

WARHAMMER®

FANTASY ROLEPLAY™



A DAY LATE, A SHILLING SHORT

A DEMO SCENARIO FOR
WARHAMMER FANTASY ROLEPLAY



A GRIM, PERILOUS WORLD AWAITS

The great Twin-Tailed Comet, a portent tied to both Sigmar and the Empire, has been seen in the sky. To some, it is a sign of hope. To others, the harbinger of doom. Tensions rise, as the effects of a ruthless winter and poor harvests are felt across the Empire – villages and farms find it harder than ever to scrape by, and supplies for the Empire's constant war efforts dwindle ever lower.

To many citizens, this can mean only one thing. The End Times are at hand. Fear is rife. Another Great War is coming. Beastmen are growing restless, attacking villages with greater frequency and ferocity. The Chaos cults are rising up, summoning daemons, fomenting rebellion, and instigating insurrection throughout the Empire's cities. Bands of Chaos marauders scout further and further south than usual – some even penetrating as far as the Reikland to test the Empire's defences for the coming conflict.

In the midst of this bleak, brewing turmoil, the adventurers are beacons of hope. Fate has called to them, binding them with the silvery threads of destiny and fortune. Together, valiant humans of the Reikland, wood elves from Athel Loren, high elves from distant Ulthuan, and the dwarfs of Karak Azgaraz face the formidable threats of the Old World.

Can these brave few fulfil their destinies as Fate's champions in this, the Empire's time of greatest need?

A BRIEF OVERVIEW

Warhammer Fantasy Roleplay provides an exciting way to experience roleplaying games. In a roleplaying game, players work together to direct the action of characters they create in order to tell interesting stories and have a good time with friends. In *Warhammer Fantasy Roleplay*, these characters embark on adventures in the perilous Old World, a setting rife with conflict and intrigue, scarred by war and the forces of Chaos.

The boxed set for *Warhammer Fantasy Roleplay* is best suited to a group of four players. One of the players assumes the role of the Game Master (abbreviated as GM), while the other three players take on the roles of individual heroes, the main characters in the group's ongoing stories. These players are called hero players, and their characters are often referred to as adventurers or player characters (abbreviated as PCs). More players can certainly participate.

With more players, some people may need to share components, and each player may have slightly less time "in the spotlight" for his character and his own personal storyline.

GETTING STARTED

If you're new to *Warhammer Fantasy* and the Old World and Empire, you may want to read more about the setting in **Chapter 10: The Empire** in *Warhammer Fantasy Roleplay (WFRP)* rulebook. If you plan on being a player, you will want to read through this rulebook to learn about the main concepts and gameplay. If you plan on being a GM, you will want to become familiar with all the books eventually, but should start by learning the rules found in this book, and the Game Master information in the *Tome of Adventure*.

In addition to a number of cards, custom dice, and special components, *Warhammer Fantasy Roleplay* includes four game books. Before running the adventure in this booklet, it is recommended the GM become familiar with the main rules and concepts introduced in the following two books:

THE WARHAMMER FANTASY ROLEPLAY RULEBOOK

The *Warhammer Fantasy Roleplay* rulebook has important information on the basics needed to run the game. In particular, players will want to learn about task resolution and the core mechanic, how action cards work, and how combat is resolved. This book also provides a great deal of background information on the setting, particularly the Empire, the region of the Old World where the events of the game are focused.

Of particular note are the following sections:

- ✦ **Chapter 1:** Characteristics & Abilities (*WFRP* page 13)
- ✦ **Chapter 5:** Playing the Game (*WFRP* page 39)
- ✦ **Chapter 6:** Actions & Manoeuvres (*WFRP* page 48)
- ✦ **Chapter 7:** Combat, Damage & Healing (*WFRP* page 54)

TOME OF ADVENTURE A GUIDE TO GAME MASTERY & ROLEPLAYING

The *Tome of Adventure (ToA)* contains additional rules and information for the player who will be running the *Warhammer Fantasy Roleplay* sessions as the GM. It includes suggestions and guidelines for managing long-term campaigns, handling character development, and creating adventures.

The book also contains background and statistics for a variety of enemies to pit the players' heroes against. The player running this adventure as the GM will want to become familiar with the rules on managing and running NPCs and enemies during encounters.

Of particular note are the following sections:

- ✦ **Chapter 1:** Game Mastering 101 (*ToA* page 3)
Especially helpful for players new to the role of GM
- ✦ **Chapter 3:** Game Master Resources (*ToA* page 19)
- ✦ **Chapter 6:** Enemies & Adversaries (*ToA* page 40)
- ✦ **Chapter 7:** The Bestiary (*ToA* page 45)

THE ADVENTURERS

Before playing this adventure, the person running the demo will want to assemble the player characters (PCs). Four player characters have been designed for this adventure. It is recommended the players use three of these four PCs. All four PCs can be used if the group does not mind sharing some of the basic components – and if one of the players is comfortable with the role of an apprentice wizard who can dabble with the winds of magic.

The Grey Wizard Apprentice is a special type of character, with access to magic power and spells. If the GM wishes to include the Grey Wizard Apprentice, he should read the rules for magic found in the *Tome of Mysteries* book included with the core set. It is recommended that the person running the demo feel comfortable with all of the basic rules of the game before including the wizard character as a PC in the scenario.

The player characters are detailed starting on page 13 of this booklet. The person running the demo should take the career sheets and cards listed in each PC description needed to assemble that character's starting profile and should also transcribe the information shown on the abbreviated character sheet onto one of the full size character sheets included on the pad of sheets in the core set.

PARTY IDENTITY

After the players have had a chance to review the characters, their cards, and other information, you should encourage them to discuss the PCs strengths and weaknesses with each other to help familiarise everyone with the party of adventurers.

During this discussion, the GM should provide the players with the set of party sheets and let the players choose one of these sheets to help establish and define their party identity over the course of the adventure. If the players are having difficulty deciding, you may wish to recommend using the **Servants of Justice** sheet. See *WFRP* page 20 for more detail on party sheets.

ADVENTURE SYNOPSIS

This short adventure is tailored to three of the four provided characters – Birgitta Tageslicht the human Roadwarden, Kurgi Balginsson the dwarf Troll Slayer, and Vaerun Waveracer the High Elf Envoy.

If you have fewer than three players or players who wish to substitute their own characters, Kurgi is the most easily replaceable character. The adventure presumes that Birgitta, Vaerun, (or preferably

both) are present in the party to drive the plot. Diedrich Scheffler, the Grey Wizard Apprentice, can also be used to round out the party.

As the adventure begins, Vaerun is expecting a package that was supposed to arrive on the last coach. Birgitta's partner, a Roadwarden named Rutger, was escorting the package. The coach, the package, and Rutger are all a day late. Worried as to what may have happened, Birgitta and Vaerun head off to investigate. Birgitta is especially concerned about her partner, while Vaerun is eager to secure the package.

THE PLAYING AREA

Make sure to set the game up in a comfortable location with enough room for all of the players. Each player will want space for his character's sheets and cards, as well as access to the custom dice to resolve checks. The party sheet should be placed in a central location, accessible to both the GM and the players.

An overview of the playing area for a player character and a central game space for the party can be found in the *Warhammer Fantasy Roleplay Rulebook*, starting on pages 11.

ADDITIONAL PREPARATIONS

The game will run more smoothly if you collect and prepare the required materials ahead of time.

PLAYER CHARACTER PREPARATION

Assemble the action card decks for each player character as noted in the character descriptions. Find the corresponding talent cards from the PC descriptions and give them to the appropriate characters. Give each character three tracking tokens to represent their fortune points.

You'll need stance rings and activation tokens for each player character, an assortment of fatigue and stress tokens, and tracking tokens for various tasks. Finally, assemble stance meters for the characters based on the illustrations provided in their descriptions.

SCENE AND ENCOUNTER PREPARATION

Punch out and assemble character standups for the cast of characters, including the PCs, Rutger Abend, Klaus von Rothstein, the beastmen, and the beastman leader. You can either use a single standup to represent the entire Ungor group, or a separate enemy standup for each individual Ungor.

Gather a selection of location cards, including the Old Dirt Road, the Forest Glade, and any third card or other suitable marker to represent the coach. The coach has no special rules, so any token, card, or other marker will do.

GAME MANAGEMENT PREPARATION

You will want to create a progress tracker to use during play. It should be eight spaces long, with an event marker on the 4th and 8th spaces. Keep a tracking token handy to use with the progress tracker.

Shuffle the deck of wound cards and place it nearby. If Diedrich Scheffler, the Grey Wizard Apprentice is playing, shuffle the miscast deck and place it nearby. Keep the other sets of small cards handy in case they are needed.

INTRODUCTION

THE STORY SO FAR

Before the game begins, distribute the pregenerated characters and let the players familiarise themselves with their character and the notes on the story so far. No doubt the players will have many questions about their characters and their abilities.

Feel free to answer these questions in detail now, if you wish. Otherwise, you may prefer to provide some very basic information up front, such as the dice mechanic and the anatomy of an action card, and wait to answer other questions as they emerge during play.

THE CAST OF CHARACTERS

After the players have had a few minutes to look over their characters' abilities and backgrounds, go around the table and have each player "introduce" his character to the group. The introduction should be a very brief overview that lets the other players in the demo know who the character is, what that character is good at, why he's involved in this adventure.

READY TO START?

After you finish your preparations and while the players are getting comfortable, read the following text aloud:

You have been staying at the Red Moon Inn in Ubersreik, by the river Teufel, for the past several days, and are starting to grow restless.

Birgitta, the Roadwarden, has been awaiting the arrival of her partner, Rutger Abend, on a coach inbound from Marienberg. Once Rutger arrives, the two of them can resume their patrols of the Empire's roads, starting near Altdorf and working eastward.

Vaerun, the High Elf Envoy, is eagerly anticipating a package, expected to arrive on the same coach from Marienburg. The coach is now a full day late, and Vaerun is concerned.

At Vaerun's request for aid, Birgitta has resolved to help him seek the coach, so they can recover the package – and her partner – as part of her duties as a Roadwarden.

Vaerun and Kurgi the Dwarf Troll Slayer accompany her, the former to discharge his duty to Ulthuan, the latter to discharge a personal debt to Birgitta's father.

If your session also includes Diedrich Scheffler, the Grey Wizard Apprentice, add the following:

The apprentice wizard Scheffler unnerves those around him, the thin man seemingly always enshrouded in gloom and shadows, made even more pronounced by the dark grey robes he wears. He is accompanying Birgitta as a favour to his master, who used to travel regularly with her father.

With that, the adventure begins. The characters have left the inn and are en route along a winding road, seeking the delayed coach and Vaerun's mysterious package. Vaerun himself does not know what is in the package – only that it is extremely important and must be recovered.

Now is a good time to go over any last minute examples, explanations, or descriptions of the mechanics or components you'd like to discuss with the players. Otherwise, you are ready to proceed to *Episode One: The Missing Coach*.

*B*e wary when you set out from the relative safety of your snug home, outside the pallisades and fences protecting your town.

What lies outside those walls is cruel and unforgiving. The area between towns and cities is little more than a seething mass of anarchy, violence, bandits, and beastmen.

If you're lucky, you'll only run into one of them at a time... If you're not, the next Warden to fill your boots will hear the same warning.

– Oscar Heilmann, Roadwarden Captain
Excerpt from a lecture to newly appointed Wardens



EPISODE ONE

THE MISSING COACH

This encounter unfolds in three acts. In the first act, the PCs come across a beastman war party currently attacking the missing coach. During act two, the beastmen receive reinforcements, including the arrival of their leader, a fearsome Wargor. Finally, during act three, the cowardly Ungor break and flee, leaving the PCs to continue their investigation – for the time being.

ACT ONE: A CHANCE MEETING

Once everyone is ready to proceed, read the following text aloud:

It has been nearly three hours since you've seen another living soul along this road. Above the looming trees of the Reikwald forest, the sky groans and darkens. You fear a storm is coming, and you've seen no sign of the coach or of Rutger Abend.

As you round a bend in the road, you see a terrible sight. A coach is halted by the side of the road, its front axle broken, its horses dead in their traces, bristling with spears. The coach driver appears to be lying dead on the ground nearby, his blunderbuss not far away.

Around the coach, terrible creatures cavort and howl. They are roughly shaped like men, but with cruel and twisted features, and small horns above their brows. Their legs are furred like an animal's and end in cloven hooves. One of them stands near the back, pulling boxes and packages that had been strapped to the top of the coach. It then brays cruelly and hurls them to the ground. Two more beat at the coach door, seeking entrance.

A fourth creature, larger and stronger, with the head and curling horns of a goat, stands near the front of the coach. He is attacking the surviving coachman, who you recognise as Rutger Abend! Rutger is already badly wounded, and his attacks are growing more feeble.

The entire area is strewn with blood and debris, as if the battle has been raging for some time. Neither the beastmen nor Rutger seem to have noticed you yet. You are at long range from the coach, down the road. What do you do?



SETTING UP THE SCENE

Place the Old Dirt Road location card into play with its rules text showing. Set up the scene with the appropriate character standups and a convenient prop or marker to represent the coach.

Three Ungor beastmen, one Gor beastman, and Rutger Abend, Birgitta's colleague, are engaged with the coach at the start of this encounter.

Place the Forest Glade card nearby. It will be useful if anyone ducks off the road and into the trees for cover.

THE BLUNDERBUSS

The PCs may well decide to scoop up the fallen blunderbuss and turn it on the beastmen. It's up to you whether or not the blunderbuss is still in working order – it may have been damaged in its fall and it likely has already been discharged and must be reloaded.

If the PCs are getting the worst of the battle, let one of them spend a fortune point to remember the blunderbuss and find it in good working order. You can ask them "would you like fortune to smile upon you?"

If the situation becomes truly grave, Rutger Abend may recover the blunderbuss and fire on the most threatening beastman remaining. Even in his damaged state, Rutger is a professional, and will bellow for the PCs to get out of the way and clear his field of fire before he pulls the trigger.

Stats for a blunderbuss can be found on page 76 of the *Warhammer Fantasy Roleplay* rulebook.

RUNNING THE ACT

The PCs are facing one Gor and three Ungor henchmen. The stats for these beastmen can be found on pages 50–51 of the *Tome of Adventure* from the core set.

The PCs have the drop on the beastmen. If they wish to make **Stealth checks** opposed by the beastmen's **Observation**, they can creep to within medium range before they're noticed. Since the beastmen are distracted, the PCs add a fortune die to this check. If they think to get off the road and sneak through the trees, award them an additional fortune die or two for the check.

Once the PCs are within striking distance and one of them chooses to launch an attack, or the beastmen notice them, roll for initiative and begin combat. If the PCs have managed to sneak up on the beastmen, add a fortune point to the party fortune pool and give them each a fortune die on their initiative checks.

The Gor is wearing a warhorn slung from his hip. At some point during the act, he will blow this horn to call for reinforcements. Let the PCs make **Average (2d) Observation checks** to notice the horn. This becomes an **Easy (1d) Observation check** for any PC engaged with the Gor.

THE FATE OF RUTGER ABEND

The Gor is battling Rutger Abend. Use a four space progress tracker (or just the first half of the eight-space tracker) to represent the battle between the Gor and Rutger. Place a Battle token on the first space of the track. Advance the token one space on the Gor's action while it remains engaged with Rutger and unmolested by the PCs.

When the token reaches the fourth space, the Gor kills Rutger. Until this occurs, he ignores the PCs unless they attack him. If the PCs do attack, the Gor turns his attentions to the PCs. At this point, Rutger collapses in grateful relief.

Once at least two beastmen have been killed or the Gor has finished off Rutger, the Gor blows his horn and calls for reinforcements. If the Gor is dead, one of the Ungors attempts to reach his corpse and blow the horn. To blow the horn, the beastman holding it must perform a manoeuvre.

A MEDDLING MERCHANT

Inside the coach is Klaus von Rothstein, a fat merchant travelling with Rutger (see page 12 of this booklet). He is currently hiding inside the coach, holding the door closed against the raging beastmen outside. His whining and whimpering can be heard with a **Hard (3d) Observation check** by anyone engaged with the coach.

If any of the characters are battling while engaged with the coach, the first time one of the PCs generates a ✱ Chaos Star result on an attack, Klaus pops his head out of one of the curtained coach windows, screaming for help. If the PC generating the Chaos Star wasn't already aware of Klaus inside the coach, his sudden appearance may be startling. The PC needs to pass an **Average (2d) Discipline check**, or suffers 1 stress.

ACT ONE ENDS WHEN:

- ✚ A beastman blows the horn
- ✚ All the beastmen are dead, in which case a horn blast rings out from the forest.

RALLY STEP

Any remaining beastmen withdraw slightly and gather together for protection, disengaging from any PCs. This gives the PCs a chance to catch their breath and possibly use the First Aid skill if wounded (see page 64 of the *Warhammer Fantasy Roleplay* core rules).

If Rutger is alive, he calls out to Birgitta with relief. Upon hearing this, Klaus von Rothstein redoubles his screams for rescue from within the coach.

If the players managed to keep Rutger alive during the encounter, reward them with a fortune point for their party sheet.

ACT TWO: HELP ON THE HORIZON

Once everyone has wrapped up their actions during the rally step and are ready to proceed to the next act, read the following out loud to the players:

Thunder grumbles above you as the blast of the warhorn echoes through the trees. The piercing sound echoes throughout the clearing – or is it an answering call?

You fear more beastmen are on the way!

Depending on how the PCs fared in the previous act, they may have bought themselves some extra time, but one way or another the beastmen are coming.

If Rutger is still alive, he's too badly wounded to be of much help. Meanwhile, the merchant Klaus von Rothstein proves to be an annoyance and a distraction – he alternates between begging for help, berating the characters for damage to his wagon and goods, or screams in terror, as appropriate to the circumstances.

RUNNING THE ACT

Place the progress tracker in a convenient location. If the beastmen managed to blow the horn, place a Reinforcement token on the third space of the track. If the PCs managed to prevent this, place the Reinforcement token on the first space instead.

At the end of each round, advance the Reinforcement token one space. When the Reinforcement token reaches the first event space on the track, a Wargor (the beastman leader) and a group of three Ungor henchmen appear at long range from the coach, and start advancing toward the party. (Don't forget to roll initiative for the Wargor and add a monster token to the initiative track.)

SURPRISE VISITORS

If there is a PC standing farther back from the battle and the wagon than the other PCs, the beastmen emerge from the undergrowth at close range from his location.

The sudden appearance of these beastmen, lead by a Wargor, may be unnerving. If this happens, the PC needs to pass an **Average (2d) Discipline check** or suffer 1 stress. If the check fails and generates any ✱ Chaos Stars, the beastmen are aware of the PC they appear near, otherwise, they only notice the fight at the coach.



A DAY LATE,
A SHILLING SHORT

A FEARSOME FOE

The Wargor is a significant, powerful foe. The enormous beastman is more than a match for most characters. It will require teamwork and clever thinking to defeat the Wargor – let alone survive its powerful attacks.

This encounter is a good time to point out how the party can work together, such as using the Assist manoeuvre to grant other members of the party fortune dice to checks.

If the tide of battle turns significantly against the players and the Wargor appears unstoppable, you may caution them that discretion may be the better part of valour...

THE STORM APPROACHES

Distant thunder and lightning punctuate this act. Any time anyone rolls a ✱ Chaos Star during a check, or at dramatically appropriate moments, reinforce the presence of the threatening weather and the storm that is rapidly approaching.

ACT TWO ENDS WHEN:

- ✦ The Wargor is defeated
- ✦ All beastman other than the Wargor are defeated
- ✦ The Reinforcement token reaches the second event space

RALLY STEP

The air veritably crackles with energy. The surviving beastmen bleat with irritation, dismay, and feral aggression. Their nerve is clearly starting to fray. The PCs have a moment to catch their collective breath.

ACT THREE: THE STORM BREAKS

Once the PCs have wrapped up their actions during the rally step and are ready to proceed to the next act, read the following text out loud to the players:

Suddenly, a horrific crash of thunder erupts overhead, briefly stunning the combatants with its ferocity. With a blinding flash of lightning a heavy, bruising rain begins to fall in earnest.

The storm has arrived.

RUNNING THE ACT

With the arrival of the terrible storm, the surviving beastmen start to lose their nerve and begin to retreat. They suffer a misfortune die to all their actions to reflect their weakened morale.

Any beastman not currently engaged with an enemy breaks and runs for the trees. Beastmen still engaged make one more attack and then disengage. It's clear they are retreating. An **Average (2d)** **Insight or Folklore** check suggests that once they recover their courage, they'll be coming back – with more beastmen.

THE DRIVING RAIN

During this act the punishing rain works against the combatants. All Observation checks suffer one misfortune die. Ranged attacks, as well as spells and blessings that affect targets at range, suffer one misfortune die for each range increment (close, medium, long, or extreme) to the target.

Finally, the heavy rain makes blackpowder weapons even less reliable. On any ✱ Chaos Star result generated while a character is holding a blackpowder weapon out in the rain, the powder gets too wet to be fired, and the weapon needs to be cleaned and dried before it can be fired again.

ACT THREE ENDS WHEN:

- ✦ All the beastmen are dead or have fled

WRAPPING UP THE SCENE

Even as the immediate threat of the beastmen passes, the storm continues to rage overhead. The PCs have an opportunity to bind their wounds and tend to Rutger. If they think to search the fallen coachman, they find his dagger and a pouch with powder and shot for the blunderbuss (spoiled by the rain, unless a PC spends a fortune point to get lucky), and a purse with 20 silver shillings.

Klaus von Rothstein opens the coach door once it appears to be safe and begins surveying the clearing for his scattered baggage while shrieking in outrage. He demands assistance from any of the nearby characters. Klaus also berates Rutger for failing to properly protect him and his goods from the beastmen.

CHARACTER STANDUPS & SETTING THE SCENE



By using the included character standups and location cards, GMs can quickly create an environment for his encounters. The relative scale of distances and ranges allow the players to assess the situation and see where people, places, and things are in relation to their characters.

As shown above, Kurgi the Troll Slayer and the Gor Beastman are engaged with the Crumbling Ruins location, and with each other. They are close enough to fight in melee combat, and are both considered to be in the Crumbling Ruins. Any effects or modifiers generated by the location (as described on the back of the location cards) could apply to them if the GM wishes to include these additional rules. Meanwhile, Birgitta the Roadwarden is positioned slightly further away – which the GM may choose to declare as Close Range from the other engagement



EPISODE TWO

DIRTY DEALINGS

Once the coach is safe (for now), the PCs need to decide what to do next. Vaerun most likely wants to collect his overdue package and get safely back to Ubersreik as quickly as possible. Birgitta is likely concerned about Rutger, and may need to report the beastman activity to her superior. Kurgi may wish to pursue the beastmen, especially if the Wargor fled, in his quest to die in glorious battle.

If the players talk about their characters' motivations and incorporate elements of the provided background into play, reward them with a fortune point for their party sheet.

A LARGE AND ANGRY MAN

While the characters discuss and contemplate their options, Klaus von Rothstein grows more and more hysterical. The merchant is loudly, obnoxiously – and potentially violently – unwilling to let anyone take anything from the coach anywhere.

This dilemma poses an interesting social encounter to the characters with a wide range of possibilities. Will they try to calm the merchant down and talk him into letting them take what is rightfully theirs? Will they work to negotiate some sort of deal? Do they help the merchant recover his rain-soaked goods, repair the wagon, and return to Marienburg? Or will they grow tired of his incessant tirades and put an axe through his skull?

Once everyone is ready, read the following text aloud:

“What are you standing around for?” shouts the fat, richly dressed man standing in the door of the coach. His considerable bulk fills the tiny doorway.

“My goods are getting wet! Gather them up and put them back on the coach before they’re all ruined! Do it snappy and maybe there’ll be a shiny shilling in it for you. And which one of you will be repairing the wagon so I can return to Marienburg?”

If any of the PCs start picking up his goods, those PCs receive a bonus fortune die to all their *Social* actions and Fellowship checks for the duration of the episode, as Klaus forms a favourable impression of them.

They’ll also each receive a shiny silver shilling, if they remind Klaus he promised to pay them.

THE OPPRESSIVE RAIN

The heavy rain is oppressive and bitterly cold. The storm shows no signs of abating any time soon.

Anyone standing out in the rain suffers 1 fatigue and 1 stress when the episode begins. As long as they remain in the rain, characters must add 1 misfortune die to all actions they attempt.

If a character standing out in the rain generates a ✨ Chaos Star on any of his checks, he suffers 1 fatigue if it was a physical task, or 1 stress if it was a mental task.

None of the boxes and crates outside the coach are Vaerun's package. That package is actually resting comfortably underneath Klaus's seat. However, with Klaus standing in the doorway, it is virtually impossible for the PCs to see the package. If a PC can pass a **Daunting (4d) Observation check**, he notices a slender package with a curling symbol embossed on the surface. If Vaerun succeeds on this check, he recognises the symbol as a High Elf rune and can confirm that it is the package he seeks.

SOCIAL GRACES

This episode is a loosely structured social encounter. The PCs will likely be using a combination of good roleplaying and Charm, Guile, Intimidate, and other skill checks to convince Klaus von Rothstein to let them have the package or otherwise influence the merchant into relenting from his position.

If the threat of violence surfaces, remind the PCs that Birgitta and Rutger (if he is still alive) are both Roadwardens, and help enforce the Empire's laws in the otherwise lawless lands between towns and cities. Murdering a merchant – no matter how annoying he may be – along the road would be a serious crime. If after they weigh their options the players choose to kill Klaus anyway... well, that's *Warhammer* for you!

PROCURING THE PACKAGE

At some point, the PCs will likely ask for the package, which will send Klaus into a frenzy.

"The package?" he gasps. His piggy little eyes dart from face to face. "What package? I have no package. Just my own things. Which are mine." The fat man shoves a fat finger at you. "You! Why, you're no more than brigands! Get away from me!"

In order to convince Klaus that they are not brigands and that the package does in fact belong to them, the PCs can use good roleplaying, clever ideas, and successful skill checks to get him to come around. The party's ability to influence Klaus is represented by a progress tracker during this social encounter.

THE INFLUENCE TRACK

Use the progress tracker to show how close the party is to convincing Klaus to hand over the package. Place an Influence tracking token on the first space of the track and a Klaus tracking token on the second space.

The influence token represents the party's attempts to win Klaus over. When it reaches the second event space, Klaus relents and gives the PCs the package, signaling the end of the encounter.

The Klaus token represents the force of Klaus' wheedling and double-dealing, as well as the limits of his ego and his patience. When the Klaus token reaches the second event space, Klaus makes one final take-it-or-leave-it offer and then slams the coach door in the party's face to wait for the rain to stop.

This final offer just happens to be all the money the party has, collectively (amounting to little more than a gold crown), as well as Vaerun's elegant elf-crafted bow and quiver thrown in for good measure.

Feel free to adjust the offer to reflect the PCs success in the negotiations to date. If they comply, he surrenders the package and the episode ends. If they refuse, they can either give up or take the package by force. Either way, the episode ends.

RUNNING THE NEGOTIATION

The order in which the characters act can be important during this social interaction, so the negotiation should be resolved in encounter mode. During social encounters, the participants roll for initiative using their Fellowship scores, rather than their Agility scores. Klaus does likewise. Rutger is a bystander and does not participate directly in the encounter.

On each character's turn, he has a chance to make a compelling argument to change Klaus's mind. Charm, Guile, and Intimidate checks are opposed by Klaus's Willpower 3. The GM should award bonus fortune dice to any checks based on clever thinking and good roleplaying.

A successful check moves the influence token one space to the right. If one or more ✨ boons are generated on a check, they grant the next PC to act a bonus fortune die as the party gathers momentum and works together to wear down Klaus's resolve.

However, a check that generates a ✨ Chaos Star or two or more ☠ banes advances Klaus's token one space, whether the check succeeds or fails.

REASONING WITH THE MERCHANT

There are a number of arguments that have an appreciable effect on Klaus's attitude. The first time a PC uses such an argument, the influence token advances an extra space. Here's a list of sample arguments that Klaus finds especially compelling, but if the players come up with some of their own through good roleplaying, feel free to grant them a comparable bonus:

- ✦ Birgitta and Rutger are Roadwardens. They can be trusted. (Charm)
- ✦ The beastmen could come back at any minute – things need to be handled quickly. (Charm, Guile, or Intimidate)

- ✦ With the wagon damaged and the horses dead, Klaus is going to need assistance to get back to town. (Charm or Guile)
- ✦ There are three of the PCs, and only one of Klaus. (Intimidate)
- ✦ If Klaus fails to complete his contract, his reputation is going to suffer. (Guile or Intimidate)
- ✦ All of Klaus's goods are marked with his symbol, but Verun's package is marked with a High Elf rune. (**Average (2d) Observation check**)

On his turn, Klaus will use his special actions (described on the following page) to wheedle, manipulate, or browbeat the characters. Each time Klaus successfully performs one of these two special actions, advance the Klaus token one space along the track.

ACTION TRIGGERS

If the party's Influence token reaches the first event space, Klaus relents enough to let the PCs inside the coach. They can continue the conversation out of the rain and might be able to spot the package. Once inside the coach, spotting Vaerun's package under Klaus's seat only requires an **Average (2d) Observation check**.

If the Klaus token reaches the first event space before the Influence token does, Klaus becomes convinced that he's dealing with a bunch of incompetents in the fine art of negotiation. With a weasel-fierce grin on his face, Klaus's Cunning dice budget fully refreshes.

When either token reaches the second event space, the episode ends as described earlier.

WRAPPING THINGS UP

Negotiations concluded, the PCs will presumably want to head back to Ubersreik. While this indicates the end of the demo adventure, the characters' adventures may continue.

WHAT'S NEXT?

The players have come to the end of *A Day Late, A Shilling Short*, but it's just the beginning of their *Warhammer Fantasy Roleplay* adventures. While the players conclude the demo and clean up the play area, this is a perfect opportunity to answer questions or allow the players to look through the other components included in the core set.

The *Warhammer Fantasy Roleplay* core set includes a complete introductory adventure called *An Eye for An Eye*, so when the players are ready for a full game, they can jump straight in.

SO... WHAT'S IN THE PACKAGE?

The contents of Vaerun's package are beyond the scope of this demo adventure. In film parlance, it is a "MacGuffin" – a plot device to advance the story and catch the viewer's interest. However, if you wish to continue the story beyond this point then the package and its mysterious contents make an excellent starting-off point.

Perhaps the package contains a set of instructions for Vaerun – and orders attaching Birgitta to his retinue and placing her under his command! Maybe it is nothing more than a list of names of important merchants, nobles, officers, and other envoys, half of whom have been murdered in the past three weeks. Maybe it is a potent

KLAUS AND VAERUN'S PACKAGE

Klaus was hired to deliver the package to a certain address in Ubersreik – the Red Moon Inn, which happens to be where Vaerun was staying. He has no knowledge that the package is intended for an elf.

Klaus was paid a fair rate for the delivery, and Rutger was tasked with escorting both Klaus and the package to Ubersreik. This is unusual, as Roadwardens are rarely assigned to escort coaches unless there is a good reason.

Given the Roadwarden escort and the sudden presence of an exotic (and terrifying) High Elf, Klaus figures he can get much more money for the package. He's hoping for a five-crown bribe to hand the package over. The PCs simply don't have that kind of money.

Klaus is also terrified of the beastmen and not thinking incredibly clearly. He distrusts elves, doesn't care for dwarfs, fears wizards, and doesn't respect women. He's basically a petty and loathsome individual at the best of times and the PCs are not meeting him at his best. Allow the PCs to attempt an Insight check, opposed by Klaus's Discipline, to glean some information about his motives and prejudices.

Klaus is also dishonest. If the PCs imply that the package is valuable, he is inclined to keep it for himself and sell it to the highest bidder.

magical artefact, the scent of which attracted the beastmen to the carriage. Maybe it is a severed elven hand, adorned with the signet ring of the Waveracer family.

If you wish to tie the events of this demo adventure to *An Eye for An Eye*, the package could contain information on Lord Rickard Aschaffenberg and Andreas von Bruner. Perhaps Andreas had been blackmailing a powerful Marienburger merchant or diplomat and the party is tasked with looking into the matter. Or perhaps it is a request that a strange artefact found in a human settlement be secured and returned to Ulthuan for destruction.

Of course, the party could be more interested in the beastmen than anything to do with the package, and getting out of the Reikwald Forest and back to Ubersreik alive is far from a sure thing...



APPENDIX NPC & PC STATS

Klaus von Rothstein is a self-important merchant from a relatively influential family. His main claim to fame is that his uncle Konrad founded a very successful mercantile guild in Marienburg when Klaus was but a lad. From an early age, Klaus followed in his uncle's footsteps, eager to turn brass coins into silver, and soon silver shillings into gold crowns.

Klaus leads a soft, solitary life, and has grown accustomed to getting his way. His grating voice, irritability, and condescending manner never won him much friends growing up. Now that Klaus has earned a measure of success and wealth, he feels he has come into his own – often mistaking others' greed and eagerness to earn some coin from von Rothstein ventures as actual loyalty and respect.

Klaus is not a small man. His large, flabby frame is decorated in fine silks and satins. Stretched across his portly body, what would otherwise be considered fashionable clothing on a smaller man often comes across as ridiculous. Behind his back, more than one former business partner has commented that Klaus looked far more like a merchant's festival pavilion than a merchant himself.



CHARACTER	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
KLAUS VON ROTHSTEIN	3 (3)	3 (1)	3 (0)	3 ■	3	4 ■	1/4/1	11	C2

I'LL MAKE YOU SUCH A DEAL...

Basic, NPC

CHARM (FEL) vs. TARGET DISCIPLINE (WP)

Used By: Klaus the Merchant
Target within close range

Effect: Klaus flatters and cajoles his target, making promises and claims like a snake-oil salesman, distracting his target and lulling him into a malleable state

♣ The target moves one space toward a neutral stance, and the GM may add or remove one recharge token to/from any one of the target's actions.

♣♣ The target immediately moves to a neutral stance, and the GM may add or remove one recharge token to/from any two of the target's actions

♣ Klaus gains ■ on his next Fellowship check

☠ Klaus suffers 1 stress

✧ The target is on to Klaus's duplicity, and gains ■ on his next *Social* action check targeting Klaus

HOW DARE YOU TALK TO ME LIKE THAT!

Social, NPC, Ongoing

INTIMIDATE (FEL) vs. TARGET DISCIPLINE (WP)

Used By: Klaus the Merchant
Target within close range

Special: This action uses Fellowship instead of Strength for the Intimidate check

Effect: Klaus berates a PC, flaunting his station, wealth, numerous powerful allies, and the like

♣ While this card is recharging, Klaus adds ■ to all Fellowship skill checks, and the target adds ■ to checks targeting Klaus

♣♣ As above, but the target adds ■■ to checks targeting Klaus, and the target of his tirade suffers 1 stress

♣ Add 1 recharge token to this action

♣♣ The target of Klaus's tirade suffers 1 stress

☠ Remove 1 recharge token from this action

✧ While this action is recharging, Klaus cannot convert any of his characteristic dice into stance dice

BIRGITTA TAGESLICHT

REIKLAND HUMAN ROADWARDEN

CHARACTERISTICS		BASIC SKILLS		
		SKILL	CHAR.	TEN.
FATIGUE	STRENGTH	ATHLETICS	ST	■■■
	4	BALLISTIC SKILL	AG	■■■
		COORDINATION	AG	■■■
	TOUGHNESS	INTIMIDATE	SO	■■■
	3	RESILIENCE	TW	■■■
STRESS	AGILITY	RIDE	AG	■■■
	4	SKEWEGGLE	AG	■■■
		STRENGTH	AG	■■■
	INTELLIGENCE	WEAPON SKILL	ST	■X■■
	3	CHARM	FI	■■■
		DISCIPLINE	WI	■■■
		FIRST AID	INT	■■■
	WILLPOWER	FOURLORE	INT	■■■
	3	GUILT	FI	■■■
		INTUITION	INT	■■■
	FELLOWSHIP	LEADERSHIP	FI	■■■
	3	NATURE LORE	INT	■■■
		OBSERVATION	INT	■X■■
FORTUNE		3		

Career Ability

Roadwarden

Wound Threshold

12

Stance Meter



Talent Cards

Strong Willed (Reputation)

Basic Action Cards

Assess the Situation, Dodge, Guarded Position, Melee Strike, Parry, Perform a Stunt, Ranged Shot

Special Action Cards

Execution Shot

Special Race Ability

Reiklander (WFRP rulebook, page 22)

Weapons

Longsword: DR 5/CR 3, melee
Father's Pistol: DR 6/CR 2, ranged
Pierce 1, Reload, Unreliable 2, Close Range

Armour

Leather Armour: Defence 0, Soak 2

Other Equipment

A set of sturdy, if well-worn, travelling clothes, stout leather boots, and a cloth satchel containing a tinderbox, lantern, and a shot mould. A powder horn and bullet pouch containing ten shots for her pistol.

Birgitta is no-nonsense, confident, and extremely goal-oriented. She is the nucleus of the group and its leader (despite being the youngest member) simply by her station – as a Roadwarden, she's an extension of the Empire's laws in these lands. Her father Bertrand was a Roadwarden as well, and lacking sons he raised Birgitta to follow in the family tradition. He has recently died in the line of duty, slain by beastmen in the Reikwald Forest. She conducts herself stoically, but secretly has a chip on her shoulder, eager to prove to her father (and herself) that she is a worthy successor of his legacy.

KURGI BALGINSON

KARAK AZGARAZ DWARF TROLL SLAYER

CHARACTERISTICS		BASIC SKILLS		
		SKILL	CHAR.	TEN.
FATIGUE	STRENGTH	ATHLETICS	ST	■■■
	5	BALLISTIC SKILL	AG	■■■
		COORDINATION	AG	■■■
	TOUGHNESS	INTIMIDATE	SO	■X■■
	5	RESILIENCE	TW	■■■
STRESS	AGILITY	RIDE	AG	■■■
	3	SKEWEGGLE	AG	■■■
		STRENGTH	AG	■■■
	INTELLIGENCE	WEAPON SKILL	ST	■X■■
	3	CHARM	FI	■■■
		DISCIPLINE	WI	■■■
		FIRST AID	INT	■■■
	WILLPOWER	FOURLORE	INT	■■■
	2	GUILT	FI	■■■
		INTUITION	INT	■■■
	FELLOWSHIP	LEADERSHIP	FI	■■■
	2	NATURE LORE	INT	■■■
		OBSERVATION	INT	■■■
FORTUNE		3		

Career Ability

Troll Slayer

Wound Threshold

15

Stance Meter



Talent Cards

Charge (Tactic)

Basic Action Cards

Assess the Situation, Dodge, Guarded Position, Melee Strike, Parry, Perform a Stunt, Ranged Shot

Special Action Cards

Double Strike

Shrug it Off

Troll Feller Strike

Special Race Ability

Azgaraz Dwarf (WFRP rulebook, page 23)

Weapons

M' Father's Axe: DR 5/CR 3, melee
M' Father's Other Axe: DR 5/CR 3, melee

Armour

None! A Slayer has no need for such things!

Other Equipment

Battered but sturdy pants, a selection of minor heirloom jewellery, a cloth sack containing 25 silver coins, and a tarnished pewter tankard.

While in a drunken stupor, Kurgi failed to protect his wife and children on the road as they came to join him in Ubersreik. Bertrand Tageslicht saved them, but Kurgi was so shamed by his inexcusable dereliction of duty that he took the slayer oath. His goal is to die gloriously in battle so that his sons and his ancestors will be proud of him. Chance brought him into a meeting with Bertrand's daughter Birgitta, and Kurgi vowed to pay back the debt he owes her father by saving her life someday.

VAERUN WAVERACER

HIGH ELF ENVOY FROM ULTHUAN

CHARACTERISTICS		BASIC SKILLS		
		SKILL	CHAR	TEN
EXHAUSTION	STRENGTH	ATHLETICS	ST	■■■
	2	BALLISTIC SKILL	AG	■■■
		COORDINATION	AG	■■■
	TOUGHNESS	INTIMIDATE	ST	■■■
	3	RESISTANCE	TD	■■■
		RIDE	AG	■■■
STRESS	AGILITY	SNEAKY	AG	■■■
	4	STEALTH	AG	■■■
		WEAPON SKILL	ST	■■■
	INTELLIGENCE	CHARM	FD	■ X ■■
	4	DISCIPLINE	WF	■ X ■■
		FIRST AID	INT	■■■
FORTUNE	WILLPOWER	FOKTORE	INT	■■■
	3	GUIDE	FD	■■■
		INSIGHT	INT	■ X ■■
	FELLOWSHIP	LEADERSHIP	FD	■■■
	4	NATURE LORE	INT	■■■
		OBSERVATION	INT	■■■
FORTUNE		3		

Career Ability

Wound Threshold

Stance Meter

Advanced Skills

Talent Cards

Basic Action Cards

Special Action Cards

Special Race Ability

Weapons

Armour

Other Equipment

Envoy

11



Education (acquired)

Silver Tongue (Reputation)
Quick Wits (Focus)

Assess the Situation, Dodge, Guarded Position, Melee Strike, Parry, Perform a Stunt, Ranged Shot

Nimble Strike

Winning Smile

High Elf (WFRP rulebook, page 23)

Longsword: DR 5/CR 3, melee

Longbow: DR 6/CR 2, ranged

Pierce 1, Two-Handed, Long Range

Envoy Robes: Defence 1, Soak 0

Formal robes of office, fine boots. An elegant leather case with a second set of robes, candles, tinderbox, and a collection of parchments, quills, and ink. Vaerun has a purse with 10 silver coins and 1 gold coin. An ornate Ulthuan quiver with 20 arrows.

Vaerun is assigned to a 10-year post to the Reikland, and is tasked with maintaining good relations with the nobility and sending regular reports back to his superiors in Ulthuan. This makes Vaerun an ambassador, messenger, and spy in equal measure. Vaerun is expecting an important package from Marienburg. The package is late...

DIEDRICH SCHEFFLER

REIKLAND HUMAN GREY WIZARD APPRENTICE

CHARACTERISTICS		BASIC SKILLS		
		SKILL	CHAR	TEN
EXHAUSTION	STRENGTH	ATHLETICS	ST	■■■
	3	BALLISTIC SKILL	AG	■■■
		COORDINATION	AG	■■■
	TOUGHNESS	INTIMIDATE	ST	■■■
	3	RESISTANCE	TD	■■■
		RIDE	AG	■■■
STRESS	AGILITY	SNEAKY	AG	■■■
	3	STEALTH	AG	■■■
		WEAPON SKILL	ST	■■■
	INTELLIGENCE	CHARM	FD	■■■
	5	DISCIPLINE	WF	■ X ■■
		FIRST AID	INT	■■■
FORTUNE	WILLPOWER	FOKTORE	INT	■■■
	4	GUIDE	FD	■■■
		INSIGHT	INT	■■■
	FELLOWSHIP	LEADERSHIP	FD	■■■
	2	NATURE LORE	INT	■■■
		OBSERVATION	INT	■■■
FORTUNE		3		

Career Ability

Wound Threshold

Stance Meter

Advanced Skills

Talent Cards

Basic Action Cards

Special Action Cards

Special Race Ability

Weapons

Armour

Other Equipment

Apprentice Wizard

12



Channelling (acquired)

Education (acquired)

Spellcraft (acquired)

Grey Wizard (Order)

Assess the Situation, Dodge, Guarded Position, Melee Strike, Parry, Perform a Stunt, Ranged Shot, Spells (Cantrip, Magic Dart)

Channel Power

Pool of Shadows

Reiklander (WFRP rulebook, page 22)

Grey Order Sword: DR 5/CR 3, melee

Quarterstaff: DR 4/CR 4, melee

Defensive, Attuned 1 (Ulgu, Grey Wind)

Grey Robes: Defence 1, Soak 0

Heavy, dark grey robes with a deep hood. Black leather boots. Belt pouch with four candles, tinder, 12 silver coins, and a tarnished silver hand mirror.

Apprenticed to the eccentric Grey Wizard Gavius Klugge, Diedrich is eager to earn his master's acceptance. However, Klugge's apprentices have been numerous, and very few are ever heard from again after their first few assignments. Diedrich is confident he will be able to unravel any mysteries and pierce any veils of deception surrounding this trivial assignment, then return to the Colleges in Altdorf.



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A DAY LATE, A SHILLING SHORT

A DEMO SCENARIO FOR WARHAMMER FANTASY ROLEPLAY

Something is definitely wrong. Vaerun the High Elf Envoy is expecting an important package that was supposed to arrive on the last coach. Birgitta the Roadwarden's partner Rutger was escorting the package. The coach, the package, and Rutger are all a day late. Worried about what may have happened, Birgitta and Vaerun head off to investigate. Kurgi Balginson the Dwarf Troll Slayer joins them, eager to pay back his honour debt to Birgitta – or die trying.

Used with the *Warhammer Fantasy Roleplay* Core Set, this booklet provides step-by-step instructions to help a Game Master introduce this new type of gaming experience to a group of players.

This booklet highlights key sections of the rulebooks from the Core Set the GM should be familiar with before play, provides tips on preparing for the game session, and offers suggestions on how to get the players ready for the adventure. The scenario also includes four pre-generated characters to allow everyone to dive into the action quickly.

What became of Rutger and Vaerun's package? Your players can find out if their investigation doesn't end up *A Day Late, A Shilling Short*.

