

# PERIL AT STOPOVER

## A Warhammer Fantasy Roleplay Adventure

by Ken Cliffe

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### INTRODUCTION

This adventure has been written for use with the **Warhammer Fantasy Roleplay** system, but with work, may be converted for use with other fantasy game systems. The following is for the Gamemaster's eyes only. If you intend to take part in this adventure as a player-character, stop reading at this point.

### GAMEMASTER'S INTRODUCTION

**Peril at Stopover** is not an adventure for novice players. It is suggested that more experienced players of **Warhammer Fantasy Roleplay** take part in this scenario since events herein require preplanning and caution on the player's part to ensure success and survival. All the Gamemaster need know is the details of the story so as to create a coherent and fun session of play.

This adventure is presented as an outline for a series of events which take place in the river village of Stopover. Where desired, the GM can provide further detail to those areas only touched on here. From this framework, the GM should be able to initiate events without a strict guideline as to when things should occur. In this way, the game is given an added feel of freedom since players are offered a wide selection of action.

The setting is that of the Old World, particularly in the Province of Reikland, between Altdorf and Nuln. If another setting is desired, the GM can easily make minor adjustments to all setting references that follow.

### BACKGROUND TO THE ADVENTURE

**Peril At Stopover** is an adventure which is set in the small riverside village of Stopover. Without an official name, this monicker has become associated with the village by both those living in it and those traversing the Grey River upon which it is situated. The Grey River is a tributary to the River Reik, some forty miles north of Nuln (Note that the Grey River is not shown on the map of the Old World **WFRP** p.2821). At this point of intersection stands a toll house which heavily charges (a 25% markup from the norm) any vessel entering or leveling the Grey. Otherwise, there are no other river tools along the Grey River. Old and winding, the Grey is wide and cold with increasing turbulence in the mountains. From the base of the Grey mountains to the Reik, it is relatively calm,

but is not deep enough to accomodate oceangoing vessels.

Although not as trafficked as the Reik and other larger waterways, the Grey maintains a consistent trade flow moving both up into the mountains and down to the Reik. It is a favorite trade route for humans and dwarves having dealings with the Grey Mountain Dwarves or the western Men, respectively. Until recently, this trade and traffic has had a regular, but limited flow. Since the discovery of a new and heavily laden mine by the dwarves near the Grey, business on the river has drastically increased — the cause for the circumstances of this adventure, as we shall see.

Stopover is located on the Grey about ten miles west of the Reikwald Forest about fifty miles southeast of its merging point with the River Reik. Although close to the Reikwald and its dangers, Stopover has largely been overlooked by bandits and other such threats, no doubt due to its small size. For this reason, its inhabitants have become somewhat complacent, thinking that trouble only plagues the other guy. For full details on the village, see the map and its description, below.

Before its expansion, Stopover consisted of nothing more than the Riverbird Inn. Run by the Unger family, the Riverbird specialized in tending to river trade rather than guests. As trade along the river increased, artisans, their families, and other families began to settle near the inn, prospering from its success and the business potential of the river. When Oster Baluchus, owner of a chain of inns throughout the Reikland, learned of the probable opening of a new dwarven mine near the Grey River in the Grey Mountains, he knew there was a fortune to be made. All he had to do was monopolize trade along the river and he would control all transport from the new mine down into the land of Men. All of the inn owners along the Grey sold their property given the outrageous prices Baluchus was offering; all that is, except Otto Unger, owner of the Riverbird. His son and daughter-in-law having both died of disease years ago, it was his duty to look after Vulman and Philicia, his grandchildren. By maintaining the inn, where the couple had lived and died, Otto felt that his grandchildren would at least feel closer to their dearly departed parents. With time, Vulman and Philicia grew and did their part at the inn, with business being strong

enough to hire on extra hands.

Not one to accept defeat, Oster Baluchus arranged to have an inn built near the same village which had begun to surround the Riverbird. If he could not own the independent inn, he would force it into bankruptcy. The Glittering Stone Inn was completed just two years prior to the adventurers' arrival in Stopover. Still, river travellers continued to frequent the Riverbird, being familiar with its owners, and preferring the attention they recieved in an independent inn.

This called for more drastic measures, and for a year and a half Baluchus repeatedly tried and failed to force the Ungers out of business. It was when he learned of a local legend that he realized that he could finally seize control of the entire river. Along an ancient and unused path into the Grey Mountains, there was said to exist a mountain fortress which was once used to protect the pass. No one really knew how, but it was claimed that a vampire came to haunt that pass and wiped out all whom travelled and protected it. Some say that the creature continues to live and takes up residence in the old fortress. Foolhardy men have, in the past, tried to reach the fortress, but the pass has long since fallen into decline, making it virtually impassable. Thus, they always returned in defeat, except one such party which never returned at all — they were, in fact, attacked by goblins. Unknown to the people of Stopover, the region surrounding the old pass has also come under the influence of a goblin clan. They've managed to stand their ground against the mountain dwarves for generations, keeping dwarven engineers from restoring the path. For good reason, they too are frightened of the old fortress and intentionally avoid it.

Until a few months ago, even the citizens of Stopover believed the legend of the vampire to be little more than a fairytale or lingering rumor. There is a saying, though, that even rumors are based on some truth...

Vulman Unger, infatuated by mysteries from his youth, was immediately drawn to the site of a devastated home located just outside the Reikwald forest. A trader on the river had said that the Nuln militia was sent to burn down the house of a woman reputed to be a witch — a woman accused of kidnapping young children from miles around. Even though the army was unable

to find evidence proving the woman was a witch, Vulman snuck away to investigate all the same. By a fluke of luck, he discovered a trap door in the floor which hid a small compartment containing a book. It was a Necromantic spell book. Inspired or possessed by the evil book, Vulman tried to understand it, but could only derive a bit of arcane lore from it. From that point on he was driven to learn more. It seemed natural that he next seek out the old mountain fortress. Disbelieving stories of a vampire, he hoped to find more occult tomes there. Getting time off from the inn, he set out under the pretence of going camping. The journey to and through the pass was difficult, but driven by his goal, he succeeded (and miraculously was undetected by the goblins!)

Reaching the fortress by evening, Vulman arrived just in time for the vampire's awakening. The young man begged for mercy, uttering his name and claiming that his family was rich. It was his family name that Bramm Orloff, the vampire, took interest in. For some time he had admired the beauty of Philicia Unger, but feared taking her as his bride since the locals might become wise to his true existence. For decades he had managed to feed on victims over a broad area and was careful to kill discretely or to avoid striking successively in any one area. When given little choice, dwarves and even goblins had sustained him. By these tactics, he managed to keep his existence limited to legend without arousing greater interest. Vulman was thus able to make a deal. Orloff would spare him, and even teach him the ways of Necromancy in return for Philicia. Vulman was to allow the vampire to claim his sister and then cover up the story. Fortunately, Otto Unger, his grandfather, had become somewhat unstable in his old age and could be convinced that the girl had run away. Furthermore, Vulman was to ensure his master's survival by providing new victims and distracting any public attention directed toward the vampire.

For five years now this system has been in operation, Vulman having become a Necromancer in his own right. He, however, is still under the power of his master and still has more to learn. He would never consider betraying Orloff.

Only three weeks ago, things turned for the worse for the vampire. A priest of Morr, tending to a number of funerals in the Reikland, noticed that some of the deceased passed on unnaturally; that a well-disguised vampire attack had done them in. He realized that Stopover was being victimized more heavily than other towns, and decided the vampire must be nearby. Three weeks ago he came to Stopover and heard the stories about the most recent

vampire "attacks" (see below), and also learned of the legend of the vampire in the mountains. The priest managed to reach the old fortress, but there being two coffins present (one for Bramm and the other for Philicia), he had to guess which coffin contained the master. Unfortunately for him, he opened Philicia's first and drove a stake into her heart before she could wake. Her screams immediately roused Orloff who brutally murdered the priest. Pulling the stake from his love's heart, the stave broke, leaving the tip still within. Philicia would never rise again. Since that time Orloff has been in a rage and no longer hides his attacks, brutally killing his victims. So far, no one from Stopover has been killed in such a way.

Two months before the heroes' arrival in Stopover, Oster Baluchus put his plan into action. By hiring an Illusionist and some actors, he is rekindling the legend of the mountain vampire. Actors posing as travelers are arriving in the village and staying at both the Riverbird and Glittering Stone. They then claim to have had a visitor in the night who attacked them or stood outside their window. His Illusionist deals with legitimate guests, traders, and even villagers, creating the image of a man outside windows and posing as a vampire in the night, using his spells. With this plan, Baluchus has just about managed to bring all business in the village to a standstill, including that of his own inn. By so doing he avoids implicating himself as the source of the trouble. Even though he is losing business, he is assured of driving the Riverbird out of business once and for all. Once he has a monopoly over the river and the vampire "attacks" cease, he plans on business returning.

Personally knowing the real vampire, Vulman Unger knows that Baluchus is up to something, but lacks proof. He is desperate to stop the "attacks" to 1) divert attention away from his master, and 2) keep his inn operating. Without the inn he will be forced to move away (although he is not opposed to murdering his grandfather to have the freedom he desires), and will be less able to provide feeding stock for his master. For these reasons, Vulman will try to make friends with the adventurers to get them on his side of the conflict. Since his magically induced disabilities are comparatively minor, he should be able to hide the fact that he plays with dead things.

### ENTER THE ADVENTURERS

There are many ways in which the heroes may arrive in Stopover, and the GM will probably be able to create more suitable ones than those suggested here. Any adventurer seeking employment will find it in or near the dwarven mines. Since the mountain mine is so successful, the adven-

### STOPOVER

The village of Stopover is a small one with a population of roughly eighty to ninety, but since the fake vampire attacks, those numbers have dropped to about fifty or sixty. The majority of the remaining population consists of artisans and absolutely necessary members of their families, most others having gone to live with relatives. Some resolute families, a few loyal hands at the Riverbird Inn, and most of the employees at the Glittering Stone Inn still remain. Those at the Glittering Stone have been offered pay increases to stay, and with his influence, Oster promises to ensure that quitters will never find work again.

For full details on the village, see the following map:

Buildings a locales indicated on the map are largely self-explanatory. All buildings are one story, save the two inns which both have two floors. Most buildings are built in the typical Reikland style: half-timbered with thatched rooves and wooden out-houses. The two inns and shrine are largely constructed out of stone.

At night, all doors and windows are locked or latched. Prior to the coming of the "vampire", most people were largely trusting of each other and left doors unlocked day and night. At that time little crime ever occurred. If trouble does arise, a council will be called to make decisions and rulings. This council consists of the most trusted members of the community: Vulman Unger representing his grandfather, the blacksmith, and the supplier. These men will try to assist the adventurers to the best of their ability if the heroes reveal their true mission, though word of that mission will undoubtedly get around. They, however, will be apprehensive about accusing Oster Baluchus of any crimes unless definite proof can be found. If a crime committed within Stopover is so heinous that the council cannot decide upon a fitting punishment, the perpetrator will be held within one of the inns until a trader can take him or her down to Nuln or another large city. Any villagers involved in the case will also go along for the trip.

turers might hear that guards are needed for its operation, or that guards are for hire on some of the trade ships moving up and down the Grey River. It is also possible that party members might learn that the goblins in the mountains are threatening the dwarven mine. Or, dwarven or other interested player-characters might want to clear the old mountain pass and defeat the surrounding goblins. Even if these fail to interest, the party could simply be enroute from Nuln to Altdorf, or vice versa. The only river transport they can find is that of Vulman who had business to attend to in either city. He will take the group far as the



Grey River for a minimal price, and will try to entice them into coming to Stopover, telling the tale of its woes. He could even offer them work at the inn since many of his hired hands have left with the recent "attacks".

Regardless of why they arrive, it is suggested that the heroes arrive in Stopover in a river boat owned or hired by Vulman. He will be on board and will try to gain their sympathy in helping his town. His story will sound incredibly pathetic. Hopefully the adventurers will offer assistance out of pure sympathy. If not, he will offer to pay them 100 GCs each to come to the village and see if they can prove the attacks to be a sham. Of course, in town, Vulman will not let on that he has sought the adventurers' aid so as not to scare Baluchus off. He wants his competitor to make a move against the heroes so they catch Baluchus red-handed. If questioned about his somewhat pale appearance, Vulman will claim that he has been sick as of late, leaving him "rather drained". In Stopover, no one will be able to verify this illness, but then "Herr Unger is always going here and there, so we don't see him all the time."

Given the present state of seige in Stopover, watches are no longer maintained by the villagers. Everyone is too frightened to go out at night. Hence, Baluchus' plan to frighten away business is proceeding at peak efficiency.

The largest structure shown on the village map is the Glittering Stone Inn. For its layout, refer to the diagrams of the typical Coaching Inn (**WFRP, p 329**). With minor changes, that diagram can be modified to suit its river setting. Instead of surrounding the entire structure, the outer wall extends to the edge of the river and stops,

leaving the face of the inn exposed. Extending from the bank in front of the inn are a number of small docks to which boats may be moored. Within the outer courtyard, as shown on the map of Stopover, are three buildings not shown on the map of the typical coaching inn. The largest is a boathouse which slightly extends over the river. The others are tool sheds and work places for repairing and even constructing boats. The label "Gateman" (room 2), should be changed to "Boatman" -- a person who functions much like the gateman, but tends to arriving boats. The area labelled "Coach House" (room 5) should be changed to "Store House", where goods and stock from trade boats are temporarily stored at traders' request (at a small fee of course). On the second floor, all bedrooms should have balconies. The "Roadwardens" room (12) should be marked "Guards". Since the Grey River can be dangerous, particularly into the Reikwald, armed guards are needed aboard boats to help protect them from raiders. These people being essential to continued trade, they are given special treatment at many inns, much like roadwardens. Thus, their rates for food and board are generally lower than usual. The room marked "Landlord" (10) is that of Oster Baluchus. He is staying at the Glittering Stone rather than at his home in Nuln since he wants to deal with the Ungers personally. It is possible that some player-characters might know of him as a wealthy business man, if not an infamous one. If asked why he is in Stopover, Baluchus will reply, claiming that he personally supervises each of his inns from time to time. Furthermore, he will claim that he will not leave until he is certain that

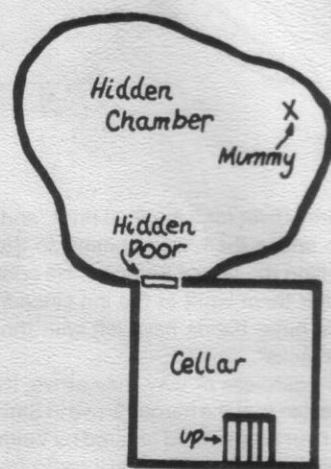
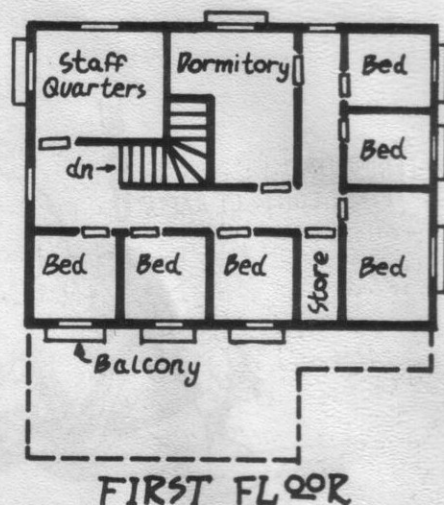
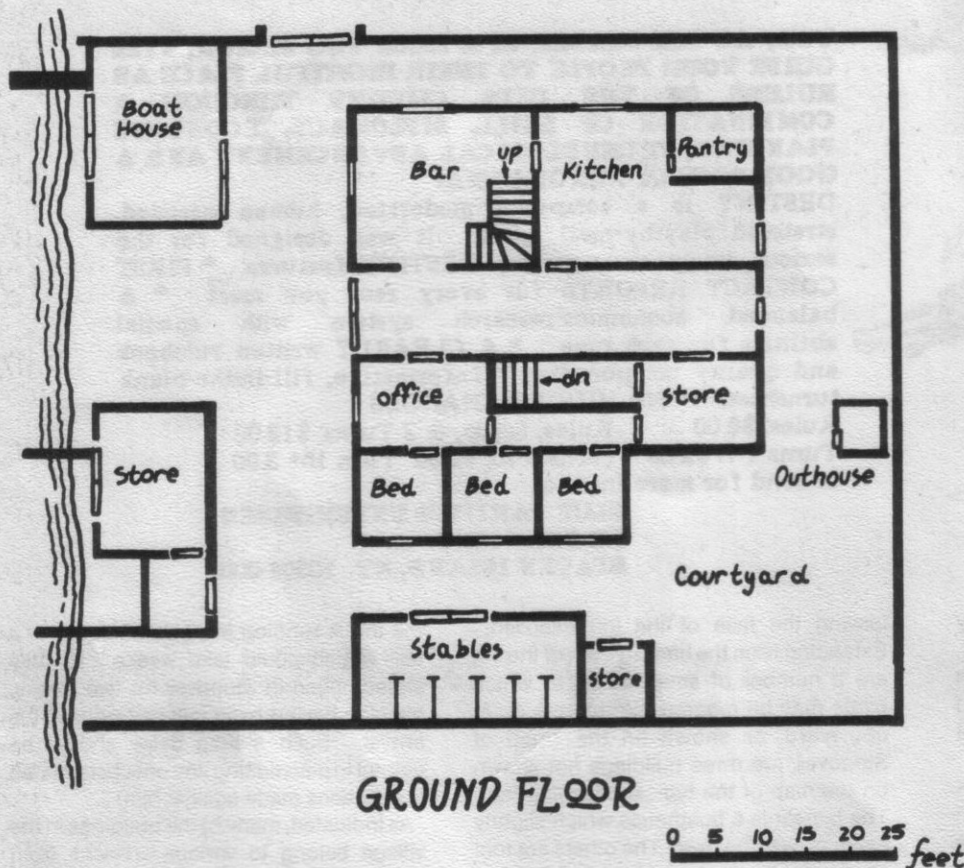
the inn is running at peak efficiency -- a task which could take weeks. He has already been in Stopover for two weeks, his plan having been initiated prior to his arrival. Such a time delay should be helpful in discrediting any unsubstantiated accusations made against him.

As indicated, many of the buildings in the village belong to various artisans from which they sell their wares. The stonemason, the blacksmith and the tailor all have homes adjacent to their shops. The supplier and carpenter both have homes located with those of other families among the buildings marked "Homes". Only half of the homes in this area remain occupied, a few of which were left so hastily that uncovered furniture still remains.

Probably the most important shopkeeper is the supplier who provides materials and supplies to both inns and all the home owners. He sells food, hardware, boating and travelling equipment, and even a few weapons (most of which are dusty and kept in the back).

Along the river in the midst of the village map are a number of piers to which small boats may be docked, such as row boats. This is largely for public, not commercial use. In the area are two buildings in which boats may be stored. There is also a bridge in this region which allows for passage across the river. On the other side is a pathway which may be taken to the next village some fifteen miles upriver, or to the next closest inn, about twenty-five miles down river (owned by Oster Baluchus, of course). Being located in the Reikwald Forest, that inn is heavily fortified and guarded. The bridge is made of wood and is wide enough for a single wagon to pass at a time.

## THE RIVERBIRD INN



Also in the village is a temple of Sigmar Heldenhammer. It is only a small place of worship, and is maintained by the villagers. There is no local priest or priestess. The floorplan of a Wayside Shrine (*WFRP*, p.331) may be referred to for its layout. Followers of other deities within the village often have small shrines of their own within houses or places of business. There is a general freedom of religion expression in Stopover since so many travellers move in and out. Chaos and evil gods are naturally unacceptable.

Located east of the cluster of buildings is what might be called the village green. It is mainly used for gardening and park land by the locals so that they have a food source supplementary to that brought in by traders.

Surrounding Stopover is a defensive wall which the people maintain to keep out scavenging animals and other such annoyances. It is made of stone, hardened mud, and wooden beams, but is only four feet in height so will have little effect in stopping a large invasion. As far as the villagers are concerned, there is little chance of that occurring.

The only breach in the wall allows for travel out to the village cemetery about a mile away. A gate closes off the opening in the wall when the path is not in use. The

burial place is small and is only surrounded by a low stone and picket fence. It is maintained by the villagers who hold the graveyard as a symbol of their heritage. Most people are proud to tell stories of those who first settled here, most of whom belong to the Unger family.

### THE RIVERBIRD INN

In comparison to the Glittering Stone Inn, the Riverbird is small. Without the funds of Oster Baluchus, the Unger family has had to make due with what they have, but have been remarkably successful. The Riverbird was founded by Gerred Unger about one hundred and fifty years ago. He was the grandfather of Otto Unger, present owner of the Riverbird. Of the Unger clan, only he and his grandson, Vulman, remain.

With increasing senility, Otto lost his ability to administrate some time ago. As a result, Vulman was left in charge, and also assumed his grandfather's position on the village council. With a lack of family help, Vulman has been forced to hire workers to maintain the inn. With the "vampire attacks" many of these people have left the village to seek safer employment. All who remain include two maids who work in the bar and in the guest rooms, a cook (a large, eternally aproned woman), and three laborers. These three men tend to the grounds,

assist arriving and departing traders, do maintenance work, and sometimes help tend bar. Otto Unger usually remains in his bed in his ground floor bedroom. His room is adjacent to Vulman's which may be accessed through the office, and is also on the ground floor. In the third lower bedroom, the two maids reside. The cook and her husband, one of the laborers, reside in the servants quarters. The second laborer bunks with Otto. The third sleeps in the loft over the boathouse.

When in the village Vulman can always be found somewhere in the inn. If not in his office or bedroom, he will be helping out someone. At night he likes to descend into his hidden lair to practice his Necromantic art. Sometimes this will occupy him till dawn. His helpful and caring nature is just a facade.

For the most part, labels on the Riverbird plan should be clear. Along the river's edge within the courtyard are a few piers to which boats may dock. A boathouse and storage house are present to accommodate smaller boats or cargo. Forming the three remaining sides of the courtyard is a stone wall about six feet in height. There is a wooden gate near the boathouse which allows access to the inn along a village path.



Outside of each second floor bedroom is a balcony. The windows leading to these balconies are of human height and may be opened from inside or out. They may only be locked from the inside. Each balcony is made of wood. Windows on the ground floor and the remainder of the second floor are about two feet square and also latch from the inside. Each guest bedroom can accommodate two humans comfortably. It is assumed that the player-characters will be staying at the Riverbird. They should be given those guest rooms, on the second floor, with balconies.

### THE SECRET CHAMBER

One of the unique features of the Riverbird is that it has a cellar. It is largely used as a storage facility, but can become damp in the wet season. The walls of the cellar are made of stone and plaster. They have become rather soft with time. Behind a large empty crate in the corner is the entrance to Vulman's secret hideaway. The cavern was formed by an underground extension of the Grey River which has since dried up. Vulman discovered it by accident when part of the cellar wall gave way. He now conducts all of his magical experiments down here and is very careful not to let people discover the room. As soon as one enters, he or she will be overwhelmed by the stench of decay. The cavern is cluttered with occult objects, books, flasks, powders, shelves, and so on. The market value of these materials is about 4000 GCs, but only another Wizard (of any of the five types) would recognize this. Also present is a *Potion Of Strength* (which Vulman hasn't identified yet), and two scrolls: one of *Annihilate Undead* and one of *Hand Of Dust*, neither of which he is able to use ... yet!

### MUMMY DEAREST

Defending Vulman's secret chamber is the mummified corpse of his dead mother. After comprehending the art of Necromancy, Vulman exhumed his mother, whom we particularly loved. She will attack anyone who enters the chamber, save Vulman, and will never stop attacking until destroyed. She will follow intruders until either side is defeated, even if this means climbing the cellar stairs, moving through the inn, and going outside. When Vulman is absent from the chamber, the mummy may suffer from *Stupidity*. If desired, the GM can have the mummy surprise the adventurers, or may have it clearly approach them from somewhere in the room. In any case, Vulman's mother will do her share of groaning as she attacks. It is unlikely that sounds of combat will reach the upper parts of the inn.

If Vulman is present in the chamber when the adventurers intrude he will allow the

mummy to attack while he peppers the heroes with spells. Once his secret has been discovered, he will try to kill the heroes, but will not allow the mummy to leave the cellar unless absolutely necessary.

The mummy's statistics are as follows:

#### Basic Profile:

M	WS	BS	S	T	W	I	A
3	33	0	4	4	20	27	2
Dex	Ld	Int	Cl	WP	Fel		
23	89	43	43	89	-		

Should the heroes manage to defeat the mummy and confront Vulman elsewhere, he will deny everything, especially if there are witnesses to the conversation. He will even suggest that someone in the inn is a traitor or that the chamber is another of Baluchus' efforts to force the Riverbird out of business. Given no other choice he will fight, but will send any employees or spectators away first. Quick players will try to ensure that witnesses remain so that everyone can see Vulman for what he really is.

### THE ADVENTURERS ARRIVE

It will be evening by the time the adventurers, along with Vulman, reach Stopover. The first thing of note about the village is that it looks deserted. Doors are closed and shutters have been locked. Only telltale whiffs of chimney smoke indicate that anyone lives here. Before the group manages to reach the Riverbird, a loose dog will begin barking directly at them. She is in fact barking at Vulman due to his Animal Aversion disorder, but this will not be immediately apparent. There are no children in the Riverbird to react to his ailment.

The Riverbird also seems locked up. There are only cracks of light coming from shuttered windows, but none of that light is coming from the bar room. Vulman will pound on the door twice before noises return from inside. A woman's voice shouts "Who's that?" Vulman will respond accordingly, adding "I've brought guests!" The door will then open, the cook standing inside with a candle. She will see the adventurers and turn into the darkness shouting, "Guests! Guests!". A major hubbub will then ensue with inn employees racing all over. It must be remembered that Vulman wishes the heroes to pose as guests, not as hired investigators. The large cook will return in a few seconds, trying to make her hair more presentable and offering apologies. She will then proceed to light a fire in the hearth, as well as in a few hanging lanterns in the bar. Vulman will leave the adventurers in the hands of the cook, Maria. She will ask what the group would like to eat and drink while explaining that this is always a slow night.

She, nor anyone in the inn will mention the vampire. They pleasantly chat with the group, constantly wondering why the heroes would ever willingly come to Stopover. Other inn employees will appear shortly. One of the laborers, Willy, Maria's henpecked husband, tends bar, and a maid serves food and drinks. Vulman will not be seen for the rest of the night. He has gone to his chamber to further his Necromantic art. He does so every night unless the heroes keep him from doing so. Sneaky PCs may even follow him to his lair if he is caught unawares.

After about half an hour, a knock will come to the main door. A laborer and maid snuck out the back door and now are posing as inn patrons to create the appearance that the inn still does some business. The couple are bad actors, though, so won't be very convincing.

### RUMORS

In talking with the Riverbird employees, the adventurers can learn a great deal about the village area. Maria will be the best source of gossip, and will visit the heroes after she has finished cooking.

Information that's common knowledge will be revealed factually, but with little interest. Maria and the others will be more inclined to tell stories about local people and places. Willy is particularly interested in hearing about the adventurers' journeys.

However, everyone will make a point of avoiding the tale of the vampire and his latest attacks. They fear that the adventurers, their only guests, will also be scared off. If asked why the town is so quiet, silence falls across the bar. Maria will answer with, "Well, we're a simple folk. Everyone likes to turn in early and get a fresh start in the morning." Inquiries about the vampire will bring answers like, "O, that's just a fable."

Below is a list of some of the rumors that the adventurers might hear. Some are truthful, some are based on truth, and some are complete fiction. Not all need be told in one night. Some may be saved for later occasions, or to be told by other villagers. They need not be told in the following order:

1. The Widow Verdict is actually a witch. Just last week I saw her carrying a dead chicken into her house!
2. Some river traders say there are giant raiders in the forest -- they're twelve feet tall! Already three boats have gone missing, crew and all!
3. I hear they're raising the river toll again.
4. The dwarves up in the mountains discovered an ancient treasure vault in the new mine. They're pulling out millions in gold as we speak!
5. They say that Vulman Unger is a queer

## THE CAST

### Vulman Unger - Necromancer: First Level

Although a respected member of the community, some people still feel some distrust toward Vulman. Everyone in the village council trusts him, and his remaining workers at the Riverbird Inn feel he is a fair employer, hence their willingness to stay on.

Of medium build and height, Vulman isn't unattractive, but is rather plain. He dresses in work clothes when assuming his public guise, and is well-mannered and congenial. When appearing as a Necromancer he wears dark robes and loses his charm.

At a low stage of development, Vulman's disorders are apparent, but not incriminating. He always manages to explain his complexion and inability to approach children and animals.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	22	4	4	8	42	1	41	27	56	37	42	29

**Alignment:** Evil

**Age:** 28

#### Skills

Fish	Arcane Language-Magick	Identify Plants
Orientation	Cast Spells-Petty Magic	Magic Sense
River Lore	Read/Write	Rune Lore
Row	Secret Language-Classical	Scroll Lore
Boat Building	Cast Spells-Battle Magic Level 1	Cast Spells-Necromantic Battle Magic Level 1

#### Possessions

As Boatman: Sword, 37 GCs.

As Necromancer: Wizard's Staff, Robes, Gem-Encrusted Sword

(value: 200 GCs), *Warding Ring: Lightning Bolt*.

**Magic Points:** 21

#### Spells

Petty Magic

Curse, Glowing Light, Produce Small Creature, Protection From Rain, Zone Of Warmth.

#### Battle Magic

Level 1: Immunity From Poison, Fireball, Wind Blast.

#### Necromantic Battle Magic

Level 1: Summon Skeletons, Destroy Undead, Hand of Death

#### Disabilities

Animal Aversion: Stage 1, Cadaverous Appearance: Stage 1, Morbidity.

### Otto Unger - Former Boatman

Although mentally imbalanced, Otto isn't so dumb that he can't recognize what's going on around him. No one takes his excitable claims very seriously, though, and being superstitious doesn't help him much.

When not in bed, which he often is, Otto can be found sitting about the inn. He likes "taking in the night air", but will not remain out-of-doors any later than dusk.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	21	19	2	3	2	25	1	25	34	25	36	38	35

**Alignment:** Neutral

**Age:** 76

#### Skills

Fish	Row
Orientation	Boat Building
River Lore	

#### Possessions

Walking Stick (when not in bed).

### Oster Baluchus-Merchant

Oster is the owner of a number of river and roadside inns throughout the Reikland. He is very successful, but is known for being less than scrupulous. The authorities know that Baluchus is tied up in illegal business dealings, but they can't pin anything on him. His center of operations is in Nuln.

Oster is a taller than average man, but is somewhat overweight and balding. He carries himself with dignity, fancies himself a very smart man, and is a fan of conspicuous consumption (ie. he wears furs, chains, rings, etc.)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	28	3	4	7	38	1	34	49	67	39	30	50

**Alignment:** Neutral

**Age:** 57

#### Skills

Evaluate	Ride
Haggle	Secret Language-Guild
Magical Sense	Speak Additional Language-Khazalid (Dwarfish)
Numismatics	Super Numerate
Read/Write	

#### Possessions

Fine Clothing; Carriage and Horse Team; Necklace (value-100 GCs); Walking Stick with Stick Pin (value-250 GCa); Rings (value-110 GCs, total); Golden Buttons (value-10 GCs each, 8 in total); Golden Cuff Links (value-50 GCs each); Fur Cape (value-150 GCs); Jewel-Encrusted Dagger (I+10, D-2, P-20) (value-400 GCs); 512 GCs.

### William Bulfendolger - Illusionist: First Level

William used to be the partner of a con man in Nuln where the duo swindled people out of their money. It was only natural that Bill's illusionary skills were of value, but he hadn't reached his full potential when the city guard captured his friend. For a while William went into hiding until he was approached by Oster Baluchus. Oster, in a small village to the west, had a job for Bulfendolger that suited his skills perfectly ...

William is a rather short, thin man. His narrow features are only emphasized by his short red beard and mustache. From below his bushy red brows gleam piercing blue eyes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	38	35	3	3	8	46	1	44	29	56	24	43	30

**Alignment:** Neutral

**Age:** 40

#### Skills

Arcane Language-Magick	Identify Plants
Cast Spells-Petty Magic	Magic Sense
Read/Write	Rune Lore
Secret Language-Classical	Scroll Lore
Cast Spells-Battle Magic Level 1	Cast Spells-Illusionist
Arcane Language-Illusionist Magick	Battle Magic Level 1

#### Possessions

Travelling Clothes; Dagger (I+10, D-2, P-20); Ring (value-50 GCs); Chest, containing vampire disguise and assorted minor possessions; 42 GCs.

**Magic points:** 16

#### Spells

Petty Magic

Curse, Open Reinforce Door, Remove Curse, Sleep, Zone Of Silence.



one. 'Disappears at night he does! 'Is no surprise, his grandfather is cracked and his family's all dead or gone. (This will not be told by anyone in the Riverbird).

6. The supplier is selling faulty merchandise. Just the other day I used a spoon from his shop to hammer in a nail. Could you believe it? The darned thing busted clean in two!

7. A priest of Morr came through the village a few weeks ago and then just disappeared. No one knows where he went.

If the adventurers ever approach Otto Unger in his room or elsewhere, should he be up, they will be able to learn a few things from him. Although he speaks slowly and often mumbles repetitive insensibilities, he can point out that something is wrong in town. Vulman said that his granddaughter, Philicia, ran away a few years ago, but Otto doesn't believe it. There's something afoot, but he doesn't know what and no one takes him seriously. He can ask that "things aren't as they appear," but won't be able to elaborate.

After the adventurers have completed their meal and don't wish to chat any longer, they will be led to their rooms. Any more than two people per room is a crowd. Outside, a storm can be heard brewing as thunder approaches from the distance.

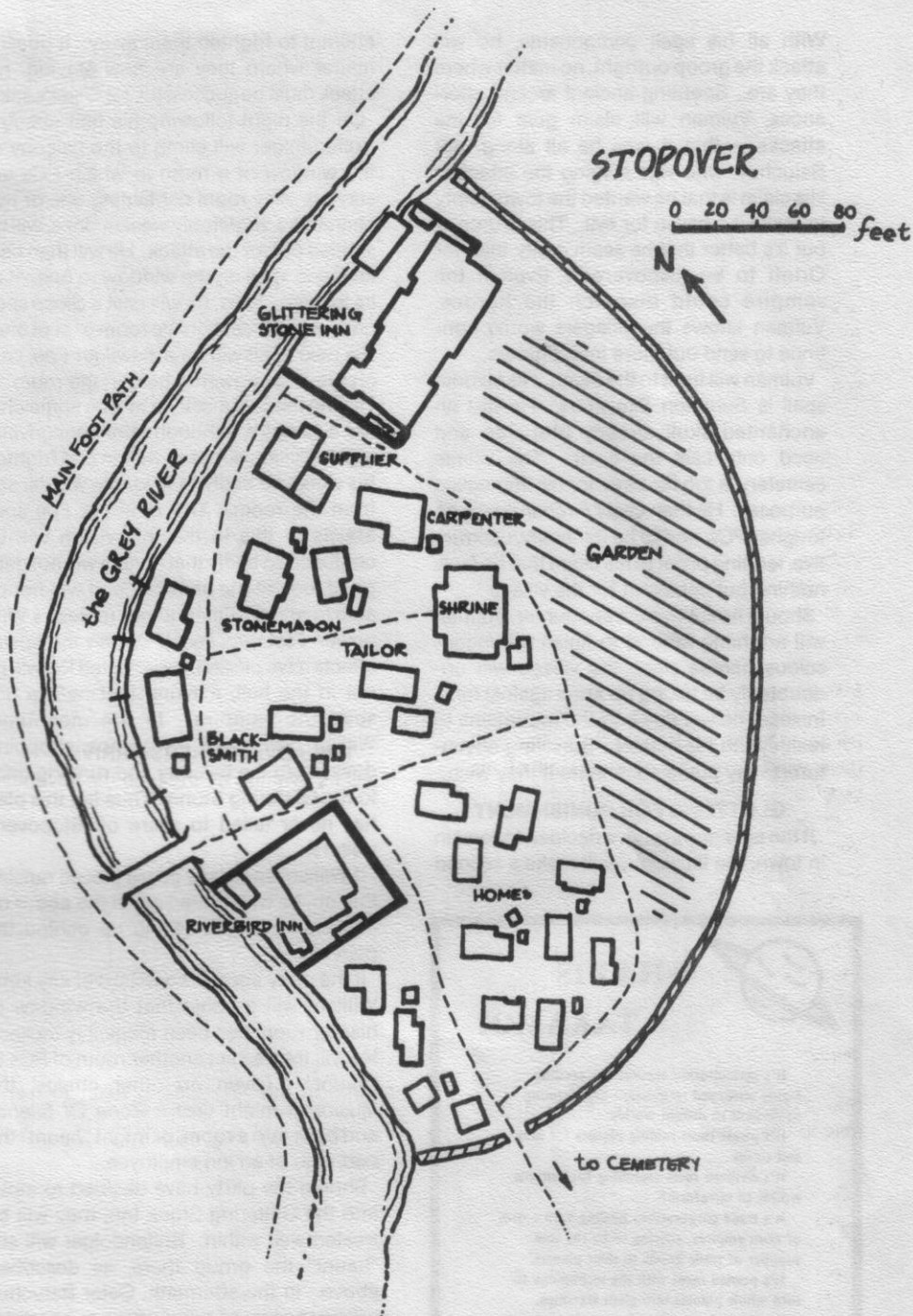
The adventurers should pay for food and board, but Vulman will repay them later, if they desire. See the Consumer Guide for prices (WFRP p. 293-297). Costs at the Riverbird are cheaper than those listed in the Guide. Purchases and business arrangements made in the remainder of the town are a bit more expensive.

### STRANGERS IN THE NIGHT

Late that night, the adventurers will receive a visitor. While they sleep, a silhouette of a large man appears at the window of their room, or one of their rooms, just at the moment of a particularly bright flash of lightning. Someone or everyone in the room should instinctively awake to see this. As soon as anybody approaches the window or goes outside to get a better look, the image disappears. Any guards posted outside the inn will see the silhouette appear, but will not be able to discern features.

William Bulfendolger, Oster Baluchus' Illusionist, is the one creating the image. He has positioned himself within an abandoned home with a view of the adventurers' rooms. Oster learned about their arrival in Stopover earlier in the evening.

After having done his job, Bulfendolger will make his way back to the Glittering Stone in secrecy. It is essential that he not be seen or caught at this point. His tracks might be found within the abandoned house, but will be lost as soon as they lead



outside, the rain having washed them away.

No doubt it will take more than this to scare off the heroes. However, they lack sufficient proof to implicate Baluchus. It is the players' decision to inform anyone of what they saw. Vulman will take great interest in the story, and will implore the adventurers to stay and solve the problems. If revealed to inn employees, they will brew up a major ruckus, praying for their lives, debating to leave or stay, or asking the heroes to save them. It won't take long for word to spread all over the village. Everyone, including Oster Baluchus, will look to and watch the adventurers to learn their next move.

Furthermore, none of the villagers will be apprehensive about openly discussing the legend of the vampire after this point. Most of what the PCs hear has already been told to them by Vulman, not including any villager's creative embellishments. If it seems apparent that the party is going to seek out the vampire, Vulman will do everything in his power to stop them. He will ask that they stay and find proof against Baluchus first. He will also discuss the matter of a vampire as if it were childish, making the characters feel foolish for believing the legend. If all else fails, Vulman will attack the PCs. He first lets on that he has things to do before the group leaves, and returns to his hidden chamber.

With all his spell components, he will attack the group outright, no matter where they are. Spouting ancient arcane utterances, Vulman will claim guilt for the attacks — that it was he all along, not Baluchus, who was staging the attacks. His claim is that he wanted the town empty to make it a haven for evil. This is untrue, but it's better that he seem guilty than for Orloff to be discovered. Even if the vampire could dispatch the heroes, Vulman knows the villagers would continue to send out more investigators.

Vulman will fight to the death. His favorite spell is *Summon Skeletons*. He has an enchanted skull already prepared and need only cast the spell. The village cemetery is too far away for his immediate purposes. He then casts *Fireball* spells on tougher PCs, and to be generally destructive, lending proof to his claim that he feels nothing but contempt for the village.

Should he survive the encounter, Vulman will not hang around to finish off unconscious heroes since the village will undoubtedly be taking up arms against him. Instead, he will flee into the mountains to reside with his master. Surviving adventurers may pursue him there if they wish.

#### GLUTTONS FOR PUNISHMENT

If the adventurers have decided to remain in town, the Illusionist will make a second

attempt to frighten them away. It doesn't matter where they are now staying, his attack must be successful, for Oster's sake.

On the night following his first attempt, Bulfendolger will climb to the balcony of the window of a room in which PCs are staying. Any room containing one or two characters, preferably weaker ones, will be singled out for the attack. He will then cast an *Open* spell on the window to open it (if its locked). Next, he will cast a *Sleep* spell on every character in the room except one. His next spell will be a *Bewilder* *Foe*, cast on the most powerful hero in the room. Having made himself up to look somewhat like a vampire, although rather unconvincingly, William hopes to waken and frighten his victim so badly that he/she will escape from the room. The *Bewilder* *Foe* spell assists in this in that his victim will be confused so badly that he/she will not get a good look at the attacker, and will not be able to attack Bulfendolger (unless a Willpower Test succeeds). When the spell's effects have passed, the affected PC will be out in the hall, thinking that he/she has seen the vampire. In the meantime, William will make his escape, dropping down from the balcony and running back to the Glittering Stone. Thus far, this plan has never failed to scare off Stopover's visitors.

If William spots any guard placed outside the inn, he will instead enact the above on any one guard, sneaking up behind the person.

If the party contains a wizard of any kind, William will assume that the window to his/her room has been magically locked. He will then select another room of PCs to "haunt". Given no other choice, the Illusionist might cast a *Zone Of Silence* and break into a room, or might "haunt" the bedroom of an inn employee.

Should the party have decided to move into the Glittering Stone Inn, they will be treated well within. Bulfendolger will still "haunt" the group there, as described above. In the aftermath, Oster Baluchus will try to seem as sympathetic as possible. In this case, the Illusionist will drop from the balcony when finished his job and will sneak around the inn to find another way inside.

Regardless of how or who the Illusionist attacks, victims will probably produce a great deal of noise. In all likelihood, others will be woken by the commotion. At this point in the adventure, it is essential that someone from the party chase the Illusionist. Given his low Movement score, it shouldn't be too difficult for someone to catch up to William. The GM may create the precise route of the chase, but the first obstacle that Bulfendolger must overcome is the drop from the balcony — a height of about four yard (Roll a D6 and subtract 4.

Any positive number is the amount of damage taken.) To make the chase truly interesting and humorous, the GM might give the Illusionist a Cool test every round that he is chased. If any of these are failed, William will begin to panic and run randomly in any direction forgetting about the Glittering Stone. Racing through dangerous locales may call for Initiative or even Risk tests to avoid embarrassment and harm. Being something of a coward, William will spend much of his time running away. Only if cornered or surrounded will he turn and fight. He also has little regard for Baluchus' name or reputation, so won't be worried by leading pursuers back to the Glittering Stone. If captured or wounded for 5 or more Wound points, William will give up and confess to his crimes and those of Oster Baluchus.

Should, by some stroke of luck, William Bulfendolger manage to elude the heroes, he may be easily tracked or traced back to the Glittering Stone. With the previous night's rain, his muddy footprints are easily discernable. PCs may force their way into the Glittering Stone. With the previous may try something else. In any case, William will have made it back to his room (characters breaking into the inn will be temporarily slowed by doors and maybe the odd armed guard) and disposed of all evidence that he had been out haunting. His magical gear and vampire costume are in a chest hidden under his bed. Oster Baluchus will have any troublemakers thrown out of his inn. Inn guards or toughs have the following profile:

M	WS	BS	S	T	W	I	A
4	30	26	3	3	6	30	1
<b>Dex</b>	<b>Ld</b>	<b>Int</b>	<b>Cl</b>		<b>WP</b>	<b>Fel</b>	
31	27	28	28		28	25	
<b>Skills</b>					<b>Possessions</b>		
Street Fighting					Club		

If William can still be physically threatened at this point, he will admit to his own, and Oster's, recent activities.

Unless well defended, Oster will admit to his crimes when confronted with the evidence given by Bulfendolger. He is a man who deals in business though, so will try to bargain with the adventurers for his freedom. Depending upon the alignment of the PCs and the price offered, they may well accept and assist Oster in getting out of town. If well defended, he will have armed men (the amount to be determined by the GM) buy him some time while he takes a horse and leaves the village. In this case, he will be alone. On the other hand, if William doesn't return shortly after setting out in the night, Baluchus will know something's gone wrong. Taking horses and a half-dozen armed men, he will get out of town. The only way to stop this is to confront him immediately after the Illusion-



ist is caught. If Oster escapes, the village council will still know that he is guilty, and the roadwardens will be alerted, not to mention the Merchants' Guild. Baluchus will become a wanted man unless the party is strong enough to give chase.

Caught or allowed to go free, Oster will swear vengeance on the adventurers. Not only have they denied him of his inn, but they've denied him of his entire business empire. A criminal cannot run a company without being caught. It's assured that Oster Baluchus will return again ... soon!

### THE DAY'S EVENTS

The events described above will keep the adventurers busy for two nights following their arrival in Stopover. It is assumed that during the day between these nights, the heroes will be secretly investigating the village's situation, and the involvement of Oster Baluchus in it. Players will come up with incredibly complex plans to get into the Glittering Stone, or to do other things. With the information provided in this adventure, the GM should be able to improvise the circumstances of any such investigation. The GM must also decide precisely what the characters will learn. Baluchus is no dummy. He doesn't simply leave incriminating papers out on a desk. More times than not, players' efforts to investigate should provide little effective information, but not so little that they give up trying.

The focus of this adventure, however, is not so much mystery and intrigue as it is role-playing. For this reason, the following events may be added to daytime hours that the heroes spend in Stopover. The GM may pick among these and apply them at any time. When used skillfully they should add a little flavor to the game.

#### 1. The Dragon Cometh

At any sudden moment a young boy comes racing into the Riverbird (or wherever the PCs are), screaming "The Dragon is coming! The Dragon is coming!" This should certainly cause the players some distress. Everyone in the areas will scream and begin rushing toward the river. Someone near the heroes will shout to them, "Come on, we've got to get to the bridge!" This person will then lead the PCs to a shed near the river and will hand each a bucket full of a thick, greasy substance. By the time the group gets to the bridge there will be a crowd of people around it, bemoaning certain doom. There will also be a large boat coming down river with a crew yelling, screaming, and yanking out their hair. The heroes have to fight their way through the crowd. During this period, there's not a dragon to be seen on land or in sky. If asked if one is near, the GM should not say "no", but "not yet". The leader of the bucket brigade will then order everybody to start taking hand-

fuls of the greasy stuff and smearing it on the underside of the bridge. This can be done by lying down on the bridge and reaching underneath.

Each adventurer receives a Test versus one-half his Initiative score. Having the skill Excellent Vision allows the test to be made versus normal Initiative. Any successful roll reveals to the observer that the name of the oncoming ship is *The Dragon*. There is no real dragon, but the villagers designed their bridge poorly. Every time the large river boat *Dragon* comes along, it gets wedged under the low bridge, severely damaging both. The villagers have since learned that if they grease up the bridge, *The Dragon* can slip under. Nevertheless, the PCs should not be allowed to stop greasing the bridge, even after they've figured out what's going on. The villagers will force any laggards back to work.

As it turns out, *The Dragon* manages to slip under the bridge, but the players should have a good laugh all the same.

#### 2. Witch!

Cracking under the pressure of their constant dread, a few thickheaded villagers have decided that the Widow Verdict is a genuine witch, as rumor suggests, and that she is responsible for the village's problems. With pints in their bellies and air in their heads, these people have dressed the Widow in old rags and make her carry a broom while they parade her around town. Not surprisingly, they have attracted a number of followers and now chant, "Burn! Burn the witch! Burn her up!" The adventurers can be drawn into this display by hearing the crowds.

The procession finally ends at the docks where the Widow is forced onto a pier. Taking to the platform as the heroes arrive is the village blacksmith, member of the council. He tries to calm the crowd and protects the Widow Verdict. From this point, a completely irrational debate begins as to why the woman should or should not be burned. The heroes may enter into this struggle on the side of their choice, but the villagers should be played by the GM as a raving bunch of loonies. The Gamemaster is invited to be as witty and obnoxious as possible.

In the crowd, Vulman Unger can be seen, but he will not take any active role in the dispute. He simply watches the crowd and listens to the debate. As far as he's concerned, this event is distracting the adventurers from seeking out the real vampire — something he's all for.

In the end, the blacksmith concludes the argument by referring to popular folklore of the region. He asks the crowd, "What do witches hate the most?" The responses he gets range from candied apples to a hair in their mouths. Finally, someone shouts out,

"Water! Witches burn in water!" With this the crowd joyously cries, "Throw her into the river!" People flood over the pier, carrying the Widow above their heads. With a grand heave she is tossed yards into the river. When all she does is get wet, faces in the crowd drop as villagers return to their ordinary lives. Meanwhile, the helpless woman is being pulled with the current. It's up to one of the heroes to save her. The feat should be difficult, but not so that damage is suffered. See the rules of swimming to resolve this situation (**WFRP p. 74**). The Widow will be eternally ingratiated to her saviors, and not surprisingly, leaves the village the next morning.

Again, if nothing else, at least the players will have had fun with this event.

#### 3. Get Your Goat

The adventurers come back to the inn at some point only to discover a goat in the room. Not only has it broken into a number of packs, but it's begun eating everything in sight. The GM may decide what the heroes have lost, but it shouldn't be anything too valuable. However, at least one small valuable item should have been consumed by the goat, preferably an indigestible one. As the adventurers move to catch the goat it races out the door or squeezes through a hole in the wall which a piece of furniture had previously hidden.

The goat has a Movement score of 5 and may be considered to have the profile of a fox (**WFRP p. 244**). He will have to be captured by hand (-20 to hit) to be taken alive, unless someone in the group can use a lasso. The goat's first instinct will be to run downstairs and out the door. Depending on how much fun the players are having, the GM may bring the chase to a halt at any time. To retrieve any indigestible property, the heroes will have to wait until the goat passes it/them. Pursuers may certainly try to kill, wound, or dissect the goat (using weapons normally), but the goat's owner, a little boy, will eventually come along looking for his pet. Should he learn the fate of Sigmar — the goat's name — he will burst into tears and run home. Not long afterward, his father, an eight foot burly farmer, will confront the adventurers and demand an explanation. The farmer won't resort to violence unless attacked first. The PCs will get into a lot of trouble with the village if they start a fight. In any case, the farmer will want an apology given to his son, and 2 Gold Crowns compensation (an exorbitant price that he will not lower).

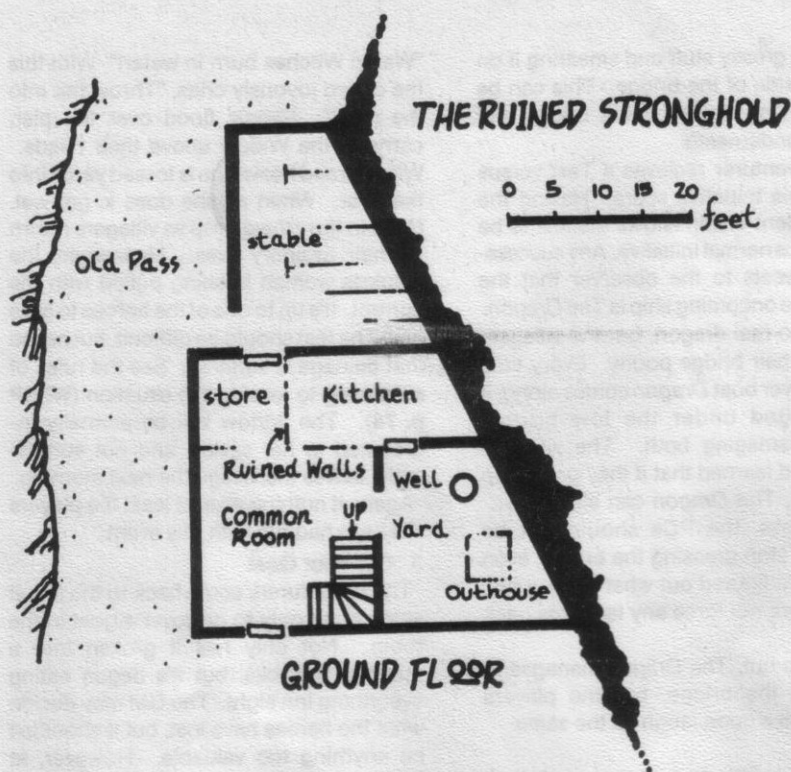
If the goat is left alive, it will pass any metal, wooden, or mineral valuables the following morning.

#### What Next?

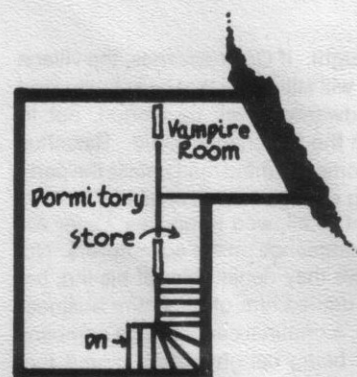
After Oster Baluchus has been captured or has managed to escape, the players

## THE RUINED STRONGHOLD

0 5 10 15 20 feet



GROUND FLOOR



FIRST FLOOR

Buildings and Doors, **WFRP** p. 76-79). There are ten slits in total on the second floor. The GM may decide if it is a sunny day, and if enough sunlight could pass through arrow slits to harm the vampire.

### EXPERIENCE

The following experience points should be awarded at fitting points in the adventure — usually after an evening's play, when the adventurers are in a safe location.

50-70 points each for good role-playing in the two nights spent in Stopover.

30-50 points each for good role-playing during daytime investigation, or the Day's Events, listed above.

+20 to -100 points each for not rescuing the drowning Widow, depending upon character alignment (ie. Chaotic characters might earn experience while good ones will definitely suffer the maximum penalty).

30 points each for catching or defeating William Bulfendolger.

40 points each for capturing or defeating Oster Baluchus.

50 points each for capturing or defeating Vulman Unger.

30 points each for defeating the Mummy.

50 points each for destroying Bramm Orloff in his sleep.

200 points each for destroying Bramm Orloff while he is active.

Experience awards are for all party members, not just those directly involved in a situation. For example, 30 points is awarded to all who fight the Mummy. If a number of actions are successfully performed by adventurers, they might earn a large number of experience points. If this total would cause too rapid a profile advancement, the GM should lower the total accordingly.

may still find things to do in Stopover.

If they haven't yet figured out the mystery of Vulman Unger, they may follow him around and discover his lair and his Necromantic ways. When convinced that the heroes are on to him, Vulman will lead them into a trap, fighting the group on his own terms rather than on theirs. Should he defeat them, he will return to his former life, after making sure each PC is dead. He will not rest until killing them himself.

If the party ever decides to set out after the vampire, Vulman, if still alive, will attack them as described in the section entitled Strangers in the Night. Rather than claim guilt for the village's oppression, he will simply try to kill the group. If done in public, he will leave Stopover to live with his master. If performed in private, he may resume his former life at the inn. He will never back down when Bramm Orloff is in clear danger.

If they are interested, the adventurers may even investigate the cemetery a few miles from the village. The graves of many descendants of the Unger line may be found. If exhumed, all bodies will be present, except for that of Vulman's mother (She is his mummy. See Mummy Dearest, above).

Finally, the party can make the journey to the vampire's lair. Although still just a myth, there is ample evidence in the work of Vulman that a vampire does, in fact, exist. As previously mentioned, Bramm Orloff resides in the Grey Mountains in a ruined stronghold that once defended a mountain pass. The trek to the stronghold should not be an easy one, and the players

should know what they're doing before they set out to kill a vampire. Orloff is nobody's fool. He's also incredibly powerful. The heroes will only have one chance to do him in. If it fails, they will have little chance for survival.

The following is a diagram of the ruined stronghold. Soldiers once inhabited it to ensure that the mountain road remained safe. Now its interior walls are rubble. Room labels are added to show where rooms used to be or where signs of rooms still exists. The stairs leading to the second floor are made of stone and are still safe as are all floors.

Orloff's coffin lies alongside that of his lost love, Philicia. Their coffins are identical in appearance, both lids being closed at all times. There is a fifty-fifty chance that Orloff's will actually be opened, unless both are opened at the same time. If Philicia's is opened first, Orloff will know it. Philicia looks somewhat drawn, but is well-preserved, the trip of a stake still lodged in her heart. The heroes won't be able to look at her long before Orloff is upon them.

It should be noted that the exterior walls of the structure are four feet thick (thicker walls are not necessary given the stronghold's location). One of its sides consists of the side of the mountain which has been cut smooth up to the top of the stronghold. There are arrow slits on the ground floor which allow some sunlight into that area, but all slits on the second floor were packed with mud by Vulman years ago. The mud covering each slit has a Toughness of 3 and a Damage score of 4 (see



## THE CAST

### Vulman Unger - Necromancer: First Level

Although a respected member of the community, some people still feel some distrust toward Vulman. Everyone in the village council trusts him, and his remaining workers at the Riverbird Inn feel he is a fair employer, hence their willingness to stay on.

Of medium build and height, Vulman isn't unattractive, but is rather plain. He dresses in work clothes when assuming his public guise, and is well-mannered and congenial. When appearing as a Necromancer he wears dark robes and loses his charm.

At a low stage of development, Vulman's disorders are apparent, but not incriminating. He always manages to explain his complexion and inability to approach children and animals.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	22	4	4	8	42	1	41	27	56	37	42	29

**Alignment:** Evil

**Age:** 28

#### Skills

Fish	Arcane Language-Magick	Identify Plants
Orientation	Cast Spells-Petty Magic	Magic Sense
River Lore	Read/Write	Rune Lore
Row	Secret Language-Classical	Scroll Lore
Boat Building	Cast Spells-Battle Magic Level 1	Cast Spells-Necromantic Battle Magic Level 1

#### Possessions

As Boatman: Sword, 37 GCs.

As Necromancer: Wizard's Staff, Robes, Gem-Encrusted Sword

(value: 200 GCs), *Warding Ring: Lightning Bolt.*

**Magic Points:** 21

#### Spells

##### Petty Magic

Curse, Glowing Light, Produce Small Creature, Protection From Rain, Zone Of Warmth.

##### Battle Magic

Level 1: Immunity From Poison, Fireball, Wind Blast.

##### Necromantic Battle Magic

Level 1: Summon Skeletons, Destroy Undead, Hand of Death

#### Disabilities

Animal Aversion: Stage 1, Cadaverous Appearance: Stage 1, Morbidity.

### Otto Unger - Former Boatman

Although mentally imbalanced, Otto isn't so dumb that he can't recognize what's going on around him. No one takes his excitable claims very seriously, though, and being superstitious doesn't help him much.

When not in bed, which he often is, Otto can be found sitting about the inn. He likes "taking in the night air", but will not remain out-of-doors any later than dusk.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	21	19	2	3	2	25	1	25	34	25	36	38	35

**Alignment:** Neutral

**Age:** 76

#### Skills

Fish	Row
Orientation	Boat Building
River Lore	

#### Possessions

Walking Stick (when not in bed).

### Oster Baluchus-Merchant

Oster is the owner of a number of river and roadside inns throughout the Reikland. He is very successful, but is known for being less than scrupulous. The authorities know that Baluchus is tied up in illegal business dealings, but they can't pin anything on him. His center of operations is in Nuln.

Oster is a taller than average man, but is somewhat overweight and balding. He carries himself with dignity, fancies himself a very smart man, and is a fan of conspicuous consumption (ie. he wears furs, chains, rings, etc.)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	28	3	4	7	38	1	34	49	67	39	30	50

**Alignment:** Neutral

**Age:** 57

#### Skills

Evaluate	Ride
Haggle	Secret Language-Guilder
Magical Sense	Speak Additional Language-Khazalid (Dwarfish)
Numismatics	Super Numerate
Read/Write	

#### Possessions

Fine Clothing; Carriage and Horse Team; Necklace (value-100 GCs); Walking Stick with Stick Pin (value-250 GCa); Rings (value-110 GCs, total); Golden Buttons (value-10 GCs each, 8 in total); Golden Cuff Links (value-50 GCs each); Fur Cape (value-150 GCs); Jewel-Encrusted Dagger (I+10, D-2, P-20) (value-400 GCs); 512 GCs.

### William Bulfendolger - Illusionist: First Level

William used to be the partner of a con man in Nuln where the duo swindled people out of their money. It was only natural that Bill's illusionary skills were of value, but he hadn't reached his full potential when the city guard captured his friend. For a while William went into hiding until he was approached by Oster Baluchus. Oster, in a small village to the west, had a job for Bulfendolger that suited his skills perfectly ...

William is a rather short, thin man. His narrow features are only emphasized by his short red beard and mustache. From below his bushy red brows gleam piercing blue eyes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	38	35	3	3	8	46	1	44	29	56	24	43	30

**Alignment:** Neutral

**Age:** 40

#### Skills

Arcane Language-Magick	Identify Plants
Cast Spells-Petty Magic	Magic Sense
Read/Write	Rune Lore
Secret Language-Classical	Scroll Lore
Cast Spells-Battle Magic Level 1	Cast Spells-Illusionist
Arcane Language-Illusionist Magick	Battle Magic Level 1

#### Possessions

Travelling Clothes; Dagger (I+10, D-2, P-20); Ring (value-50 GCs); Chest, containing vampire disguise and assorted minor possessions; 42 GCs.

**Magic points:** 16

#### Spells

##### Petty Magic

Curse, Open Reinforce Door, Remove Curse, Sleep, Zone Of Silence.

### *Battle Magic*

Level 1: Cause animosity, Curse Light Injury, Hammerhand, Strength Of Combat.

### *Illusionist Battle Magic*

Level 1: Bewilder Foe, Clone Image, Silhouette\*

\* The spell Silhouette is onw that is not detailed in teh rules. Its guidelines are as follows:

### **Silhouette-Illusionary Battle Magic**

Spell Level: 1

Magic Points: 1 per 2D6 minutes

Range: 48 yards

Duration: 2 to 12 minutes

Ingredients: A pinch of soot.

This spell allows the caster to sreate a shadowy image, or silhouette of up to three roughly man-sized creatures within 12 yards of each other. These images can also be made to appear to move. When located in front of a bright light source, behind a thin veil (ie. a blind), or are seen over a long distance, they are more difficult to recognize for what they truly are (-10 to an observer's Intelligence for Test purpose).

### **Bramm Orloff-Vampire**

Bramm Orloff was a member of the aristocratic Orloff family which, at one time, was located in Middenheim, but has all but disappeared since. Bramm was an officer in the Middenheim army some two hundred years ago when the Chaos hordes were once again spreading south. It was in this time that he was unwittingly seduced by a demoness of Chaos, resulting in the resounding defeat of his Middenheim army at crucial battle.

Bramm was not left the same, though. The seed of Chaos had been planted within him, causing him to be shunned by his people, and to slowly fade away and die. It was then that he returned to "life" as one of the undead. Ever since he has merely tried to survive and keep to himself -- the influence of the last vestige of humanity left within his evil form. The stronghold, discovered many decades ago, has served his purposes well.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	69	64	7	7	23	58	4	50	60	56	48	51	60

**Alignment:** Evil

**Age:** 229

**Magic Points:** 62

### **Spells**

Rather than know a number of different types of spells, Orloff specializes in Necromantic ones -- a passion he derived from his method of transformation into a vampire.

### *Petty Magic*

Gift of Tongues, Magic Alarm, Marsh Lights, Open, Protection From Rain, Remove Curse, Sounds.

### *Necromantic Battle Magic*

Orloff can use all of the Necromantic spells listed in the **WFRP** rules.

**Special Rules:** See **WFRP p. 250-251.**

Like Undead, Orloff can control wolves (including all three varities) within 48 yards, not 24.

