 25% a random mutant or crazed festival attendee attacks him.
25	The small group of attackers strikes terror into the crowd but proves far more manageable. The crowd panics but many people turn against their attackers and help beat them into submission. If the PCs help the crowd, they can turn the tide against the attackers by defeating 15 of the poison's victims. If the PCs join the battle, 10% of the unaffected festival attendees die in the melee. Otherwise, a third of them are killed.

If the adventurers do not get involved in the riot, it takes a little more than an hour for the monsters to be defeated. Otherwise, the crowd starts to calm down within a few minutes of the last attacker's death.

When running this part of the adventure, keep any portion of the fight that does not directly affect the characters in the background. Describe the fear and confusion that surround them. Merchants run about in a panic. The cooking fires in the outdoor kitchen run wild and start a small blaze.

There are two basic approaches to this scene. You can either have the characters square off against the number of creatures they must defeat in order to bring the situation under control, or have them move through the village encountering situations that give them a chance to save a villager from attack and dispatch a few of the rampaging attackers. The second option is more dramatically satisfying, but the first is simpler.

## ✧ ENCOUNTERS ✧

The following encounters can be used to help resolve the day's events. Either allocate one-fifth of the creatures the adventurers must defeat to each encounter, or invent a few other battles and spread the monsters further. If the adventurers are spread out over a wide area, you can have each character, or each group, fight their encounters in isolation from the rest of the party.

The adventurers can also call on the allies and friends they made earlier in the scenario to aid them in the fight. The old mercenaries, the Tortella gang, and the local farmers can all provide help in the battle. You have a few options for resolving this. If you don't mind running battles with large numbers of participants on each side, you can allow the adventurers to find and rally their allies, and fight their way across the village *en masse*. Alternatively, you can simply assume that the characters' allies eliminate a proportion of the creatures who need to be killed, without involving the PCs themselves in combat.

### ‡ FIRES

Any PCs fighting the flames, rather than the slaving mutants or psychotic revellers, has a 25% chance each minute to come under attack from 1D3 creatures. Fighting the fires is largely fruitless, though there may sometimes be the opportunity for a heroic dash into a burning building to rescue someone's infant child, bedridden grandmother or cat.

Perhaps one or more NPCs with whom the adventurers developed relationships over the course of the adventure are trapped in a burning building. The adventurers must choose between saving a few friends or helping defend the entire village from its attackers. Each round a character spends in a burning building, he must make an **Initiative** test to dodge flaming timbers and other debris. On a failed test, he suffers a S 3 hit.

To make matters worse, perhaps a mutant rat or other attacker is also trapped in the building. The character must defeat the thing while dodging flaming debris and trying to save those trapped within. The stairway could collapse in a shower of sparks just as the adventurers reach the upper floor, forcing them to jump to safety.

### ‡ THE BARRICADE

Several servants and cooks, frantic to escape the rampaging horde of attackers, barricade themselves in the Dancing Dragon. If the characters are lounging in the tavern when



the battle begins, a group of workers runs into the place and barricades the main door. Unfortunately for the adventurers, the one of the smarter attackers (or one of Ernst Gottlieb's followers) sets the inn on fire, leaving them trapped. The attackers try to batter through tavern's windows and doors, making it necessary for the characters to hack their way through their opponents to make their escape.

The smoke in the tavern quickly becomes too thick to see. Those inside can't see more than a couple of feet in front of them (5 feet at floor level, if you are feeling generous, with the smoke getting denser higher up). Smoke inhalation causes 1D4-T damage per turn to those caught in it.

If the adventurers are outside the tavern when the battle begins, the tavern quickly becomes a focal point of the struggle. Many of the workers and attendees run towards the tavern for safety, attracting the attention of many of the mutants or psychotics. Those who make it into the tavern barricade themselves inside while the attackers set the place on fire and block the exits. The characters must clear a path through the attackers to rescue the people trapped in the tavern.

Each barricade counts as a target with 4 **Toughness** and 8 Wounds. Once a barricade is reduced to 0 Wounds, it is destroyed. Of course, as soon as a barricade is destroyed the monsters swarm through the opening. The tavern itself is of solid timber construction, and counts as a three-section building with 7 **Toughness** and 30 Wounds per section.

If the barricades hold, the attackers climb on to the roof and try to hack through it with axes picked up in the confusion. After three rounds of hacking, the attackers begin to leap down through holes in the roof.

The furniture and debris in the tavern make excellent weapons. Mugs, chairs, and burning timbers all make good clubs. Two characters (or two monsters) can pick up a table between them and rush towards an opponent. Use the higher of the two characters' **WS** to resolve the attack. Treat the table as an improvised weapon; additionally, on a hit, the target must test against 10 times his **Strength** or be knocked prone.

#### ‡ CHAOS AT THE STABLES

Some of the more cool-headed villagers make a run for the stables. Unfortunately, as soon as they make it there the fighting and brawling that erupts amongst them prevents anyone from grabbing a horse or readying a carriage. Merchants, nobles, and farmers stumble over each other, and each time someone comes close to clambering atop a mount, the mob quickly pulls him back down to the ground.

The noise and confusion attract several of the afflicted festival goers, who wade into the crowd with murderous intent. The adventurers must push their way into the panicked mob, deal with the mutants or psychopaths attacking it, and avoid the panicked horses and other animals that lash at those around them.

In addition to the hazards present in the stables, the large crowds make moving and fighting difficult. Everyone moves at half their normal speed as they push their way through the mob. In addition, anyone who misses an attack by 50 or more accidentally strikes a bystander. Those using missile weapons hit bystanders if they miss by 30 or more.

Each round, the characters and their opponents must make an **Initiative** test before taking an action or suffer a random mishap. Either choose events or generate them randomly from the following table:

D6	Result
1	The PC inadvertently bumps into a horse, causing the panicked beast to lash out at him with its hooves. Resolve this as a single attack made with <b>WS</b> 33 and <b>S</b> 3.
2	A terrified horse rears back and kicks at a group of merchants, causing them to rush backwards into the PC. He must make a successful <b>I</b> test or be knocked prone.
3	A farmer attempts to fling a bale of hay, saddle, or other implement at a merchant who punched him in the face. The attack misses its intended target and sails toward the PC, who must make an <b>I</b> test ( <i>dodge blow</i> +20) or suffer a <b>S</b> 2 hit.
4	A farmer manages to leap atop a horse and hang on for life. The animal surges through the crowd, smashing a trail through that leads directly towards the PC. The victim of this mishap and anyone close to him must make an <b>I</b> test or suffer a <b>S</b> 4 hit as the horse tramples them.
5	A sudden surge of the crowd sweeps the PC away, moving him 10 feet in a random direction. The PC may take no other actions this round aside from keeping his feet despite the pushing and shoving.
6	Caught in a frenzied panic, a farmer latches on to the PC and either pleads hysterically for protection or tries to pummel him into submission. The PC must make a test against 10 times his <b>Strength</b> in order to take an action this turn. Otherwise, he must spend this round disentangling himself from the farmer.

#### ‡ BUILDING SITE BRAWL

Many of the servants and cooks who temporarily moved to Heideidorf for the festival's duration set up a small tent city at the site of Heinz's future home. The building is far from complete, consisting of its four exterior walls, several partially built interior ones, and a half-complete roof. The first floor is about half complete, and in some sections the gaping holes open up to the ground floor. In the confusion, many of the servants take cover in the half-built shell of Heinz's mansion. The crazed attackers quickly surround the place and begin tearing it apart.



In addition to the tents and the main structure, there are several piles of lumber, bags of nails, and other construction tools and materials kept around the area. These and other features of this area can help make it this an interesting battle.

A character or monster can use a bag of nails as a weapon. If the nails are scattered on to the ground, anyone walking across the ground they cover must make a successful **I** test or suffer a -1 penalty to their **M** score. The nails do not cause damage like caltrops, as they are too long and their heads are too narrow to allow them to stand on end.

In several areas, lumber and other materials are stacked up for later use. These piles can be knocked over with a successful test against 20 times a PC's **S** score. Anyone caught in a falling pile of lumber must make an **I** test. On a successful test, they suffer a **S** 3 hit. On a failed test, they take a **S** 4 hit and are pinned beneath the wreckage, requiring a successful test against **Dex** to wriggle free or **S** times 10 to push away the wreckage. A PC with the *contortionist* skill gains a 10% bonus to either of these tests.

When fighting in the half-erected portions of Heinz's building, characters can try to push their opponents through the holes in the floor. Pushing an opponent is an unarmed attack. On a hit, the attacker tests against 10 times his **S**. If they succeeds, the PC pushes the opponent two yards in any direction. Anyone who is pushed into a hole immediately falls through it, and takes falling damage as normal.

As Heinz's new home is only partially assembled, the walls and floors are rather flimsy. The walls and floors that have been completed are equivalent to four building sections, each with **5 T** and **15 W**.

If a creature or character jumps down onto an opponent, they make a **Dex** test. If the test is successful, the target suffers a **S** +1 hit and is knocked prone. At the GM's option, this damage can be increased to **S** +2 if the jumping character is overweight or wears chainmail armour, or **S** +3 if the character wears plate or is both overweight and wearing armour. If the **Dex** test fails, the character misses his target and suffers falling damage. In either case, the attacker is prone after making the jump. The crazed attackers make frequent use of this tactic, with no thought for their own safety.

The tents set up by the servants are all intact when the battle starts. They are all small, designed to house no more than one or two occupants. Collapsing a tent will trap any creatures within, as described below.

#### ‡ THE KITCHENS

The kitchen area is the site of multiple disasters. Tents are knocked down, and panicking cooks and servants trapped beneath them. Even worse, the flames of cooking fires quickly spread to a collapsed tent. Those trapped beneath it will be burned unless someone saves them. Of course, the attackers leap on the tent regardless of the flames. The PCs must try to stop the creatures before they can finish off the trapped workers, and then pull or cut the burning tent off them.

If for some reason a character was in a tent which collapses, he must make an **Initiative** test or be trapped beneath the falling canvas. While trapped, he may take no other actions aside from trying to cut or tear his way free. Anyone with a sharp edged weapon such as a dagger can cut themselves free in one turn; a successful test against **Strength** times 10 is required to rip a way out of the tent.

Here are some ideas to spice up this battle:

- A fallen tent covers the ground, hiding the location of several rubbish pits. Pick six random locations where pits are hidden. If any creature walks over one of these spots, he automatically tumbles into 5-foot pit. Alternatively, each time a character or monster moves there is a 10% chance he discovers a pit's location and tumbles into it. If you are feeling particularly spiteful, the pit is not full of kitchen waste (which is bad enough), but is a latrine.
- The fire rages out of control in one place. The attackers try to force their victims into the flames, or use the fire to shield themselves from multiple attackers. Anyone moving into the fire – or thrown into it – automatically takes a **Strength** 3 hit. Pushing an opponent is an unarmed attack. On a hit, the attacker tests against 10 times his **Strength**. If he succeeds, he pushes his opponent two yards in any direction.
- Eight cooks and servants are trapped beneath the tent. The attackers prefer these helpless targets, but if attacked by the characters they fight back. Freeing a trapped person requires a character to either use an action to cut him free with a dagger or knife, or make a test against 10 times his **Strength** to tear the tent's fabric apart.

#### ‡ SQUIRMIN' VERMIN

Even if the poisoned sausage was not served to the festival's guests, it did not go uneaten. The rats that live under Heinz's workshop are used to helping themselves to the delicacies hung from ceiling hooks to mature, and this last batch was no exception. Before the sausage was taken away, several of them nibbled on it, and the warpstone poison has a hideous effect.

The ground near Heinz's workshop convulses, and a dozen hideously mutated rats – each the size of a pony – erupt from the earth. The hapless creatures were in their burrows when the change struck them. Luckily for Heideeldorf, eight of the twelve rats are dead, either killed by the change or by various injuries resulting from suddenly growing several thousand percent in a confined underground burrow.

The rats' fur could not grow fast enough to accommodate their rapidly-growing bodies, leaving them with a few rough patches of hair scattered over pink skin covered with rips and lesions.

The four remaining creatures are ravenously hungry owing to the rapid change in their bodies and their incredibly overworked metabolisms. They seek food above all else, and attack the nearest living creatures, which will probably be

revellers in the festival tent, who may just be starting to feel the effects of the poison. After killing an opponent, a rat spends its next three actions devouring the remains, responding to attacks made against it but otherwise ignoring anyone near it. The mutated rats fight to the death.

As the mutant rats add to the chaos, Gottlieb's followers do nothing to stop them; in fact, Gottlieb convinces himself that their appearance is a gift from Tzeentch himself. Unless the adventurers deal with them, the rats will tear apart Heinz's mercenaries before a small group of farmers finally brings them down.

If the PCs have enough problems to deal with, you can choose to eliminate the rats from the adventure. Any character with arcane training can tell the rats are the product of a mutation. If the characters don't draw a connection between the rats and Heinz's tainted sausage, Dirk Moser or Alfred Fochs does it for them. The characters should have a sense that their intervention in Ernst's plans and Heinz's scheme – if indeed they did intervene – has saved many innocent lives.

#### ‡ THE LAST STAND

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In the confusion, a small group of defenceless merchants and travellers clusters together and tries to ward off the attackers. Of course, this action does little but form a nice, big, human flesh buffet for the attacking creatures who quickly swarm around the group and attack. Once again, the characters must come to the rescue. During the encounter, more monsters show up on the scene attracted by the commotion and large clump of potential victims.

When the characters first leap to the rescue, give them a rather easy situation to handle. Perhaps no more than two or three creatures menace the crowd. As the characters deal with the creatures, the reminder you've allocated to this encounter charge on to the scene, catching the PCs between the initial group they attacked and the new arrivals.

Of course, the hapless merchants prove worse than useless when the PCs arrive on the scene. They cling to them for protection, demand to be escorted to their carriages, and try to treat them as if they were still Heinz's servants.

#### ‡ WHAT ABOUT HEINZ?

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If Heinz is still around, he suffers from the mutating effects of Ernst's warpstone poison, having sampled a little of his special sausage before it was served. He no longer has any horror of cannibalism. Thus, regardless of what anyone does (short of killing him), Heinz transforms into a raving, bloated creature with a long, sticky tongue and a gaping maw. He easily batters his way out of confinement if he is locked up somewhere, and embarks on a rampage.

If poor Wilf is locked up with him, Heinz swallows him whole before beginning his rampage. Perhaps reflecting his cannibalistic tendencies, the mutated version of Heinz seeks to devour as many humans as possible. He charges through the village, attacking and eating anyone he meets.

#### ‡ WHAT ABOUT MANFRED?

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Surrounded by raving lunatics or howling Chaos beasts, the old witch-hunter stares about him for a second or two, then slowly draws himself up to his full height with a strange, fanatical light in his eye. He draws his duelling pistol, unsheathes his rapier, and throws himself into the fray with a shout of fierce joy.

Unless someone is on hand to help him, he is quickly mobbed, overwhelmed, and torn limb from limb. He takes a few of his opponents down with him but simply lacks the physical endurance to absorb wounds like he used to. If the adventurers have struck up a friendship with Manfred or taken a shine to him, you may want to give them the chance to save his life. On the other hand, such a relationship might be a very good reason to kill him off, especially if they need a good motivation to fight rather than running.

#### ‡ FIRST AID

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As the battle progresses, some characters may find themselves unpleasantly close to Mörk's gates. Remember that Heinz had a small stash of medicinal herbs tucked away behind the Dancing Dragon's bar. If any packets remain after the adventurers' trip to the keep, they are still there and are ready to use. Of course, if the tavern is currently surrounded by slaving mutants, getting to them could be an adventure in itself.

### ✧ ALL'S WELL THAT ENDS ✧

Once the characters have dealt with their required number of opponents, the battle finally subsides. The last few mutants run for the forest, or the poisoned revellers pass out from exhaustion. The adventurers may still have to chase down Ernst Gottlieb and his followers; they fight to the death if cornered, but escape if they can.

The survivors of the madness huddle fearfully within Heideidorf's walls. They are wounded, tired, and traumatized. They need someone to tell them what to do. If they are still around, the adventurers quickly assume a position of leadership, whether they want to or not. Their actions during the day – or the simple fact that they are armed and armoured – draw the survivors' attention and respect. The surviving leaders in Heideidorf, including Dirk Moser and Alfred Fochs if they are still alive, thank them profusely. Work teams form to douse the remaining fires under Moser's direction while Fochs asks the characters to organize and lead groups of workers to gather and burn the remaining corpses.

#### ‡ HEROISM REWARDED

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Before the adventurers leave, the village's new leaders promise them a sizeable reward. They announce that over the next year they intend to raise several hundred Gold Crowns, and ask the adventurers to return and claim their reward in 12 to 16 months.



But if the adventurers expect a grand reward or a place in the epics, they are in for a severe disappointment. In the coming year, the market for Heildorf sausage evaporates. If anyone returns to Heildorf, they find most of the village abandoned. Once again, the area is little more than a backwater farming community. No one even raises livestock any more, as the name of Heildorf makes any kind of meat impossible to sell.

#### ‡ THE GRATITUDE OF PRINCES

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The merchants, nobles, and others who attended the festival may harbour bitter, vengeful feelings against the adventurers. The lack of any sensible reason to blame the incident on them doesn't stop anyone from doing it.

Some festival goers flatly refuse to believe that Heinz's sausage could have been tainted with human flesh or Warpstone. This opinion is especially popular with those nobles and merchants who ate quite a bit of Heinz Schiller's special sausage blends. These individuals and families might hire agitators to spread terrible rumours about the so-called heroes of Heildorf. They may contract thugs and duellists to hound them, or concoct other plans for revenge.

The adventurers might want to avoid travel in the Empire for a time. This could be a good motive to send them south to the Border Princes if you want to kick off the *Doomstones* campaign, or send them west to Bretonnia, passing through the town of Bøgenhafen along the way, and into *The Enemy Within* campaign.

#### ‡ THE HONOUR OF THIEVES

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The Tortella family never forgets the adventurers, whether they aided Luigi and earned his gratitude or turned their backs on him and let him die.

In the first case, the Tortella send word that they wish to repay the adventurers with a small feast in their honour at the family estate in Tilea. Once there, they can become embroiled in the struggles between criminal cartels – or the machinations within and between the Tilean city-states; the difference is often academic – or they might be offered a place on a trading expedition to parts unknown on behalf of the Tortella family. Either way, you can use this connection

as a convenient hook for the next adventure you have planned for the characters.

If, on the other hand, the Tortellas have reason to avenge themselves on the PCs, they may send wave after wave of assassins, thugs, and other mercenaries after them, resorting to ever more brutal – or ever more devious – means to try and kill them.

#### ‡ HIS LEGEND LIVES ON

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The adventurers' handling of poor Manfred Harwitt could also have some unforeseen repercussions. Manfred is from a somewhat influential family of priests and scholars from Nuln. If Manfred perished in Heildorf, his relatives may send emissaries to meet with the adventurers, to learn the details of Manfred's final days. Alternatively, an idealistic young witch-hunter who idolises Harwitt from reading the accounts of his younger days may blame the PCs for Manfred's death and launch a personal crusade to unmask them as Chaos cultists, necromancers, or worse.

#### ‡ A TOKEN OF ESTEEM

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Not everything needs to end badly for the adventurers. Many of the merchants and nobles whose lives they saved during the final day of the festival will reward them with cash, jewels, and other gifts. As a default, the characters each gain 800 GC in coins, jewellery, and other valuables. Some of this money is given to them in person as their benefactors prepare to leave the smoking remains of the village, while other gifts might arrive carried by courier, up to several months later if the adventurers are hard to track down.

To keep things interesting, you can create a mix of messengers who seek the player characters in order to deliver a reward and those who seek them in order to kill them on behalf of an offended merchant family. The rewards can be used to launch new adventures. For example, perhaps a noble family gifts the PCs with the deed to a fortified mansion located near the World's Edge Mountains, the Black Mountains, or some other wild, borderland region. The player characters can claim their new holding and try to carve a thriving community from the wilderness – or perhaps the mansion is a haunted ruin that holds great treasure and horrible monsters.

## CHAPTER 7

# EXPERIENCE POINTS

This adventure is designed to encompass three or four game sessions. The goals for each day and the experience value for meeting them is summarised below.

### Chapter 3: The Wurstfest

#### ‡ JOURNEY AND ARRIVAL

Avoiding trouble and getting the lay of the land:	50
Making friends with Dirk Moser:	25
Making friends with Alfred Fochs:	25
Good roleplaying:	0-25

#### ‡ ON THE JOB

Making it through the first day:	50-150
Good roleplaying:	0-25

### Chapter 4: Black Rock Keep

Surviving the keep:	100
Defeating the mutants:	100
Puzzling out Heinz's conspiracy:	50
Good roleplaying:	0-25

### Chapter 5: Return from the Keep

Avoiding arrest:	20
Neutralizing Heinz as an adversary:	50
Neutralizing Wilf as an adversary:	20
Uncovering Gottlieb's plan:	50
Good roleplaying:	0-25

### Chapter 6: The Day of Vengeance

Surviving the day:	75
Conduct during the battle:	0-150 and 0-1 Fate Points
Good roleplaying:	0-25



# NPCs AND MONSTERS

Throughout the text, the bonuses provided by skill such as *very strong* or *very resilient* have been added to the NPCs' stat lines. For example, if a PC has S 4 and possesses the *very strong* skill his base S score is 3.

## ✦ THE PEOPLE OF HEIDELDORF ✦

Many of the NPCs described here are not given detailed stats. Instead, use the generic profiles given at the end of this section. Minor NPCs or those presented to give personalities and detail to generic NPC types all use the same basic profile.

### ‡ THE CONSPIRATORS

Heinz Schiller, Karl Taunenbaum, and Wilf Schwarzhaus are the three most important figures in Heidedorf. Each ranks amongst the richest in the village, all run vital businesses, and the three work together to organize the yearly sausage festival that brings tourists and nobles to the village from across the region.

So far, the three believe they have done a good job keeping their plans hidden from their families and other villagers. In truth, a few of their rivals suspect something is afoot, though no one has yet uncovered any evidence of their evil plans.

#### Heinz Schiller

Artisan (sausage maker), ex-Artisan's Apprentice

M	WS	RS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	31	28	3	3	6	43	1	34	58	59	24	32	49

**Alignment:** Neutral

**Skills:** Blather; Charm; Cook; Etiquette; Luck; Read/Write; Sausage Lore; Surgery.

**Trappings:** Several suits of fancy clothes; fully equipped sausage works.

**Quotes:** "Judging from the musculature in your arms and chest, you appear in excellent physical condition. I fancy myself an amateur physician, may I please examine you."

"IDIOT! Is this what I'm paying you for? Get out of my sight!"

"I cannot apologize enough, Herr Baron. Rest assured, this impertinence shall not go unpunished. Now, if I may conduct you and the Baroness to the main tent, I believe the Oberknackewurst is about to be served. Though I say so myself, I think you will find it most interesting."

**Appearance:** A tall, pale, scrawny man, Heinz continually runs his hands through his thinning, lank black hair. He wears fashionable clothes that fall just short of being gaudy. Heinz speaks in a high-pitched voice, and tends to leap suddenly from one topic to another. He constantly adjusts his clothing, picking at specks of dust, stray hairs and other minor blemishes. From looking at him, it is difficult to believe that he makes sausage for a living. Lately, Heinz has subsisted on a diet of almost exclusively human flesh. Part of his scrawny, puny physique stems from his poor health.

**Personality and motivations:** Heinz is an arrogant, elitist, perfectionist snob. In his own mind, he stands at the centre of the world. He curses the bad luck that fated him to be born to a country bumpkin sausage maker. He dreams of making enough of a profit leave Heidedorf forever and start a new life in a more civilized place, such as Nuln or even Altdorf. He sees the conspiracy as a means to an end, and he has little trouble in sending ill-bred mercenary scum to their deaths. In truth, he has come to enjoy his ghoulish activities, and would probably continue on in Heidedorf killing and eating travellers even if he could afford to move.

His jealousy towards the nobles and merchants who buy his tainted wares, and his resentment of their wealth, combine to soothe any guilt he might otherwise feel in serving up a cannibalistic feast to his unsuspecting customers. Other people, including his family and co-conspirators, are mere tools to be used to advance his place in the world. Heinz blames his ancestors, he blames his family, and he blames the stupid nobles who buy his wares for pushing him to the extreme measures he uses.

Despite his deep rancour, egomaniacal impulses, and murderous tendencies, Heinz puts on the facade of a charming, talkative host. While it pains him to debase himself (as he sees it), he treats his guests with courtesy and concern. When dealing with social inferiors, particularly servants and mercenaries, he reveals his true colours, taking every available opportunity to insult, debase, and abuse them.

The years of harvesting and preparing human flesh have driven Heinz slightly insane. He has 2 Insanity Points and two disorders: Megalomania (WFRP, p. 85) and a form of compulsive behaviour. He considers everyone he meets as a potential meal, measuring up their physique and fitness with a practised eye and rarely resisting the urge to take an exploratory pinch or poke at a potential meal. Only around the most important and influential of his customers can Heinz resist this urge. Heinz covers for this odd behaviour by claiming to have an interest in medicine, and in the case of hired mercenaries, by insisting that this is necessary to assess their fitness for the job – which, in a way, is true...



## Wilf Schwarzhaus

Fence, ex-Trader, ex-Trapper

M	WS	BS	S	T	W	I	A	Des	Ld	Int	Cl	WP	Fel
3	31	58	3	4	7	44	2	51	59	36	31	29	48

**Alignment:** Neutral

**Skills:** Concealment Rural; Evaluate; Haggle; Numismatics; Law; Orientation; Row; Secret Language – Ranger; Secret Signs – Woodsman's; Set Trap; Silent Move Rural; Spot Trap.

**Trappings:** carved pipe in the shape of a dragon; knife; well-stocked trading post.

**Quotes:** "Ye city folk best be not headin' outside of the wall after dark, lest ye get lost and need me to come lookin' for ye."

**Appearance:** The years have not been kind to Wilf. His skin is weathered and leathery, and his hands are gnarled with callouses and scars from his long years as a trapper. He wears a long, shaggy beard and takes pride in its length. His hair has long since gone completely grey. He prefers simple, durable tunics and leggings. Wilf is never without his pipe, and he has long nurtured an addiction to tobacco. He carves his own pipes from wood and embellishes them with carvings of dragons and other beasts.

**Personality & motivations:** Wilf is an opportunist. Over the years, he has had to rely on no one but himself to attain his current standing. He inherited the trading post from his father many years ago, taking it from a decrepit backwater establishment and transforming it into a success. In his younger days Wilf allied himself with criminals from nearby cities to move illegal goods across the Empire. For a time, the trading post was an important way station for several criminal organizations. When Heinz approached him with his proposal, Wilf jumped at the chance to expand his profits. Using his underworld connections, he sells the weapons, armour, and other equipment recovered from the conspirators' victims.

Wilf assesses any situation in terms of how it affects him first. He feels that he has earned the right to wealth and comfort in his old age. He cares little for the people beyond Heideeldorf, as the old fogey feels loyalty and compassion only for good 'ole folks, as he calls the locals. He loathes the wealthy nobility and city folk, and considers Heinz's scheme a piece of high comedy. That said, he has little love for the sausage maker. He considers Heinz's manner odd, and is disgusted by his dream of moving away from Heideeldorf. He trusts and respects Karl, and agreed to the conspiracy primarily because of the innkeeper's support of it.

Wilf is most concerned with maintaining his reputation and standing in the community. He is one of the oldest men in the region, and is the authoritative voice on almost any subject. Few important decisions pass without his input.

## Karl Taubenbaum

Artisan (brewer), ex-Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Des	Ld	Int	Cl	WP	Fel
3	31	22	3	4	6	23	1	31	24	16	38	34	52

**Skills:** Blather; Brewing; Cook; Wrestling.

**Trappings:** leather apron.

**Quotes:** "Howdy strangers! We've got the best ale for miles around! Actually, it's the only ale for miles around, but it's still good. So, why not take a load off and have a pint?"

**Appearance:** Karl is a rotund, middle-aged man with a bushy moustache and short, frizzy black hair. He always looks as if he just rolled out of bed; his clothes are always rumpled, his hair tousled, and his eyes baggy.

Karl normally wears simple, utilitarian clothing and a heavy leather apron.

**Personality and motivations:** Karl is a well-meaning person but, very naive. He genuinely enjoys running the Dancing Dragon, and loves holding court in the social centre of the Heideeldorf region. He is on a first-name basis with all of his regulars, and greets newcomers with loud, joyful enthusiasm.

Despite his jovial nature, Karl's slow wits have proved troublesome in keeping the inn running smoothly. He ran up such a large debt due to mismanagement of the place that Heinz was forced to step in and buy the place from him. This fact is a closely guarded secret, that no one apart from Heinz and Karl knows. Karl dreams of one day regaining ownership of his inn.

Regardless of his involvement in funnelling mercenaries and adventurers into Heinz's scheme, Karl knows nothing of its true purpose. He has always assumed that Heinz uses hired thugs to beat up and rob the mercenaries up at the keep before leaving them in the forest to find their own way back to civilization.

### † OTHER NOTABLES

While the conspirators hold a tight grip on the village, they are far from the only people of note who live here. Dirk Moser and the witch-hunter Manfred Harwitt are both thorns in their side.

The miller, Dirk Moser, is both successful and covetous of Heinz's wealth, making him impossible to entangle within the conspiracy. Heinz has considered arranging his death, but Dirk's son Karl takes too closely after his father.

Harwitt is a necessary evil, as Heinz uses him to deflect suspicion away from the village and the rather high number of mercenaries who disappear in the area.



## Dirk Moser

Artisan (Miller), ex-Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Des	Ld	Int	Cl	WP	Fel
3	31	32	3	3	6	30	1	29	31	45	33	39	22

Alignment: Neutral

**Skills:** Acute Hearing; Carpentry; Evaluate (grain); Operate Water Mill; Swim.

**Trappings:** carpentry tools; water mill.

**Quotes:** "Heinz Schiller is a wolf in fop's clothing. I wouldn't trust him as far I could throw him."

**Appearance:** Dirk is a short, well-built man with long brown hair and a neatly-trimmed beard. He wears simple garb and his skin is deeply tanned. He greets others with a firm handshake from his gnarled, powerful hands.

**Personality and motivations:** Dirk has always been something of an outsider in Heideldorf. As owner of the only mill in the area, farmers are forced to deal with him to grind their wheat. In the past Dirk's father tended to charge fees that the locals could only barely afford, generating considerable amount of ill-will towards his family. That resentment has spilled over to Dirk and the rest of his family. In truth, Dirk is rather greedy, though unlike Heinz he lacks the tact to conceal his avarice. He is secretly quite jealous of the Schillers, and the two-families have a long running feud. When Heinz financed the construction of the town wall, he intentionally ordered the wall built to exclude the Moser's mill and home.

While Dirk is greedy, he isn't willing to murder others to line his pockets. The influx of business and travel created by Heinz's scheme have not created enough of an upswing in business for him to harbour any desire to see Schiller's success continue. He would love to see Heinz Schiller get his comeuppance, and is eager to seize on any chance to deflate the sausage maker's ego.

## Manfred Harwitt

Witch-hunter, ex-Templar, ex-Free Lance, ex-Mercenary Captain, ex-Soldier

M	WS	BS	S	T	W	I	A	Des	Ld	Int	Cl	WP	Fel
3	48	49	2	2	7	22	2	23	38	35	21	17	54

Alignment: Neutral (Sigmar, devout)

**Skills:** Disarm; Dodge Blow; Marksmanship; Public Speaking; Read/Write; Ride Horse; Secret Language - Battle Tongue; Secret Signs - Templar; Silent Move Rural; Silent Move Urban; Sixth Sense; Specialist Weapons - Net, Lasso, Crossbow Pistol, Pistol; Throwing Weapon; Strike Mighty Blow; Strike to Stun.

**Trappings:** duelling pistol; sword; breastplate; leather leg-gings.

**Quotes:** "And even though they had me surrounded I still laughed when they asked me to surrender. After I cut three of them down, the others turned and ran. You youngsters ever match that?"

**Appearance:** Manfred walks with an unsteady, creaky gait. His once powerful frame has been reduced to a shell of its former self, primarily due to years of heavy drinking. Manfred is thin and scrawny, his face covered with liver spots, his hair snow white.

**Personality and motivations:** Manfred was once one of the most respected witch-hunters in the region. He tracked down and defeated several Chaos cults and uncovered numerous other threats to the Empire. Amongst his contemporaries and younger witch-hunters, he is a respected figure. Manfred suffers from alcoholism (WFRP, p. 84) and keeps himself heavily intoxicated most of the time, primarily as a result of depression over his diminishing physical skills. He lacks the strength and fortitude to continue on as a witch-hunter and considers himself a washed-up, ineffectual old fossil. When Heinz offered him a position as militia captain and resident expert on heretics and other issues, he jumped at the chance. He hoped his expertise would be put to use in an active manner, but instead he finds himself sitting in the Dancing Dragon drinking himself senseless day after day.

Manfred loves to regale others with stories of his exploits, and anyone willing to listen to his long-winded stories is a close friend in his mind. Manfred thinks quite highly of both Heinz and Karl, and has long been a lover of Heinz's products. If Manfred were to learn of the horrible crime taking place right under his nose, his sanity might not hold together.

The villagers were quite alarmed at first to have a witch-hunter in their midst. Over time, as it became apparent that Manfred is utterly harmless, he has become something of a village idiot. When drunk, he has a tendency to either collapse into a blubbing pile of sorrow and regret, or strap on his armour and stalk around town seeking out Chaos cultists. The story is still told of the time he attempted to arrest a cow, and ended up clinging to its neck as it dragged him around the village square.

Manfred hopes to prove himself in battle at least one more time. Unfortunately, he has little to no credibility with the townsfolk. If he openly accuses anyone of any crime, the chances are the people of Heideldorf will simply laugh before returning to their daily routine.





## Randolph Guervin

Artisan (Blacksmith), ex-Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Des	Ld	Int	Cl	WP	Fd
3	38	21	4	3	7	28	1	33	29	28	31	27	34

**Alignment:** Neutral

**Skills:** Consume Alcohol; Drive Cart; Smithing; Very Strong.

**Trappings:** leather apron; forge and tools.

**Appearance:** The Guervin family has long been in charge of the village smithy in Heideldorf, and it shows in Randolph's physique. He is short, squat, and heavily muscled. He keeps his brown hair cut short, and is constantly covered in soot and grime from his work.

**Personality and motivations:** Randolph is a quiet, withdrawn man. He sees much but says little. He has his suspicions about Heinz's business but chooses to keep his mouth shut. So long as business is good, he can't complain. He'd much rather remain ignorant of any dirty dealings going on beyond his notice.

Randolph wants to maintain the status quo in the village, though he has no particular love for or loyalty to Heinz Schiller or any of the other important people in town – except for Karl Taunenbaum, whom he considers a close friend.

## The Mercenaries

M	WS	BS	S	T	W	I	A	Des	Ld	Int	Cl	WP	Fd
3	42	37	3	3	6	34	1	29	25	28	30	27	31

**Alignment:** Neutral

**Skills:** Disarm; Dodge Blow; Ride; Secret Language – Battle Tongue; Strike Mighty Blow; Strike to Stun.

**Trappings:** Sword or axe; bow; 10 arrows; mail shirt; shield.

**Quotes:** "They ain't paying me enough for this."

**Appearance:** For the duration of the festival, Heinz forces each mercenary to wear bright, powder blue and pink tabards over their armour. None of the mercenaries like these garish outfits, though Heinz's threat to dock their pay for any damaged or soiled uniforms forces the warriors to endure them. The mercenaries are all veteran fighters and bear the scars of dozens of battlefields.

**Personality and motivations:** These six hired swords have been brought on to keep order during the week of the festival. Heinz pays them well and keeps them well-fed with sausage, though he absolutely refuses to supply them with alcohol. He dislikes keeping such rough individuals around during the festival, but sees no other option to keep the peace



and, more importantly, soothe the nerves of his often high-strung clientele. The mercenaries resent Heinz's directive forbidding them to drink, and consider him to be an effeminate fop. His whiny, grating manner and tendency to lash out at his employees has earned nothing but contempt from the mercenaries. Still, the job pays rather well and involves little risk, two factors that keep them from abandoning it.

The mercenaries tend to act together. None of them are from the region, causing them to look to each other in times of stress. The six of them have served together in various conflicts over the years, forging close bonds in the process.

- **Claude du Marche** is the group's informal leader. He stands six feet six inches tall, and keeps a neatly trimmed goatee. This Bretonnian has served with a wide range of lords, and has even fought with the Kislevites against raiding Chaos bands. He delights in deflating braggarts and fops.
- **Oscar Gunning** is a short, squat fighter who lost an eye to a Goblin's scimitar years ago. He trusts Claude with his life and has little patience for obvious fools.
- **Werner Niebling** is of moderate height. His stomach bulges from his armour, but despite his weight he is fit and is a hardened fighter. Werner in particular finds Heinz's stricture against alcohol an unbearable burden.
- **Rudolph Schnell** is missing a finger from each hand, a memento of his brief capture at the hands of an Orc warlord at the edge of the Border Princes. His face is covered in scars from that encounter. He says little, and is dedicated to fulfilling his duties to the utmost of his abilities.
- **Yuri and Nicolai Menderov** are twin brothers who travelled to the Empire from their native Kislev in search of employment. They cannot speak Reikspiel, and are normally assigned to watch duty at Heinz's shop. They are nervous about faring poorly in their first paid assignment with the veteran Claude, and are relentless in following orders to the letter.

The mercenaries want to earn their pay and make it through the week without needlessly angering Heinz. They work hard to keep him happy, but if it is clear that he is engaged in anything as direly illegal as murdering and eating travellers, they will quickly turn against him. The mercenaries have no desire to be tied to a crazed butcher and cannibal.



## The Villagers

M	WS	RS	S	T	W	I	A	Des	Ld	Int	Cl	WP	Fel
3	20	25	3	3	6	30	1	30	30	30	30	30	30

**Occupations:** The villagers work primarily as farmers, trappers, and hunters.

**Typical Skills:** Animal Care; Carpentry; Consume Alcohol; Game Hunting; Set Trap.

**Typical Trappings:** weatherproof clothing; tools of their trade; knife.

**Typical Quotes:** "Neither brains nor manners, these city folk. I'll be glad when the festival's over."

"See that? That's the grant of land that Magnus the Pious gave to my great-great-grandfather. That's his signature on the bottom there. You city folk ever been given anything by an Emperor?"

"Oh, I could tell you a thing or two about goings-on in this village, and no mistake. It's just that my throat's dry from an honest day's work, if you take my meaning."

**Appearance:** The farmers and residents of the Heideldorf area are typical rustic types who favor simple, utilitarian clothing. Most of them are lean and weathered from long hours spent in the fields. They are a grim, hardy lot, not afraid to work hard to make a living.

**Personality and motivations:** Heideldorfers are dull but reliable folk. They work hard during the day and by night they enjoy drink at the Dancing Dragon and gossiping about local events. Some of them resent the prosperity enjoyed by the families that live within the wall, but most are happy with the extra business and money Heinz and his cronies attract. The villagers want peace and prosperity above all else.

**Sample Names:** Franz Gruber, Victor Kroger, Felix Volksburg, Gunther Schmidt, Greta Gruber, Cynthia Hofstetler, Dana Graff, Stephanie Hafstadter.

### † THE SCHILLER FAMILY

Heinz's wife, **Wilhimina**, is a doughy, soft-spoken woman whose appetite for food is matched only by her oblivious nature. She has a terribly difficult time picking up on subtle social hints, and can often blather on for hours despite even the most blatant signs of boredom. She does mean well, and is genuinely concerned for others, but her poor social skills have made the butt of many jokes and something of a social pariah. Heinz married her primarily to gain access to her family's money, and having leveraged it into a successful business he now sees her as a millstone round his neck.

Unbeknownst to the poor woman, Heinz has used her as a taste tester for his human flesh concoctions. Heinz considered it a fitting punishment for his once slim, attractive wife.

**Melinda** is a bizarre mixture of her parents' tendencies. On one hand, she shares her mother's gentle demeanour, but on the other she has little empathy for others' problems. She tends to act warmly towards others, but has difficulty relating on anything more than a shallow level. Melinda treats her mother well but secretly hates her, considering her to be an embarrassment. She is slavishly devoted to her father and is willing to do almost anything to win his love. Heinz is quite aware of this, and considers Melinda a useful tool. She is unaware of the true nature of his business, but she suspects he is involved in illegal activities. So long as he can avoid the law and maintain the family's income, she is more than happy with the state of affairs.

### † THE TAUNENBAUM FAMILY

Karl's wife **Gertrude** helps out at the inn, serving as a cook and serving wench. Like Karl, she is both quite overweight and a slow thinker. She is unaware of Karl's dealings with Heinz. Gertrude's and Karl's families have married between each other for years, causing no small amount of inbreeding between them. The couple has two sons, **Dirk** and **Felix**, who help manage the inn. The two take after their father.

### † THE MOSER FAMILY

Dirk is married to a shrewish, ambitious woman named **Melissa**. She pushes him to confront Heinz and is eager to see him toppled. Dirk's son **Karl** looks forward to one day assuming control of the mill and secretly hopes his father deposes Heinz, clearing the way for him to become the most influential man in the area.

## ◆ FESTIVAL ATTENDEES ◆

### † NOBLES AND MERCHANTS

M	WS	RS	S	T	W	I	A	Des	Ld	Int	Cl	WP	Fel
3	25	25	3	3	6	30	1	30	30	30	25	20	35

**Typical Skills:** Blather; Charm; Consume Alcohol; Etiquette; Gamble; Heraldry; Luck; Public Speaking; Read/Write; Ride; Wit.

**Typical Trappings:** expensive clothes; jewellery; fencing sword (males only); coach and horses; servants.

**Typical Quotes:** "You there, fellow! Kindly direct me to the... to the... urp... BLAAAAARGH!!!"

"You there! More ale, at once!"

"This sausage is cold, you dawdling imbecile! I've half a mind to speak to your employer!"

**Appearance:** All of the people attending the festival are of at least moderate means. Many of them dress in gaudy, trendy fashions direct from Bretonnia. Eye-catching colours and expensive silks are both popular wardrobe choices.



**Typical Personality and motivations:** Drawn from across the region, these merchants and lesser nobles look forward to spending a week in the charming village of Heideldorf, stuffing themselves with sausage and ale. While many of these visitors are nobles with nothing better to do, a few of them are tradesmen who could potentially do more business with Heideldorf if they leave with a positive impression of the place. Thus, Heinz works tirelessly to keep them all as happy as possible.

The attendees are primarily stuck up, arrogant, and easily panicked. They find Heideldorf a charming rural venue, but hate the bumbling yokels and coarse, crude dirt farmers that live there. All of them are admirers of Heinz's work, and consider him a genius of sausage making.

#### † THE UNINVITED GUESTS

##### Gundar, Magbus, and Zeke

Farmers

M	Tu	We	Th	F	Sa	Su	Mo	Tu	We	Th	F	Sa	Su	Mo	Tu	We	Th	F	Sa	Su
3	31	22	3	3	4	34	1	30	27	21	28	21	32							

**Skills:** Blather; Concealment Rural.

These are the three teenage sons of Farmer Relsteng, an influential figure amongst the families that farm the land surrounding Heideldorf.

##### The Tilean Rivals

Racketeers and Footpads

M	Tu	We	Th	F	Sa	Su	Mo	Tu	We	Th	F	Sa	Su	Mo	Tu	We	Th	F	Sa	Su
3	30	32	3	3	4	31	1	34	33	29	27	28	29							

**Skills:** Bribery; Concealment – Rural; Consume Alcohol; Embezzling; Haggle; Pick Pocket; Read/Write.

**Trappings:** Fancy clothes, daggers.

Aldo Carmelli and Luigi Tortella have long harboured a deep hatred for each other, fuelled by their conflicting business interests and involvement in the Tilean underworld. A few months ago, Luigi hired some assassins to kill Aldo, but they were inexperienced, poorly armed, and – worst of all – they were complete unknowns. They were quickly detected and killed. Gravely insulted by his enemy's choice of hired killers, Aldo has decided that Luigi needs to be taught a sharp lesson. With the help of his bodyguards and a few relatives who made the trip to Heideldorf with him, he plans to give the Tortellas a thorough beating before cutting their leader's throat.

Aldo doesn't much care for Heinz's wares, and made the journey only because he believed it to be a good opportunity catch his rival without his normal entourage. Luckily for the

PCs, the two merchants are small fry in the grand scheme of things. Their feud is all the more bitter because each has so little real power among the trade guilds and criminal cartels.

##### The Tortella Gang

**Luigi Tortella**, in addition to his daily duties as a merchant and small-time smuggler, is an ardent fan of Heideldorf sausage. Taxed to the point of exhaustion by his involvement in both legitimate and illegal businesses, he has decided to spend a few weeks in the Empire. Short, fat, and bearded, Luigi blends in with the epicures and gourmets who attend the festival. A fervent epicure, Luigi views his criminal and business ventures as mere vehicles to keep him in wine, food, and women. His three bodyguards never venture far from his side. Luigi relies on them totally, and typically fails to exercise much caution in terms of his own security.

##### The Carmelli Gang

**Aldo Carmelli** is a tall, gangly, rail thin Tilean with a thick accent, thinning brown hair, and a wispy moustache and scraggly beard. His teeth are yellowed and his breath stinks of garlic and other spices. Bitter and vengeful, he wants to personally kick Luigi Tortella in the face for doing him the insult of sending second-rate assassins after him. He plans to kill his rival and flee town as soon as possible. Aldo is accompanied by five of his most loyal thugs.

#### † OTHER VISITORS

##### The Old Mercenaries

Dirk, Rolf, and Otto are a rare breed of mercenary – they have met with enough success and luck to retire after old age has robbed them of their fighting skill. Each of them is enough to while away their years touring the Empire and seeing the sites. Dirk has a bit of a drinking problem, from his years as a soldier, and can be a bit too eager to dispense advice to young mercenaries such as the PCs.

##### Simon Graubart

A bellowing, angry businessman ostensibly in Heideldorf to help soothe his ragged nerves, Simon is on a one-man mission to make life as miserable for others as possible. A recent run of bad luck, culminating in a robbery that left his warehouse stripped of goods, has dropped his business to the edge of ruin. Simon harbours a deep hatred of commoners, whom he sees as little more than thieving scum. He blames them for looting his warehouse and takes delight in tormenting the servants, mercenaries, and other workers hired to run the festival. Simon knows that he has nothing but misery and debt awaiting him back home, and does his best to drown his sorrows in drink and vent his anger at others.

##### Katrina Volstaadt

This one-time beauty has long ago given way to age, obesity, and a ridiculous drive to cake herself in layers of make-up. Katrina is a widow in her late fifties, who slowly fritters away her husband's fortune by sponsoring utterly inept artists,



launching failed business ventures one after another, and touring the Empire in an effort to satisfy her monstrous gustatory hungers. Katrina is a little over five feet tall, but weighs nearly 250 pounds. She resembles some sort of freakish clown with her thick layers of eyeliner, rouge, and lipstick. Unfortunately for any attractive PCs, Katrina has a thing for latching on to servants who catch her eye, and desperately trying to seduce them. When that fails, she offers money and gifts in exchange for a few nights of passion. She reacts quite poorly to rejection, and may claim an attempted rape or other serious crime against a character.

## ✦ LURKERS IN THE FOREST ✦

### ‡ THE TROLLSLAYER

"Mad" Geddi Ironhead

Troll Slayer, ex-Mercenary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	55	22	3	4	8	22	2	28	31	20	51	58	15

**Skills:** Disarm; Dodge Blow; Specialist Weapon – Two-handed Weapons; Street Fighter; Strike Mighty Blow.

**Trappings:** Two-handed axe.

**Quotes:** "Make no mistake, manling, Heinz Schiller will die. Geddi Ironhead will kill him. If someone else kills him, Geddi Ironhead will kill them for robbing him of his vengeance."

"Well, just look at this misbegotten shower of milksops mincing down the road! Do your mothers know you're out unattended? I say your mothers, since you probably have no idea who your fathers are!"

"Afraid? A Slayer fears nothing! This Slayer's oath to kill Heinz Schiller takes precedence over exploring the keep, that is all! You are lucky that you are so pathetic that there is no honour in killing you!"

**Appearance:** Mad Geddi looks the role of the typical Troll Slayer. His orange-dyed hair is kept in a tall, spiky crest with generous amounts of animal fat. An iron chain runs from his right earlobe to his nose, while a half-dozen steel loops hang from his left ear.

**Personality and motivations:** Geddi wants to see Heinz Schiller dead, and is willing to kill anyone who gets between him and that goal. He is relentless in his purpose, but lacks the mental and social faculties to verbalise most of his thoughts. Geddi only half-remembers the source of his rage, and refuses to discuss any particulars of the matter, as demanded by the Dwarf tradition. He consistently refers to himself in the third person, never remembers names, is incapable of completing a sentence without both an insult and a steady supply of profanity.

### ‡ THE BANDITS

Werner Krause

Footpad

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
5	27	44	3	2	6	44	1	39	30	37	26	37	38

**Skills:** Bribery; Scale Sheer Surface; Silent Move Rural; Silent Move Urban; Street Fighting; Strike to Stun.

**Trappings:** Bow; 20 arrows; club; leather jack; shield; dagger; 4 Gold Crowns; 16 Silver Shillings.

**Appearance:** Werner is a short, stout man who packs surprising agility into a flabby, compact frame. He wears a trapper's plain leathers, fur cloak, and several weeks' worth of stubble. He keeps his hair pulled back in a ponytail, and wears a battered leather cap.

**Personality and motivation:** Werner is both lazy and greedy, two traits that combined to push him to a life of crime. He's intelligent enough to excel as a criminal, but chooses to stay with petty schemes and spends his money as fast as he steals it. He panics easily when physically threatened without an easy escape route. Werner hopes to pull off a few petty robberies using his gang's cover as hunters. After waylaying a few travellers and killing them to eliminate witnesses, he plans to head back to civilization to enjoy his ill-gotten gains.

Ivan

Pit Fighter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
2	42	29	4	4	6	33	1	35	31	21	33	37	32

**Skills:** Disarm; Dodge Blow; Specialist Weapons – Fist Weapons; Flail Weapons; Parrying Weapons; Two-handed Weapons; Strike Mighty Blow; Strike to Injure; Very Resilient.

**Trappings:** Flail; mail shirt; shield; knuckledusters; bow; 10 arrows; 6 Gold Crowns; 10 Silver Shillings.

**Appearance:** Ivan stands six feet tall. He wears his black hair trimmed short and keeps his handlebar moustache heavily waxed. His face is covered in scars and he walks with a noticeable limp. He normally wears his armour beneath a loose-fitting jerkin, concealing his weapons beneath a voluminous fur cloak. Unless the group expects a fight, Ivan tries to conceal his true capabilities.

**Personality and motivations:** A native Kislevite, Ivan fled his homeland after killing the son of a powerful boyar in a tavern brawl. He worked for a time as a pit fighter, until a severe leg injury forced him out of the ring. He now hopes to make enough cash as a bandit to keep himself in beer and



whores for the rest of his life. Needless to say, Ivan has a slightly exaggerated sense of the riches that await him, primarily as a result of Werner's exaggerations.

## Boris Schmidt

### Hunter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	48	3	3	6	39	1	33	31	28	25	29	23

**Skills:** Concealment Rural; Drive Cart; Follow Trail; Game Hunting; Secret Language – Ranger; Silent Move Rural.

**Trappings:** Leather jerkin; bow; 30 arrows; hand axe; dagger; 11 Silver Shillings.

**Appearance:** Boris is a tall, rangy man with craggy features, a hawk nose, and a mouth mostly empty of teeth. His breath stinks terribly. Boris wears crude clothes, fashioned from mangy old furs.

**Personality and motivations:** A grizzled old codger, Boris took up with Werner in the hope of netting a much bigger score than he could expect with hunting. A native of the Heideldorf area, he met Werner and Ivan on the road. After hearing Boris speaking of his hometown with disdain, Werner came up with the idea of using the old man's connection to the area as cover for banditry, and found the old man an eager accomplice.

## † THE MUTANTS OF BLACK ROCK KEEP

Lurking within the ruins of the old keep, this gang of mutants is led by a megalomaniac adept of Tzeentch, Chaos lord of change and magic. The mutants set the traps within the keep's cellar that capture and kill explorers, keeping a steady stream of fresh meat for Heinz Schiller's sausage business.

Pedro Difelice, the leader, was originally an apprentice to a wizard in Estalia. His obsession with attaining great magical power led him to worship Tzeentch after stumbling across references to the Chaos god in his master's library.

After murdering his master and stealing his tomes of magic, Pedro fled to Altdorf to continue his studies. There, he soon developed his mutation and was forced to strike out into the wilderness. There, his mastery of magic allowed him to collect a small coterie of mutants who obey his every word.

Stumbling across Black Rock Keep, he and his gang moved in. A chance meeting between Heinz and Franz, who was in Heideldorf to buy supplies, led to their current arrangement.



## Pedro Difelice

Wizard Level 2, ex-Wizard's Apprentice, ex-Wizard Level 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	34	28	4	5	8	53	1	41	31	56	34	44	32

**Alignment:** Chaos (Tzeentch)

**Skills:** Arcane Language – Magick; Astronomy; Cast Spells – Petty Magic; Battle Magic level 1; Battle Magic level 2; Drive Cart; Herb Lore; Identify Plants; Magic Sense; Magical Awareness; Meditation; Read/Write; Rune Lore; Scroll Lore; Secret Language – Classical; Sixth Sense; Super Numerate.

**Spells (36 MPs):**

**Petty:** *Curse; Magic Alarm; Magic Lock; Marsh Lights; Zone of Silence*  
**Battle 1:** *Aura of Resistance; Fire Ball; Steal Mind; Wind Blast*  
**Battle 2:** *Cause Frenzy; Mystic Mist*

**Trappings:** Dagger; staff.

**Quotes:** "You maggots, how dare you invade my sanctum? Prepare to die!"

"We can strike I deal. I know the truth of this place. Sheath your sword and we can talk."

"Please don't hurt me, oh please, no, I'll do anything! Please!"

**Appearance:** Pedro wears mud-splattered, threadbare blue robes, a heavy red cloak, and a tall, black hat. He normally wears a scarf over his mouth to help conceal his mutations. His eyes are attached to long, slender tentacles that allow them to snake away from his eye sockets and look around corners, behind his back, and into his pockets.

He has two tongues in his mouth that, through a trick of Chaos magic, allow him to speak two languages at once. Whenever Pedro speaks, his words echo in two languages. He can control the relative volume of his two tongues, but can never completely silence one in favour of the other.

**Personality and motivations:** Pedro craves power and knowledge. He views Tzeentch, his followers, and the Heidelforfers as tools to advance his mastery of magic. He alternates between rampant egotism and pitiable self-doubt, making him liable to make a defiant stand against opponents but quickly turn tail or plead for mercy should his enemies prove formidable.

Above all, Pedro wants to survive. He considers himself an arch-wizard in the making, and he will do whatever it takes to preserve his own skin so that he can go on to fulfil his destiny.



## Franz

M	WS	RS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	26	31	3	3	4	32	1	34	22	41	31	21	27

**Alignment:** Chaos (Tzeentch)

**Skills:** Blather; Concealment Rural; Cook; Drive Cart; Game Hunting; Set Trap; Shadowing.

**Trappings:** Hand axe; shield; crossbow; 10 bolts.

**Quotes:** "Shut up, Jules! I'll burn you again!"

"This isn't going to work."

**Appearance:** Franz appears completely normal as long as he wears a shirt or other chest covering. He wears his blonde hair cut short, and sports a thick, bushy moustache. His great belly spills over his belt, and he wears a loose-fitting shirt. At first glance, the shirt appears to camouflage his girth, but in reality it hides a face with thin mouth and small, beady eyes that sprouted from his chest.

**Personality and motivations:** The brains of the bunch, Franz considers himself a cut above his fellows. He secretly believes his lack of obvious mutations is a sign of Tzeentch's blessings, though he utterly detests Jules and plots to remove him. In his mind, Pedro favours him above the others, even though the wizard often forgets his name. When Pedro is absent, he assumes command of the mutants. In battle, he stands back and directs the others. He fights to the death to protect Pedro. If the wizard is absent he flees, under the pretence of warning the wizard of the intruders.

The second face is named Jules; it has a mind and personality of its own, and is quite insane. Jules believes that it was once a normal man, who sprouted a growth out of the back of his head that grew into Franz. If Franz is dropped by a wound to the head or extremities, Jules survives for 1d4 hours and pleads with the adventurers to set him free.

## Bizz and Bub

M	WS	RS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	12	4	3	6	24	2	18	22	4	19	23	11

**Alignment:** Chaos (Tzeentch)

**Skills:** Specialist Weapon – Net; Street Fighter; Strike Mighty Blow; Strike to Stun; Wrestling.

**Trappings:** Net.

**Quotes:** "Grrmmph!"

**Appearance:** These identical-looking mutants sport the most radical changes from their original human forms. Once a

married couple, the power of Tzeentch has reduced them both to pinheads with massively overgrown physiques. Their tiny heads are devoid of facial features, though they can see and hear normally. Their bodies have shifted and warped to the equivalent of a bodybuilder's muscled frame, though their joints were crippled by the strain of the rapid transformation. They move with sudden, jerky motions as their shoulders, elbows and knees pop in and out of place. Each step brings a cacophony of pops, snaps and muffled grunts of pain.

These two dimwits would have little of note to say, even if they had mouths. Their blank faces shudder and shift grotesquely and they emit low, rumbling growls in combat, suggesting that their mouths are merely covered under a thick layer of skin. In battle, they rush forward to dole out punishment with vicious abandon.

**Personality and motivations:** Bizz and Bub display little in the way of personalities, partly because their small, featureless faces give them little opportunity for expression, and partly because they don't actually think very much. Life has been good under Pedro's leadership; they adore him and will fight to the death in his defence.

## Puddles

M	WS	RS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	32	27	3	4	5	34	1	28	30	31	27	28	31

**Alignment:** Chaos (Tzeentch)

**Skills:** Acute Hearing; Follow Trail; Frenzied Attack; Set Trap; Specialist Weapon – double-handed weapon.

**Trappings:** Two-handed axe; chain mail shirt; helm; cloak.

**Quotes:** "Aroooo!"

**Appearance:** The power of Chaos twisted this mutant's face to resemble that of a Saint Bernard dog. A steady stream of drool runs down his chin and across his shirt. His nickname comes from his tendency to leave small pools of spittle whenever he stands for more than a minute or two. He is tremendously fat, and his stomach hangs over his belt while his armour stretches to accommodate his bulk.

**Personality and motivations:** Like the animal he resembles, Puddles is faithful to his master Pedro, and works hard to please him. He hates Franz and makes an effort to undermine him at every opportunity. In battle, he charges eagerly forward, baying loudly.

**Mutations:** His dog-like face allows Puddles to track via scent, granting a +10% bonus to his *Int* when making *follow trail* tests. During battle, a river of drool splashes down his chin across his armour, forming a puddle around his feet. Anyone attacking Puddles in melee suffers a -5% penalty to *WS*, owing to the slippery ground around the mutant. If an attacker rolls more than 20% above his modified *WS*, he must instantly make an *I* test or fall prone, having slipped in drool.



## Stilts

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	36	30	3	3	6	39	1	31	25	34	28	25	34

**Alignment:** Chaos (Tzeentch)

**Skills:** Ambidextrous; Dodge Blow; Scale Sheer Surface; Silent Move Rural; Strike to Stun.

**Trappings:** Sword; shield; leather jerkin; 2 javelins.

**Quotes:** "Slash and bash, and crush and much! Ha, ha, ha!"

**Appearance:** This mutant has fire-orange skin and long, bow legs that give him a bouncy gait. He sways from side to side while walking. With effort, he can straighten his legs and attain a height of 8 feet, but doing so requires him to concentrate on maintaining his posture and causes intense pain in his warped legs. His arms are equally long, allowing him to reach forth and strike opponents up to 6 feet away.

**Personality and motivations:** A dedicated follower of Tzeentch, Stilts joined the mutant band in the hope of learning magic from Pedro and gaining greater favours from his inscrutable god. He fights hard against intruders and, along with Puddles, plots against Franz in the hope of gaining a higher position in the group's pecking order.

**Mutations:** Stilts's long legs allow him to stand 8 feet erect for up to a minute at a time before his muscles cramp and tire. Normally, he stands roughly 6 feet. With his spindly arms, he can reach 6 feet to strike opponents. He often stands behind Bizz and Bub to attack.

## Xovart

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	15	12	2	5	6	31	1	24	36	34	31	34	29

**Alignment:** Chaos (Tzeentch)

**Skills:** Very Resilient

**Trappings:** None

**Quotes:** "GrrrAAARRR!"

**Appearance:** This freakish creature is barely recognisable as humanoid. It drags itself forward on its arms, as its lower torso long ago shrivelled up and dropped away, leaving nothing but a massive, bloody, pus-filled stump below its waist. Its upper torso is covered in scales, and its head has morphed into a vague cross between a fish and a human. A favoured creature of the Lord of Change, Xovart is capable of casting a few simple spells and serves as the group's chaplain and spiritual advisor. Incapable of speech, its hoots, chitters and howls are taken as the divine speech of Tzeentch, and are frequently imitated by the rest of the mutants.

**Personality and motivations:** Its mind hopelessly twisted by Chaos, Xovart gibbers and babbles mindlessly while bobbing up and down and swaying side to side in a steady, rhythmic manner. When excited, angered, or afraid, its babbling increases in both pace and volume. In the heat of battle, the other mutants echo its bizarre chorus. Xovart worships Pedro like a god, and normally lurks close by the wizard at all times like a pet. If Pedro is threatened, it attacks in a fury with its spells.

**Mutations:** Xovart has the innate ability to cast several spells, a sign of the favour of Tzeentch. It may cast the level 1 elemental spells *Blinding Flash* and *Breathe Underwater* once per day, and can cast the Petty Magic spell *Sleep* three times per day. After Xovart uses a spell, its skin turns a deep blue colour, and it collapses in a temporary epileptic fit that lasts one round.

## † ERNST GOTTLIEB'S GANG

### Ernst Gottlieb

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	0	0	1	3	7	01	0	05	56	54	16	41	31

**Skills:** None

**Trappings:** None

**Quotes:** "I know people who would nail you to a door for a shilling, you know."

"You couldn't possibly understand. I hope you never have the opportunity to understand."

"My business is with Heideldorf I have no quarrel with you. Leave now, or face the consequences."

**Appearance:** Ernst was once a towering, heavily-built man with a hanging gut and an appetite to match. Unfortunately for Ernst, one of the many culinary delights he consumed with gusto was Heinz's Chaos-tainted sausage. As a result, Ernst has been transformed into a large blob of fat, limbs fell away, leaving he little more than a stumpy head attached to a bloated torso. Even worse, the more Heinz ate, the more his body shrank. Currently, he is a soft, roundish blob of flesh about the size of a human head. His face is still intact, allowing him to communicate with his followers. Normally, they carry him about in a large leather backpack.

**Personality and motivation:** Perhaps understandably Ernst is almost completely insane. His drive to destroy Heinz is sufficiently powerful that he can put on a façade of sanity and keep his gang organized. In addition to his culinary appetites, Ernst kept a large stable of courtesans and mistresses on hand. As his current body does not allow him to indulge such appetites in any way, shape, or form, he is intensely bitter, angry, and easily provoked. He is obsessed with destroying Heideldorf and is willing to pay any price to see



that happen. At this point, he considers the villagers just as guilty as Heinz for putting him into his current state. After Heideldorf is destroyed, he would love to find some magical method to restore his body. Despite his enormous resources and influence, he has been unable to find a wizard who could provide help. He has decided to settle for slaughtering a village of mostly innocent farmers.

**Mutations:** Ernst's mind has developed several strange new powers. He can telekinetically manipulate an object up to 100 pounds in weight, pushing or pulling it 10 yards per combat round. He is also capable of telepathy and can contact any creature within 500 feet. He cannot force his way into a person's mind, but he can communicate with anyone who willingly opens contact with him. He is also capable of projecting his senses of sight and hearing up to 1000 feet away. To use this ability, Ernst slips into a trance and concentrates in a given direction. He uses this ability to keep tabs on the festival and watch for any complications that may interfere with his plan.

### Jeb Longnose

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	25	41	2	3	7	52	1	44	21	31	17	39	48

**Skills:** Act; Bribery; Concealment Rural; Concealment Urban; Disguise; Flee; Pick Lock; Palm Object; Read/Write; Scale Sheer Surface; Silent Move Urban; Wit.

**Trappings:** Crossbow; 10 bolts; dagger.

**Quotes:** "My face was my fortune, as they say. I was robbed of my future. It's only fair that I should rob them of theirs."

**Appearance:** Jeb is a jaunty dresser and smiling, personable individual. He wears a bright green waistcoat, leggings, and a short, conical hat with a bright red feather tucked into its rim. His apple cheeks are marred by a few scars from knife-fights in the back alleys of Altdorf. Apart from the long, hairless tail that sprouts from his rump and his clawed, leathery hands and feet, he looks much like a typical Halfling.

**Personality and motivations:** From a young age, Jeb found that people took a natural shine to him. Human women assumed he was a small child, while even the most hardened mercenary or labourer couldn't help but tousele his hair and pat his back in affection. Thus, as any self-respecting Halfling would do in such a situation, Jeb decided to put his looks to work in order to eliminate the need to work.

A variety of confidence tricks and scams gave him a comfortable livelihood until he decided to move to Altdorf. There, he crossed paths with the criminal kingpin Ernst Gottlieb. After luring a few of Gottlieb's business associates into a dubious investment scheme, Jeb found himself faced with a simple choice: work for the crime lord or face a painful death.

Since then, he has served as Ernst's foremost spokesman and spy. Jeb relies on his looks to get his way, so his transforma-

tion has destroyed his hopes of ever building a comfortable life. He shares Ernst's intense hatred for Heideldorf, and wants to see Heinz and his entire community destroyed. As a Halfling dedicated to making others do his work for him, he loves the idea of the Heideldorfers slaughtering each other.

**Mutations:** Jeb's tail is a fully functional limb. He can use it as a counterbalance when making his way across a tightrope, tree branch, or other narrow walkway. Double his **Dex** when checking to see if he can keep his balance.

In addition, his clawed hands and feet allow him to climb up trees and walls quickly. His claws double his movement rate when climbing, and give him a +40% bonus to any *climb* tests. Jeb can also use his claws in combat. They count as if Jeb wielded a standard hand weapon when he uses them in battle.

### Utrecht Magdussen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	44	3	3	6	38	1	32	22	31	21	30	52

**Skills:** Blather; Concealment Urban; Dodge Blow; Lightning Reflexes; Scale Sheer Surfaces; Silent Move Urban; Torture.

**Trappings:** Dagger; short sword; bucket.

**Quotes:** "It's a living."

**Appearance:** Tall and lean, Utrecht wears a simple woollen cloak, a broad-brimmed hat, and simple but fashionable clothes. He wears his black hair long and straight. His skin is tanned from long days spent on the road.

Nestled at the base of Utrecht's neck is a single, bloodshot eye. He normally keeps it covered with a scarf, cloak, or high collar.

**Personality and motivations:** Utrecht is a mercenary through and through. He cares only for the steady stream of money Ernst pays him. To Utrecht, it doesn't matter much if his employer is a powerful criminal overlord, a shapeless blob of flesh, or both, so long as the pay is good. Utrecht not the most skilled assassin and spy, but he is one of the few hired thugs who stayed with Ernst after his fall from power.

His true talent lies in getting close to his target with his appealing personality. He has an uncanny ability for making himself likeable. His almost intuitive sense of a person's likes, prejudices, and beliefs allows him to blend in easily and engage others. As Ernst's eyes and ears in Heideldorf, he blends into the crowd and does his best to remain inconspicuous. He has no knowledge of Ernst's plans for Heideldorf, but assumes the crime lord is here to settle an old score. Unlike the rest of the gang, Utrecht's mutation has proven useful to him.

**Mutations:** When the eye in the back of Utrecht's neck is uncovered, he has a 360-degree field of vision.



## Big Abe

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	14	5	5	8	24	1	19	10	07	16	17	18

**Skills:** Frenzied Attack; Sixth Sense; Super Numerate; Wrestling.

**Trappings:** Two-handed club; leather jerkin; dagger.

**Appearance:** The towering mute known as Big Abe looks more like an ogre than a human. He stands nearly seven feet tall, and wears a leather jerkin and leggings that can barely contain his bulk. Abe's head is shaved bald and his eyes have the dull, vacant look of an idiot. Abe normally carries Ernst in a battered leather backpack.

**Personality and motivations:** Abe was Ernst's treasurer and accountant until he ate the tainted sausage and transformed into a lumbering brute. His basic loyalty to Ernst also transformed, turning him into an intensely fanatic follower of the crime lord. Abe speaks in simple, direct sentences and refers to Ernst simply as "the master." Abe wants to keep Ernst safe from harm and crush anyone who opposes his master.

**Mutations:** The warping influence of Heinz's sausage granted Abe his massive strength and endurance while turning him into a vacant idiot. Abe is *subject to stupidity*.

## † THE HORRORS OF HEIDELDORF

### Mutated Revellers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	25	-	4	3	7	35	1	30	10	10	25	20	15

The unfortunates who devoured the warpstone-tainted meat are doomed to a life of madness and mutation. They sprout fangs and claws, allowing them to fight with their bare hands as if they wielded hand weapons. They fight to the death.

The mutants are vaguely recognisable beneath the fur, claws, teeth, extra limbs, swollen heads, and other bizarre traits "gifted" to them by Ernst Gottlieb's poison. Many are little more than drooling, gibbering madmen. Some are left crippled and immobile by their changes, while others are transformed into mindless idiots. The remainder are mobile, aware, and quite vicious.

### Psychotic Revellers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	25	25	3	3	6	30	1	30	30	30	25	20	35

The unfortunates caught in the grip of mad bull powder foam at the mouth and twitch in the grip of unspeakable hallucinations. Their faces are contorted into exaggerated masks of

rage, and sometimes they seem to react to unseen attackers or unheard sounds.

Unlike standard NPCs, those under the affect of the powder flee from combat when they are reduced to 0 **Wounds**. Like wild animals, they fight ferociously until their lives are in danger. At that point, they try to flee and hide in order to tend to their wounds. Most of the revellers fight bare-handed, but if they stumble across weapons – even improvised ones such as tables or chairs – they eagerly use them. Though driven to a murderous rage, they fight intelligently, working together to claim their victims. Some fights break out amongst the poison's victims, but these are already accounted for in the total number of victims the PCs must defeat (see p. 00).

### Mutated Giant Rats

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	35	0	4	4	12	30	1	-	14	10	14	14	14

Once normal rats used to helping themselves to the odd bite of sausage, these creatures have been hideously mutated by Gottlieb's warpstone-laced poison. They have grown to the size of ponies, but unfortunately their skins have not been able to contain their rapid growth, and have split in several places, revealing the raw, pink flesh underneath. Effectively, their growth has caused them to be flayed alive, and the pain, along with the mind-warping effects of the poison, has madened them to the point where they will attack anything and everything.

They also have a ravenous hunger, and will eat whatever they can find.

### Man-eating Mutant Heinz Schiller

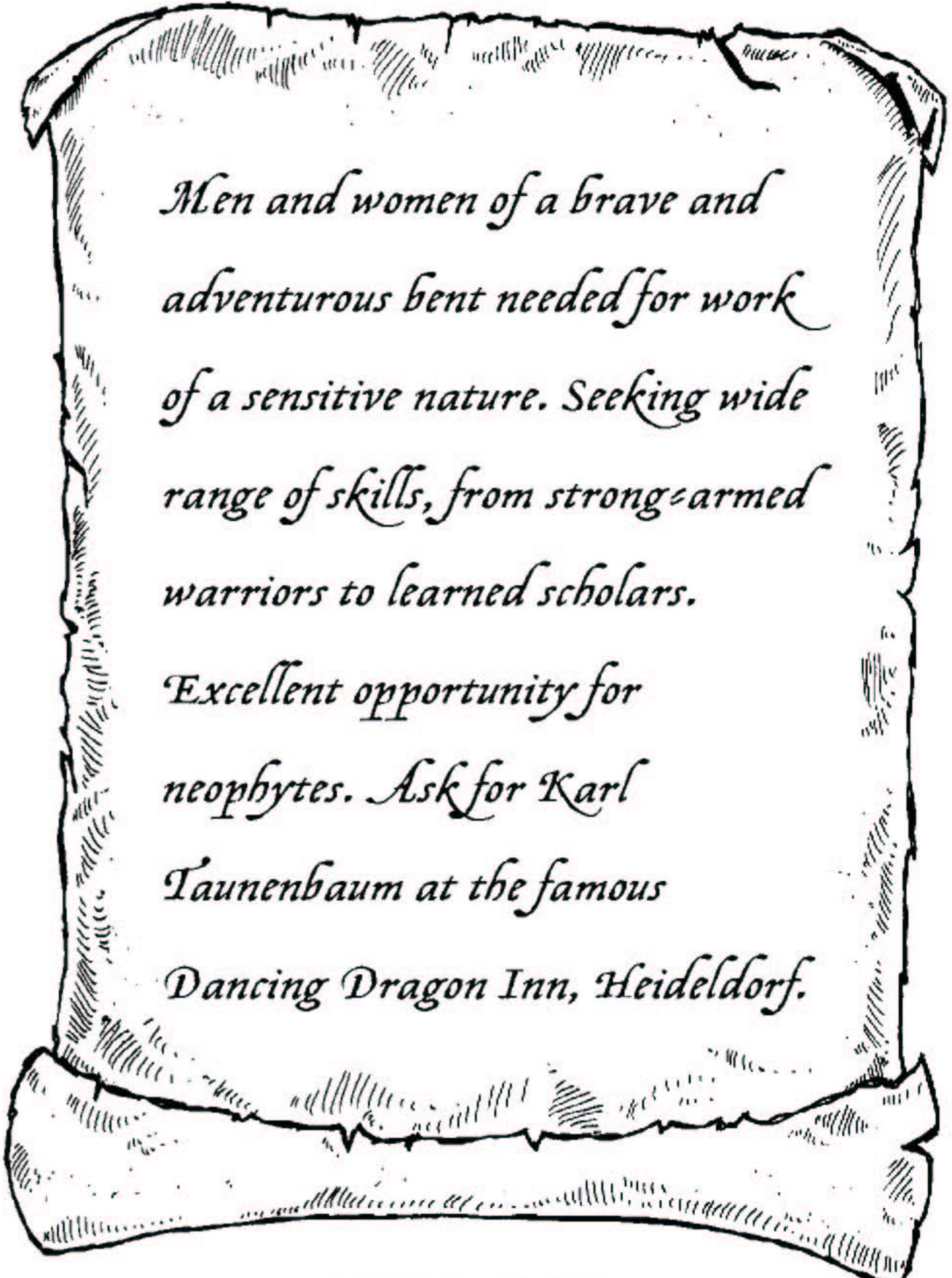
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	41	18	5	4	12	23	2	14	18	09	18	22	09

In his mutated form, Heinz has the ability to stuff man-sized creatures down his gullet. If he hits a character with both of his attacks, he may choose to grab his victim rather than deal damage.

He may then stuff his opponent into his mouth. Each round spent in Heinz's gullet, a character must make a test against 10 times his **T** or take D6 **Wounds**. This damage is not modified by the victim's armour or **Toughness**, as the character takes damage from a combination of suffocation, digestive acid, and crushing. Heinz can fit one living character in his stomach at once. After killing a victim in this manner, Heinz may swallow another opponent.

While trapped within Heinz's mutant gut, a player character can attack at a -10% penalty to his **WS**. If he deals more than a total of 4 **Wounds** on a single hit, the player character cuts his way free. A player character with the *scale sheer surfaces* skill can climb out of Heinz's heaving gullet and scurry away to safety.

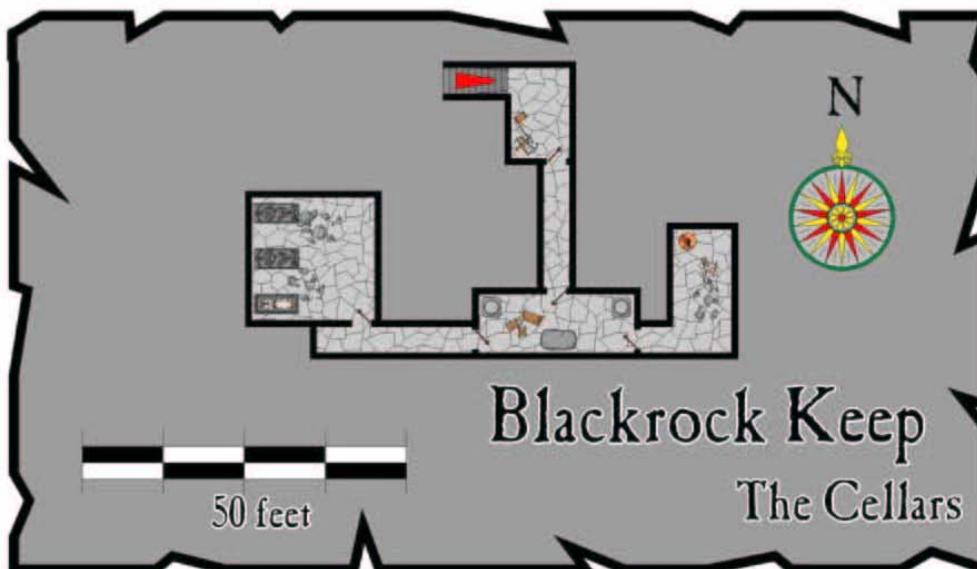
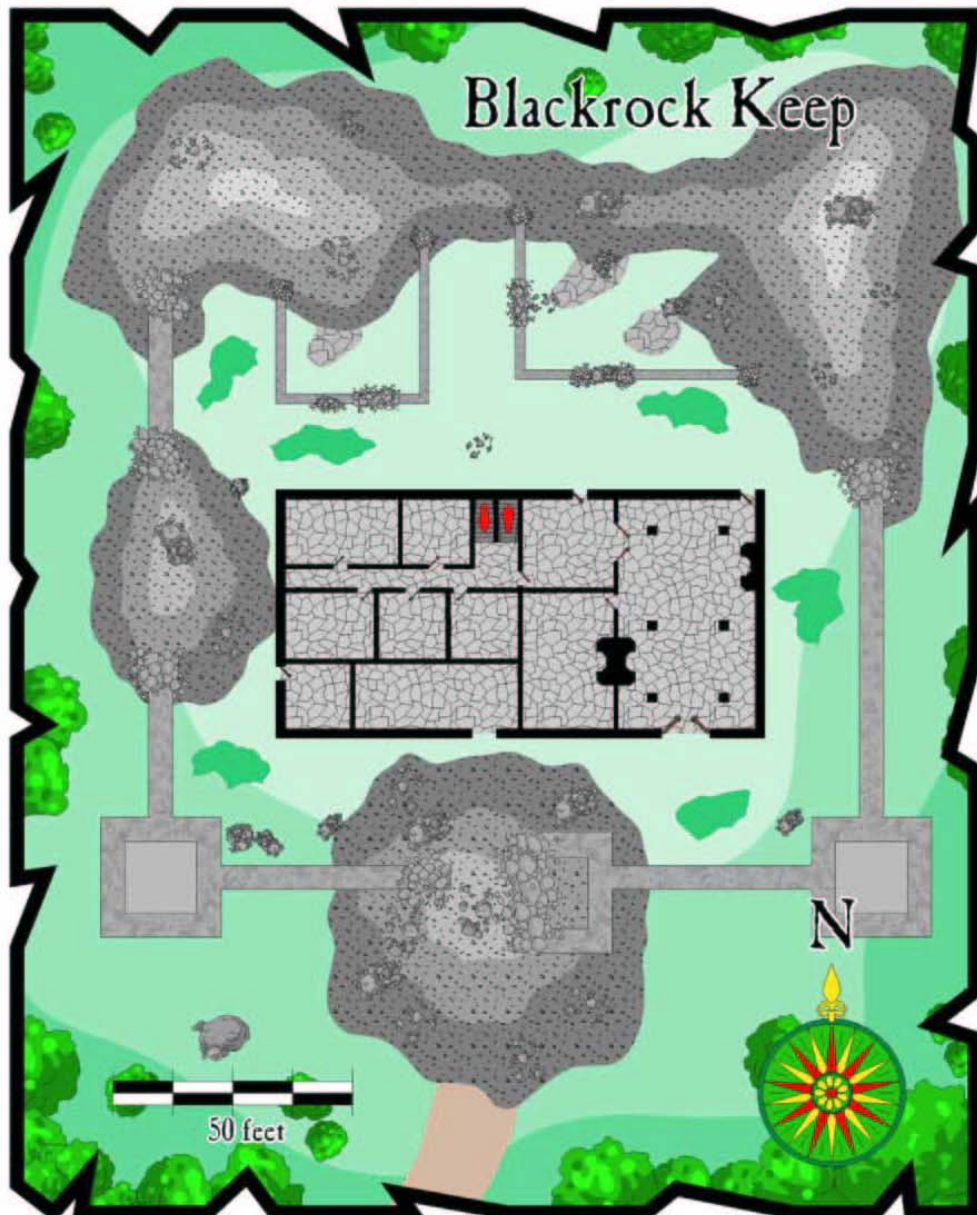




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HANDOUT 2



