

THE SWORD & THE DOVE

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-Adventure Background-

The Sword & The Dove is a short adventure for characters that are nearing the end of their first career or just beginning their second, although if run correctly the adventure may be run for characters with any number of advances. In the adventure the characters are robbed at a coaching inn and have a good idea of where the thief went, but they are in-fact being tricked by the innkeeper into becoming an unwitting extermination squad. The innkeeper is under investigation by a Witch Hunter of Verena who is searching for a covenant of mutants that are supposedly live near the inn. The innkeeper has been providing supplies to these mutants and the Priestess of Shallya who is leading them, but he is now fearful that if the Witch Hunter finds the mutants, they will speak as to who as been selling them food. He'd rather just see all of them killed before they can be interrogated by the Witch Hunter.

The players search for the non-existent thief leads them to the mutant's hide-out and they are caught in the conflict between the Priestess and the Witch Hunter. The PCs must choose between aiding the side of mercy or that of law. *The Sword & The Dove* can be set any forested area within the Empire although it works best if it is set a few days ride from any major cities.

The Sword: Hieronymus Lang, Inquisitor of Verena

Hieronymus Lang grew up amongst the drab gray buildings of the Law Quarter of Talabheim. The teachings of the Cult of Verena and the stern hand of his father, a well respected litigant, sculpted the young Hieronymus into a patient, logical man and all expected he would become a litigant like his older brother, father, and grandfather before him. At age fifteen Hieronymus surprised all who knew him when he announced at dinner one evening his decision to leave Talabheim and become a Roadwarden. Hieronymus sat quietly through his father's initial outburst and then calmly explained to his family that while they were fortunate enough to live in the City of Laws, others were not so lucky. His wish was to bring Verena's wisdom to the rest of the Empire.

Hieronymus was first approached by the Inquisitors of Verena a few years after joining the Roadwardens when he single-handedly brought down a smuggling group on the Old Forest Road by arresting his own sergeant, who was accepting bribes in exchange for turning a blind eye to the smugglers operations. Hieronymus jumped at the chance to join the Inquisitors whom he had idolized since he was a boy due to their rational approach to bringing justice to the enemies of the Empire without the zealous mass burning and torture that the witch hunters of Sigmar relied on so heavily.

Hieronymus has served the Cult of Verena faithfully for many years, completing several investigations quickly, diligently, and quietly. Over time, traveling the roads of the Old World and bringing the enemies of the Empire to justice, Hieronymus began to suspect that there was something sickly growing within the countryside of the Empire and decided to delve deeper into his suspicions. His investigations led him to eventually apprehend a high ranking member of The Cult of the Silver Wheel (see Old World Bestiary pg. 85 for details). Forcing a confession from the cultist, he learned of the cult's goal to slowly increase the taint of Chaos within the spells used by hedge-wizards. Hieronymus had long held a disgust for all spell casters outside the colleges magic and to learn that there were some who sought to increase the power of these rouge wizards was almost too much for him to bear. Hieronymus immediately swore an oath to Verena that he would not rest until he had wiped out the Cult of The Silver Wheel. Joining him in his personal quest were Valdrich Boehm, a young initiate of Verena, and Ragen Schaffer, a veteran Roadwarden, both of whom had heard of Hieronymus' past deeds and were impressed by his passion for justice.

At the start of the adventure Hieronymus and his companions have recently arrested another member of the cult in a small town. This town depends on where you set the adventure, but it should lay a few days in the direction that the PCs are traveling in. Before executing the cultist, a witch named Zemelda, Hieronymus forced a confession from her and learned that there was a covenant of mutants in the woods near the Black Cat Inn. Upon

learning this he and his companions head to the Black Cat Inn and arrive a few hours before the player characters do.

The Dove: Lady Isolde, Priestess of Shallya

Isolde does not remember her real name, her real family, nor her original home but every Geheiminstag she has troubling dreams of burning hovels and mutants being slaughtered by powerful knights in the dead of night.

The truth of Lady Isolde's past is known only to a few Knights and Priestesses dwelling in Bretonnia. The hamlet that Isolde was born into had come under an insidious assault by worshippers of Tzeentch. Using warpstone obtained from Skaven contacts the cultist poisoned the town's only well transforming the populace into mutants and attempted to turn them all to the worship of Tzeentch. Word reached the local Baron of the incident, far sooner than the cultist anticipated, and less than a week after the poisoning of the well a large contingent of knights galloped into to town slaughtering all they encountered. Save one. In one hovel the Baron himself encountered a brightly feathered woman protecting a small babe who was untouched by the mutation that had ravaged the town. The Baron, one who had drunk from the Grail, sensed that no fell power could twist this child and he spared her life, taking her to the Temple of Shallya in Couronne, explaining her story to the Matriarch. So it was that the child who became known as Isolde learned the arts of mercy and healing.

Isolde quickly grew to embody all the aspects of Shallya's grace and some in Couronne believed that she would become Matriarch of the cult some day. However, Isolde had greater ambitions. Somewhere deep within her subconscious was a memory of her mother protecting her from attacking knights and she believed that those touched by Chaos were not necessarily of Chaos and that they could be healed instead of destroyed. She left Couronne at the age of twenty and headed north to the Empire of Sigmar, where the taint of Chaos was stronger. Lady Isolde traveled this foreign land searching out mutants and providing whatever succor she could, eventually coming to the mighty city of Altdorf. There she met a mutated barber surgeon named Kurt Allenstag who used his knowledge of anatomy to aid Isolde in her

quest. Together the two cured many who were unfortunate enough to have extra limbs or digits and they hid away and cared for those whom they could not cure. Sadly the two were found out by the witch hunters of the Heldenhammer and although Lady Isolde was willing to die with the mutants whom she cared for, Kurt convinced a large, dull-witted mutant named Gert to club Isolde unconscious and help him smuggle her to safety. They eventually settled in an abandoned monastery not far from the Black Cat Coaching Inn. There, at the Monastery of St. Grunwald, the two began their work anew.

The Cat: Dekmar Falkenheim, Inn Keeper

Dekmar Falkenheim grew up amongst the river docks of Bogenhafen. The fifth son of a blacksmith, young Dekmar learned that you have to work hard to make a living. He also learned that if you let others work hard, you can make a living off them. Dekmar spent much of his early years swindling travelers on the River Bogen out of their hard earned coin. Dekmar was very successful at gambling, largely in part from cheating with loaded dice and hidden cards. He most likely would have stayed in Bogenhafen all his life, but one night a ship's captain he attempted to cheat was a good deal soberer than Dekmar gave him credit for. The captain, enraged by Dekmar's cheating, attempted to kill the young rogue then and there. Dekmar narrowly escaped and went into hiding, figuring the captain would leave town in a few days. A week later he was horrified to learn that the captain still in town, and he had also placed a bounty on Dekmar's head. Dekmar wisely decided to leave Bogenhafen.

For the next few years Dekmar wandered from town to town, little more than a beggar. On day he encountered a "medicine" salesman called Professor Niederlitz. At the time Professor Niederlitz was looking for a new partner to sell his miracle cures (the last died after imbibing a particularly foul batch, but Dekmar never learned that). Dekmar's part of the plan was to ride into town before Professor Niederlitz, stay there for a while and eventually pretend to come down with some terrible illness or serious injury. Then Professor Niederlitz would arrive in his wagon with his medicine and Dekmar would be "cured" by the draught that the Professor "sold" to him. Others bought the magical draughts and Dekmar and Niederlitz

would slip out of town before the locals noticed any of the side effects (or lack of curing).

The pair made good money for several years until a local burgher purchased one of Niederlitz's draughts to cure his daughter's blindness. The young girl died on the spot and Niederlitz was arrested and sentenced to be executed. While Niederlitz was busy swinging by his neck, Dekmar slipped out of town with the medicine wagon.

He intended to continue the medicine man scheme, but first he came across the Dead Cat Coaching Inn. He had little money at the time and challenged the current innkeeper to a game of cards, betting the wagon itself against a room for the night. Dekmar used his quick hand to slip drugs he inherited from Niederlitz into the innkeepers drink, and his natural flare for sharking people to win not only a room for the night, but also the entire inn. Dekmar was going to sell the inn, but decided that he would like to settle down again and not worry about the uncertainties of life on the road. He renamed the inn the Black Cat Coaching Inn in honor of his patron deity, Ranald.

The Black Cat came with two servants, Gregor and Wilhem. They were suspicious of their new boss, but one of Dekmar's first acts

was to double their wage. Gregory and Wilhem stayed on, continuing their duties, and Gregor told Dekmar many tales about the area, including the story of an ancient monastery in the nearby forest. Dekmar decided to head to the monastery to see if there was anything valuable left lying about. He found Lady Isolde and her mutants instead.

At first Dekmar was horrified, but Lady Isolde assuaged his fear and offered him a deal. In exchange for basic supplies, Lady Isolde would brew for him healing draughts and other medicine for him to sell to travelers. So far the deal has worked well for both parties. Dekmar has had no reason to betray Isolde, although he would do so if it was in his best interest.

However, not long before the PCs arrive at the Black Cat Coaching Inn a man by the name of Hieronymus Lang arrives, hunting a coven of mutants. Dekmar correctly perceives that Hieronymus cannot be bribed and what is worse, he will most likely have Dekmar executed if he forces a confession from Lady Isolde. What Dekmar needs now are a few patsies to remove Lady Isolde and her mutants before Hieronymus learns the truth. Just then, the PCs show up at the Black Cat.

-Dramatis Persone-

This section details the stats and backgrounds of the characters the PCs will encounter during this adventure. Note that Hieronymus Lang, Lady Isolde, and Dekmar Falkenheim's backgrounds are listed in the adventure background and not repeated here.

Name: Hieronymus Lang

Race: Human

Career: Witch Hunter (ex-Student, ex-Roadwarden, ex-Verena Inquisitor)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
60%	52%	42%	41%	53%	72%	61%	58%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	18	4	4	4	0	7	2

Skills: Academic Knowledge (History, Law +10%, Magic, Theology), Animal Care, Charm, Common Knowledge (Bretonnia, The Empire +20%), Concealment, Disguise, Drive, Follow Trail +10%, Gossip +10%, Navigation, Outdoor

Survival, Perception +20%, Pick Locks, Read/Write +10%, Ride, Search +20%, Secret Signs (Scout), Shadowing, Silent Move, Sleight of Hand, Speak Language (Breton, Classical +10%, Reikspiel +20%)

Talents: Cool Headed, Etiquette, Keen Senses, Lightning Parry, Quick Draw, Savvy, Specialist Weapon Group (Crossbow), Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Entangling), Stout Hearted, Streetwise, Strike Mighty Blow, Super Numerate,

Armour: Heavy Armour (Full Plate Mail)

AP: Head 5, Arms 5, Body 5, Legs 5

Weapons: Best Craftsmanship Hand Weapon (Sword), Pistol with 10 balls and gunpowder, 2 Bola, Crossbow Pistol with 10 bolts

Trappings: 2 Sets of Manacles, Lock picks, Holy Symbol of Verena, Traveling Clothes, Writing Kit, Healing Draught, 10 Yards of Rope, Light War-horse

Name: Lady Isolde
Race: Human (Bretonnia)
Career: Anointed Priest (ex-priest, ex-initiate)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	39%	40%	42%	43%	44%	62%	59%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	2	6	0

Skills: Academic Knowledge (Astronomy, History, Magic +10%, Theology +20%), Channeling, Charm +10%, Common Knowledge (Bretonnia +10%, The Empire), Gossip +10%, Heal +20%, Magical Sense, Perception +10%, Read/Write, Ride, Speak Arcane Language (Magick), Speak Language (Breton +20%, Classical, Reikspiel), Trade (Apothecary, Herbalist)

Talents: Aethyric Attunement, Divine Lore (Shallya), Lesser Magic (Aethyric Armour), Lesser Magic (Dispel), Lightning Reflexes, Luck, Master Orator, Petty Magic (Divine), Public Speaking, Strike to Stun, Suave, Resistance to Chaos, Resistance to Disease

Armour: None

AP: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarterstaff

Trappings: Robes, St. Grunwald's Monastery and all of its contents.

Name: Dekmar Falkenheim
Race: Human
Career: Innkeeper (ex-Charlatan, ex-Gambler)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36%	43%	31%	41%	54%	54%	51%	64%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	17	3	4	4	0	2	0

Skills: Blather +10%, Charm +20%, Common Knowledge (The Empire +10%, Tilea), Consume Alcohol, Disguise, Evaluate +10%, Gamble +10%, Gossip +10%, Haggle, Lip Reading, Perception +20%, Secret Language (Thieves Tongue +10%), Secret Signs (Thief), Sleight of Hand +10%, Speak Language (Reikspiel +10%, Tilean),

Talents: Dealmaker, Flee!, Hardy, Lightning Reflexes, Luck, Mimic, Public Speaking,

Schemer, Seasoned Traveler, Streetwise, Strike to Stun

Armour: Light Armour (Leather Jack)

AP: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword)

Trappings: 3 Sets of Good Craftsmanship Clothing. The Black Cat Inn and contents, Wagon of Professor Niederlitz and contents, Draft Horse

Name: Ragen Schaffer

Race: Human

Career: Scout (ex-Roadwarden)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54%	55%	45%	45%	51%	60%	49%	32%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	5	0

Skills: Common Knowledge (The Empire +20%), Concealment, Dodge Blow, Drive, Follow Trail +10%, Gossip, Navigation +10%, Outdoor Survival, Perception +10%, Ride +10%, Secret Sign (Scout), Search, Silent Move, Speak Language (Reikspiel)

Talents: Excellent Vision, Mighty Shot, Orientation, Quick Draw, Rapid Reload, Savvy, Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Longbow)

Armour: Medium Armour (Full Leather Armour, Mail Shirt)

AP: Head 1, Arms 1, Body 3, Legs 1

Weapons: Hand Weapon (Sword), Pistol with 10 balls and gunpowder, Long Bow with 10 arrows

Trappings: Traveling Clothes, 10 Yards of Rope, Light War-Horse

Background: Ragen grew up in Middenheim an orphan. When he was young his parents, wool merchants, were killed by bandits on the road to Talabhiem, and this incident has been the focal point for all of Ragen's actions since. As soon as he was old enough he joined the Roadwardens to bring justice to the type of people that had caused him to grow up a beggar on the streets.

Ragen was skilled and dedicated, but discouraged by the attitudes of some of his fellow Roadwardens who viewed their jobs as just their jobs. To Ragen being a Roadwarden was an opportunity to save lives, not just on the road, but also in the cities of the Empire. He knew too well that every time someone was killed on the road, someone else went hungry back home.

Ragen became bitter due to the lax attitudes of his colleges, but one day he heard the story of how Hieronymus Lang had arrested his own sergeant. He realized that this was a man who saw being a Roadwarden not merely as a way to make a living, but as a living itself. Ragen immediately headed out from his unit to find Hieronymus and join him.

After a year of wandering the roads of the Empire Ragen eventually found the man he idolized, right in the middle of an attack by bandits. All of Hieronymus' traveling companions were dead and only Hieronymus was still standing, bloody and wounded. At the time Ragen didn't even know he had found Hieronymus Lang, the rage he felt was merely from bandits slaughtering travelers, like his parents. He immediately leapt into the fray and killed two so quickly that the remaining four bandits ran screaming for their lives.

Hieronymus and Ragen have been companions ever since, Hieronymus owes Ragen a life boon and Ragen would gladly risk his life again to save Hieronymus and the ideal he represents.

Personality: Ragen is mean, and realistic. He believes in bringing justice to the wicked and dying for his cause, or letting others die for it. He is not cruel though. He will save the innocent when he can and never take a life needlessly nor make those he kills suffer. He is completely loyal to Hieronymus.

Name: Valdric Bohem
Race: Human
Career: Initiate (Verena)
Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	33%	40%	43%	33%	43%	36%	33%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	4	4	4	0	2	0

Skills: Academic Knowledge (History, Theology), Charm, Common Knowledge (The Empire), Gossip, Heal, Perception (+10%), Read/Write, Speak Language (Classical, Reikspiel +10%)

Talents: Public Speaking, Savvy, Sturdy, Very Strong, Warrior Born

Armour: Medium Armour (Leather Jack, Mail Shirt)

AP: Head 0, Arms 1, Body 3, Legs 0

Weapons: Hand Weapon (Sword), Shield

Trappings: Robes, Writing Kit, Holy Symbol of Verena

Background: Valdric is a young initiate of Verena that Hieronymus picked up during his last trip to Talabhiem. Hieronymus is grooming Valdric to become an Investigator of Verena and he is using Valdric's inexperience to mould the young clergy man into the ideal follower of Verena.

Personality: Valdric is young and naïve, but completely loyal to Hieronymus. He takes everything his mentor says as proven fact and says he is willing to die for Hieronymus, but given the chance he will most likely do his best to save his own skin.

Name: Kurt Allenstag
Race: Mutant
Career: Barber Surgeon (ex-Student)
Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
34%	34%	27%	36%	37%	55%	41%	33%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	4	0

Skills: Academic Knowledge (Philosophy, Science), Charm, Common Knowledge (The Empire), Consume Alcohol, Gossip, Heal +10%, Perception +10%, Read/Write +10%, Speak Language (Classical, Reikspiel +10%), Trade (Apothecary)

Talents: Acute Hearing, Etiquette, Resistance to Disease, Savvy, Super Numerate, Surgery, Unsettling, Very Resilient

Armour: None

AP: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Sword)

Trappings: Rags, Text Book on Philosophy, Trade Tools (Barber-Surgeon)

Mutations:

Hypnotic Flesh: Kurt's skin is a constantly fluctuating pattern of brilliant colours, anyone who looks directly at Kurt risk being hypnotized by his flesh. Anyone within 4 yards (2 squares) must either not look directly at Kurt or make a successful willpower check or become stunned. This check must be made each round that Kurt remains within 4 yards (2 squares). Alternatively, one can not look directly at Kurt but this will incur a -10% to all Weapon Skill Checks.

Background: Kurt Allenstag was born in Altdorf and attended the physician's college. He learned quickly and was likely to be one of the physician guild's most skilled doctors.

Unfortunately, not long before he completed his training, Kurt discovered a weird patch of shifting colours on his abdomen. He did his best to remove the corrupted flesh and to keep his tainted secret but the patch grew larger everyday. Eventually Kurt had to flee the guild. He set up a mutant chop shop in the back alleys of Altdorf, making an earning by assisting those who were cursed like him. He soon learned that cutting off the odd extra arm did not remove the taint of corruption as he had a high frequency of repeat business. He began studying a way to halt a victim's mutation permanently. It was during this time that he met Lady Isolde and joined her cause.

Personality: Kurt is intelligent and determined. He is not as idealistic as Lady Isolde and has a more realistic view of what must be done to continue their work. He is also very paranoid about being discovered (even for a mutant).

Name: Gert

Race: Mutant

Career: Dung Collector

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	31%	53%	60%	35%	18%	33%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	5	6	4	0	6	0

Skills: Common Knowledge (The Empire +10%), Consume Alcohol, Drive, Gossip, Haggle, Perception, Search

Talents: Coolheaded, Fearless, Menacing, Resistance to Poison, Sturdy

Armour: Light Armour (Leather Jerkin)

AP: Head 0, Arms 0, Body 1, Legs 0

Weapons: Great Weapon (Club)

Trappings: Rags

Mutations: Hulking, Leathery Skin, Warped Mind, Regeneration

Background: Gert used to be a dung collector in Altdorf, working with his father. One day Gert's leg was crushed by their dung cart and his father took him to the nearest barber surgeon. The surgeon happened to be Dr. Allenstag, before his mutation had spread to his neck and face. Kurt was preparing to amputate Gert's leg, when he noticed the wound was healing itself. Gert's father noticed this too, and as a result Kurt had to kill him when he fled out into the street to find the nearest Sigmarite. Since that day Gert has followed Kurt loyally, always believing that Kurt is watching over him at his father's behest and that one day his father will return and they can

go back to collecting dung. Nobody knows how Gert became a mutant, not even Gert.

Personality: Gert is a complete simpleton. He obeys any order given to him by either Lady Isolde or Kurt Allenstag.

Name: Otfried Meusmann

Race: Mutant

Career: Soldier

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	52%	36%	30%	40%	35%	24%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	5	0

Skills: Common Knowledge (The Empire), Dodge Blow, Drive, Gamble, Gossip, Intimidate, Perception

Talents: Fleet-Footed, Marksman, Mighty-Shot, Sharp Shooting, Specialist Weapon Group (Gunpowder), Rapid-Reload, Quick Draw

Armour: Light Armour (Full Leather Armour)

AP: Head 1, Arms 1, Body 1, Legs 1

Weapons: Hand Weapon (Sword), Handgun with 10 balls with gunpowder

Trappings: Tattered Uniform

Mutations: None (currently)

Background: Otfried left his native town of Bissendorf to join the imperial army and defend his beloved country from the host of Archaon. Sadly Otfried's unit came under attack by a fell Tzeentch sorcerer. All though the dark wizard was eventually defeated, his black magic had cursed the survivors of Otfried's unit with mutation. They were hunted down and killed by their former comrades and only two escaped, Otfried and another soldier named Ranulf Muller. The pair eventually found their way to St. Grunwald Monastery, Otfried sporting a third arm sprouting from his stomach. Dr. Allenstag has managed to remove Otfried's extra arm and, as an act of gratitude Otfried has stayed at St. Grunwald's. He does this both to assist Lady Isolde as best he can, but also so that Lady Isolde and Dr. Allenstag can study him and record how long it takes for him to develop a new mutation.

Personality: Otfried is brave and loyal. He worries about the other mutants and is very defensive of them.

Name: Madred Kaltenbach

Race: Mutant

Career: Servant

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	31%	35%	30%	31%	32%	23%	26%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	4	0

Skills: Blather, Common Knowledge (The Empire), Dodge Blow, Evaluate, Gossip, Perception, Search, Slight of Hand, Speak Language (Reikspiel)

Talents: Fear, Flee!, Hardy, Lightning Reflexes

Armour: None

Armour Body: Head 0, Arms 0, Body 0, Legs 0

Weapons: Knife

Trappings: Servants clothes, cooking supplies

Mutations:

Beast With a Thousand Eyes: Madred's body is covered in a thousand vestigial eyes. They provided no benefit, save for being incredibly disturbing.

Intelligent Cyst: Madred has a horrid growth growing inside his body. This cyst has its own motivations and goals, an intelligence of 38%, Speak Language (Dark Tongue) and Read/Write. Everyday, Madred has to make a Willpower Test or the cyst takes control of his body for the day with Madred having no recollection of what happened on that day.

Note: According to the rules for this mutation presented in *Tome of Corruption*, once a mutant with this mutation is killed the cyst escapes from his body and turns into a new Chaos Spawn. For simplicity sake this does not happen to Madred (unless you really want to give your PCs a rough time).

Background: Madred was a cook at an inn before he became a mutant. Where Madred originates from depends on where the adventure is set. Madred is a product of Zemelda's magic (Zemelda being the cultist of the Silver Wheel which Hieronymus executes before the adventure). Zemelda knew of Madred's cyst that occasionally took control of him, but Madred knew nothing of it or of Zemelda's true allegiances, believing that she was just a simple apothecary. What Madred did know was that he had begun to grow eyes on various parts of his body. Naturally he fled, eventually coming to St. Grunwald Monastery. Madred settled there, becoming a cook for the mutants but the cyst, on the days it controlled Madred, kept in contact

with Zemelda. The cyst was eager to spread the glorious change of Tzeentch and eventually Zemelda obtained a small amount of warpstone, which she sent to the cyst. The cyst happily fed warpstone laced food to the other mutants, reveling in the mutations that rip through their bodies.

Personalities: Madred is normally a jolly man, happy to be alive and in relative safety. His biggest concern is his occasional lapses in memory. Some days he just isn't sure what he did. When the cyst is in control, Madred's natural joviality takes on a sinister tinge, laughing at inappropriate times and sneaking out into the forest to perform foul rites to the Lord of Change.

Name: Hans Reiss & Lanfried Rohrig

Race: Mutants

Career: Peasants

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	33%	29%	31%	35%	31%	25%	34%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	2	3	4	0	4	0

Skills: Animal Care, Animal Training, Charm Animal, Common Knowledge (The Empire), Concealment, Drive, Gamble, Trade (Farmer), Set Trap, Silent Move

Talents: Hardy, Flee!, Unsettling

Armour: None

AP: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Club)

Trappings: Hans: Poor Craftsmanship Robe
Lanfried: Rags

Mutations:

Hans: *Misplaced Face:* Hans' face has shifted down to the front of his stomach. This severely reduces his peripheral vision.

He suffers a -20% to all vision based perception checks.

Lanfried: Three Eyes, Snout

Background: Hans & Reiss are simple peasants who had the misfortune of becoming mutants. They keep their corruption hidden from those around them long enough to escape from their homes. They gravitated to St. Grunwald Monastery when they heard rumors of a miracle healer who could cure mutations.

Personality: Frightened and completely loyal to Lady Isolde, even if she hasn't been able to cure them yet at least she has treated them as humans.

Name: Ranulf Muller

Race: Chaos Spawn

Career: NA

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52%	0%	60%	54%	26%	0%	0%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	24	6	5	4 (6)	0	8	0

Skills: Perception +10%

Talents: Fearless, Natural Weapon, Terrifying

Armour: none

AP: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws, Horns

Mutations: Running Sores, Tentacle Like Arm, Wings, Fur, Horns, Animalistic Legs, Regeneration

Background: Ranulf Muller was a member of Otfried's hand gunner unit. The battle with the Tzeentch sorcerer left Ranulf cursed with running sores and his left arm transformed into a tentacle. Ranulf followed Otfried to St. Grunwald's Monastery. He transformed into a Chaos Spawn after ingesting Madred's warpstone laced food and currently leads a miserable existence imprisoned within the monastery.

Name: Gregor & Wilhem

Background: No stats should be necessary for Gregor and Wilhem. They comprise the staff of the Black Cat Coaching Inn. Wilhem is the cook and blacksmith, he is also completely mute.

Gregor is a grizzled war veteran with a bad leg, he acts as the night watchman.

Personality: Gregor is surly and usually drunk but very honest in his opinions. Wilhem only communicates with Gregor using a simple sign language that the two have come up with.

Name: Max Eggrad

Background: Max is a Strigany, a race of men with no home and sinister history. That alone makes him an outcast. Combined with the fact that Max is a lone Strigany, his mere presence is bound to arouse suspicion. The reasons for Max being ostracized by his own people are not important for this adventure.

Personality: Max is eager to make friends, which, combined with his heavy Strigany accent, and is bound to make people suspicious of him. He is very secretive about his past and will not tell anyone about his business or his background, doing his best to change the subject if asked about these things.

-At the Sign of the Black Cat-

A Less Than Warm Welcome

The adventure proper begins with the PCs catching sight of the Black Cat Coaching Inn just as the sun is about to disappear beyond the Western horizon. Upon arriving at the inn the PCs find the main gates standing wide open, which they may note is unusual considering it is after dark. Nobody comes out to greet them, but there is a hitching post for their mounts. All of the ground floor windows are shuttered up, and if the PCs make a successful **Perception Test** they note that they hear nothing from the Coaching Inn itself, no one laughing, singing, shouting, nothing.

The reason for this is, that unbeknownst to the PCs, the innkeeper, Dekmar, is currently being questioned by Hieronymus Lang and Ragen Schaffer. They wish to learn anything Dekmar knows about mutants in the area, while

Dekmar is lying as best he can while quietly praying to Ranald.

Upon entering The Black Cat read or paraphrase the following text to the players.

As you step through the door you are confronted with a strange sight. Although the room is clean and well lit you see no sign of any staff, not behind the large bar to your right, nor moving amongst the tables waiting on the customers. Not that it matters much for at first you believe there are no customers either. Then you notice that there are two men in this room. One is sitting to your far left wearing dirty traveling clothes and watching you intently. The other is across the room sitting at a table obscured by the shadows of the staircase. Before you have time to ask what is going, on the man at the shadowy table stands up and moves out into the light. You can now clearly see that

he is quite young and wearing the trappings of a Priest of Verena. He spreads his arms and says: "Welcome to The Black Cat, I am Valdric Bohem. I'm afraid that the innkeeper is currently indisposed, but I can assure you that he will be able to tend to your needs shortly. Please, have a seat." He then retreats to his table.

There is plenty of room for the PCs to sit however they may question Valdric as to what is going on. Valdric is fairly tight lipped and will merely tell the PCs that his master has private business with the innkeeper and that if they'd just have a seat all will be explained to them in due time. Under no circumstances will he allow the PCs to pass through the door he is sitting next to. This is where Hieronymus is questioning Dekmar.

The only other person in the room is Max Eggrad and if any of the PC tries to leave the room, Valdric will plainly tell them that he has orders to detain any travelers here until his master and the innkeeper have finished their business, although he will not fight them if they insist on leaving. Under no circumstances will he allow the PCs to enter the private dinning room.

The PCs will most likely have a seat and talk to either Max Eggrad or Valdric. Max is friendly enough but very guarded about his past and current business, changing the subject whenever he is asked questions like "Where are you headed too?"

Max also has a thick accent and any PCs that hear Max speak and makes a successful **Speak Language (Reikspiel) Test (Easy +20%)** realizes that Max is a Strigany.

An important note about Max is that he is there to rouse the PCs suspicions. They should not trust him. You should be sure to role-play him in such a way that they are wary of him by the time they go to bed. Feel free to tailor Max in any way necessary to make him seem untrustworthy to one or more of the PCs (Character's insanities will work well to this end.)

After the PCs have had a chance to talk to Max and Valdric and have sat down some where, read or paraphrase the following text.

You hear the door which Valdric was sitting next to unlock and swing open and a stern looking man in his forties emerges. He's wearing common worn traveling clothes but he is armed

to the teeth and you spy the gleam of plate mail underneath his cloak as he enters the room. Around his neck on a leather cord hangs a symbol that matches Valdric's own necklace, a silver sword with a set of golden scales for a hilt. His stormy gray eyes catch sight of you and he gives you a mirthless smile and says, "Herr Falkenheim, it would appear that you have some more guests. Valdric," at this Valdric snaps to attention "see to it that the gates are shut for the night, I do believe the sun is already set."

As Valdric heads outside the man crosses the room towards you, his armour clanking, and you can see that there are two others emerging from the room as well. A slightly portly man in simple yet well made clothing who looks quite flustered and a grizzled man who looks like he's spent too many nights sleeping in the wilderness, yet despite his rundown appearance he has a well made pistol tucked into his belt, his left hand resting comfortable upon it. The portly man retreats behind the bar counter and the grizzled one also heads towards your table.

The man with gray eyes has arrived at your table by now and he bows slightly to you. "Good evening travelers," he says to you in a calm, even voice. "My name is Hieronymus Lang and this is my traveling companion Ragen Schaffer. May we join you?"

Conversing With the Sword

As mentioned in the adventure background, Hieronymus and his companions are in the area searching for a coven of mutants. Hieronymus and Ragen have already questioned Max and Dekmar (they were interviewing him in the private room when the PCs) arrived. Hieronymus is very perceptive and knows that both Max and Dekmar are withholding information from and he strongly (and correctly) suspects that Dekmar knows where the mutants are hiding. However, Hieronymus is a Witch Hunter of Verena and as such is very patient and precise, he has no wish to execute Dekmar for sheltering Chaos Spawn unless he is sure that Dekmar is indeed guilty of such a crime. So Hieronymus and Ragen have formulated a plan to leave the Black Cat early the next morning and while Hieronymus and Valdric begin systematically sweeping the surrounding woods Ragen will hide somewhere with a clear view of the inn and see if any suspicious activity occurs.

In the meantime, Hieronymus wishes to know more about the PCs and their current

business, in case they have any ties to Dekmar. In this encounter Hieronymus will be polite in the extreme. If the PCs refuse to let him and Ragen sit down then he will respect their wishes and sit at the next table over and pretend to ignore the PCs, they will of course use their high perception skills to listen in on almost everything the PCs say.

If the PCs allow Hieronymus and Ragen to sit with them Hieronymus will thank them for their hospitality and order them a round of drinks. He will then question the PCs as to who they are, where they are from and what business brings them to “this neck of the Empire?” Once again he will be extremely polite and will not press the PCs for information. He will, however, most likely notice if they are flat out lying to him and he will make a mental note that these people cannot be trusted.

No doubt your PCs will also question Hieronymus as to his activities. Hieronymus will avoid telling them anything truly important, such as his position within the Cult of Verena or his business at the Black Cat. He will tell them in length about Talabheim and some of its more unusual laws (See Terror in Talabheim for some inspiration in this respect). The PCs may find Hieronymus a dry and uninteresting individual as he goes on in length about things such as Talabheim’s Cup Tax and the various exemptions to this law, both legal and otherwise.

As for Ragen Schaffer, he will sit quietly with his hand continually resting on his pistol. Any attempts to communicate with him will only be met with glares and the occasional grunt of: “my business is my own.” Hieronymus will apologize for Ragen rudeness, telling the PCs that Ragen does not waste time with unnecessary chit chat.

During the conversation Valdrick will return from outside and pull up a chair between Ragen and Hieronymus. He will be more talkative about his past than Ragen but Hieronymus will still dominate the conversation.

After Hieronymus is fully satisfied that the PCs have no previous connection to Dekmar or have any knowledge as to where the mutants are hiding (note that he will not ask them about any of these things outright) he will mention to Ragen and Valdrick that they should retire as they must get an early head start in the morning. They will then bid the characters goodnight and head upstairs to the private rooms they have already procured.

Dekmar’s Scheme

While Hieronymus is assessing the PCs intentions, Dekmar Falkenheim, is sizing up their abilities. He knows it is only a matter of time before Hieronymus finds Lady Isolde and her mutants and puts them all to the torch. His great fear (and the only thing that kept him from telling Hieronymus Isolde’s location in the first place) is that before she is killed Isolde will reveal that he has been providing them with supplies and Hieronymus will put him to death as well for aiding mutants. Hieronymus Lang is the greatest threat to a man like Dekmar; a law official who is smart, capable, and worst of all, above the lure of money and the pleasures it can bring. Dekmar has spent his whole life sizing people up and he knows there is nothing he can do to stop Hieronymus and his quest to purge the Empire of the taint of Chaos. So he needs a way to remove Isolde from the picture. This is where the PCs enter into his planning.

After the first round of drinks have been ordered Dekmar slips out the back door of the bar and heads outside to where the coach garages are. In one of them is the wagon of his former mentor/partner, Professor Niederlitz, along with the plethora of “medicines” they used to sell to townsfolk. Dekmar takes a vial of sleeping powder out of the wagon and then heads back inside. He then carefully adds this powder to whatever beverages or food the PCs order next. He also adds some of the powder to Max Eggrad’s final drink of the night.

If the PCs happen to be at the bar when they are ordering their drinks they may make a **Perception Test** opposed to Dekmar’s **Slight of Hand Test**. For the convenience of this adventure it is easier just to fudge the dice in Dekmar’s favor (he is a worshipper of Ranald after all.)

Anyone who ingests the drugged food or beverage must make a **(-20) Toughness Test**, having the consume alcohol skill adds an additional +10%. You may want to roll this test for your PCs in secret to prevent them from becoming suspicious of Dekmar too early in the story (after all the characters won’t know that they have been drugged). Tell any PCs who fail this test that they are feeling extremely drowsy. If the affected PCs insist on staying up have them make **Willpower Test** every fifteen minutes or so to avoid falling asleep at the table. Increase the difficulty by one step after every

successfully passed test. Once the PC has fallen asleep at the table Dekmar will come over and inform the ones still awake that there is no sleeping in the tavern hall and that if they want to sleep they'll have to rent a room or a cot in the common room. Once asleep the affected character will sleep soundly for ten hours with no chance of anything waking him.

Max Eggrad will automatically fail his check and will stand up and shuffle sleepily off to his own private room.

A Thief in the Night

After everyone has gone to bed Dekmar will recruit Wilhem, the Black Cat's burly smith/cook/bouncer to head up to Max Eggrad's room and knock him out (further) and then carry him downstairs to a hidden room in the Black Cat's cellar.

This room is normally used to hide people or goods that clients pay Dekmar to keep hidden from road wardens. The entrance to the hidden room is through one of the empty barrels in the cellar. This barrel is actually attached to the floor and its bottom has small holes in it allowing a person to grip the bottom of the barrel and pull it out. Beneath the barrel is a ladder leading down in to a small stone room. The only furniture down here is an old cot where fugitives from the law can sleep in relative comfort and safety. It is down here that Dekmar and Wilhem hide the bound, gagged, and unconscious form of Max.

Dekmar then sends Wilhem off to bed and proceeds to head to his own room where he uses a chisel to break the padlock on his own lock box, removes the bag of money he keeps there and hides it within one of the false floor boards of Professor Niederlitz's wagon. He also places an empty bottle of whiskey haphazardly on his bedroom floor.

Dekmar then heads up to the room the PCs are staying in. He then proceeds to rob the PCs. Dekmar has no problem moving about the Black Cat Inn in the dark, he knows where to step to avoid making noise.

What it is that Dekmar steals depends entirely on what the PCs have. Dekmar had the entire evening to watch the PCs and he has a keen eye for what is valuable (or, at least, what people think is valuable). If the main goal of your adventure is for the PCs to transport a particular item (Such as the Brass Skull in Ashes of Middenheim) then this item works best. Otherwise have him take any best or good

quality weapons the PCs have, perhaps the only magic weapon in the entire group (although Dekmar won't know its magical). The important thing is that you should have Dekmar steal something that the PCs will most likely feel they cannot go on without. Dekmar will also steal most (if not all) of their money, as he is trying to make this look as much like a robbery for quick cash as possible. If the PCs don't have any items of particular significance to them then Dekmar will simply take their coin.

If the PCs are staying in separate rooms then Dekmar will only enter the room of the character with most valuable item (or the most money depending on what you have him steal).

After robbing the PCs, Dekmar will hide their belongings in Professor Niederlitz's wagon. He will also intentionally leave the door to the room he robbed standing wide open, to arouse the PCs suspicion as soon as they awake.

Black Cat Breakfast Theater

Once the PCs awaken in the morning to find their door open and some of their valuables gone they will, mostly like, go about finding out who has taken their belongings. As they leave their room tell them that they hear someone crying downstairs, in the bar room. When they head down into the bar room read or paraphrase the following text:

You see the innkeeper sitting at the bar his faced buried in his hands. He's sniffing and moaning, "justice, what justice? They ride off and leave me here in this predicament! I told them where that rouge went and all they have to do is ride out an arrest him. Sigmar curse all road wardens..." As you finishing coming down the stairs he sits up and turns on his stool to face you, his eyes are red and puffy and he has obviously been crying for a long time. He dabs his eyes with a handkerchief and says, "I'm so sorry my friends, I've had a rough night but it's nothing you need concern yourself with. Is there anything I can do for you?"

At this point the PCs are likely to do one of two things; compassionate PCs will most likely try to find out why he has been crying (the truth is because he's thrown pepper in his eyes to fool the PCs more thoroughly) and if there is anything they can do to help, more self interested PCs will probably loudly complain about being robbed last night and demand some answers

about the lax security of the Black Cat. Either way Dekmar will reveal the following story:

“Last night I had a little celebration, just me and the bottle, in honor of having so many customers. I think I had a nip to much though as I fell asleep a tad earlier than my custom. Anyway I woke up with a terrible headache and old Gregor the night watchman shaking me. He tells me that he just saw someone climbing over the back gate and out into the forest. He said he gave chase but Gregor, he has a bum leg so he couldn’t keep up. I jump up, quick as a Moot Lander and begin checking to see if anything be missing and lo! The lock box in my very own room has been broken into. Gregor and I searched around the inn to see what else was gone but that was it. We then checked around to see if any of the guest where missing and sure enough! There wasn’t hide nor hair of that sly fellow that had been traveling alone! I know he had the look of a Goblin about him!

Surely I thought that Hieronymus fellow would help out his host in need! He is a worshipper of Verena and all, or at least claimed to be. I even told him the direction Gregor saw that thief running in was straight towards the old ruins in the woods. But does he care? Not a tick! He keeps going on about having to find the mutants in the woods or some such nonsense! There aren’t any mutants in the woods around here, I told him as much last night! Damn road wardens! Morr take them all to the blackest depths of his realm!”

At this point Dekmar breaks into a series of curses and oaths of vengeance against Hieronymus, road wardens, people from Talabheim, worshippers of Verena, etc. It may take sometime for the PCs to calm him down.

The PCs will likely draw the conclusion that Dekmar has been steering them towards. Max Eggrad broke into their room last night, stole some of their valuables, Dekmar’s money, and then made off into the woods somewhere. If they mention that they too were robbed Dekmar will pretended to put two and two together and say:

“It’s obvious we are all victims of that opportunistic little river rat! Like I told that self righteous Hieronymus, the little sneak thief was last seen headed towards the abandoned church out in the forest. If you go and track him down not only will you be able to recover your own

possessions but get my gold back as well! I’ll tell you how to get to the tower if you promise to bring back my money. What to you say? I’ll give you free room and board every time you pass by this way.”

The PCs will likely jump at this offer as they will be able to recover their lost valuables and get revenge on the one who took them. They may of course wish to learn a little more information before charging straight out into the forest.

Conversing With the Cat

At this point the PCs have an opportunity to ask Dekmar questions about what he knows about the robbery. Here are some example questions the PCs may ask, the answers Dekmar would give, and the amount of truth contained within each of his answers.

You mentioned an abandoned church in the forest. Have you been there? What can you tell us about it.

Gregor told me about when I first purchased the inn here. I went there once to have a look. There was an old ruined wall around a courtyard but there was a central building still standing, looked pretty sturdy. I didn’t go inside though.

(True, except for the fact that Dekmar didn’t purchase the inn from its former owner...)

Hieronymus really left with out even offering to you help?

That’s right, despite all of my pleading he still snubbed my request. I can’t believe he calls himself a follower of Verena!

(True & False) Hieronymus and his companions did leave quite early in the morning but obviously Dekmar made no mention of his fabricated robbery to them, doing so would only serve to lead Hieronymus to the one place Dekmar doesn’t want him to go.)

You said Hieronymus was looking for mutants in the forest, do you know of any?

No, of course not. Well, there maybe some Beastmen or their foul ilk but they can be found anywhere.

(This statement is completely false. There are mutants and Dekmar knows exactly where they are at.)

Can we speak to Gregor about what he saw?

No, Gregor sleeps all day so that he can keep watch all night. He drinks a lot before he goes to bed, says that it helps lessen the pain from his old wound, he's impossible to wake up at this time of day, Wilhem and I have had to try before.

(Mostly true. Gregor does get quite drunk each morning before heading off to bed, which is fortunate for Dekmar as Gregor didn't actually see anything suspicious last night.)

Who is Wilhem? Did he see anything?

Wilhem is our blacksmith & cook. He was asleep last night. Wouldn't matter much anyway, Wilhem is mute.

(True)

How do you get to the ruined church from here?

An old trail at our back gate, hard to notice at first, it's pretty overgrown. The trail leads more or less south and that'll take you straight to the tower.

(True)

How did the thief get into your room last night?

(Long embarrassing pause)

Unfortunately I appear to have left the door unlocked last night. I must of gotten so drunk that I forgot to take care of even that little detail.

(False, Dekmar slept with his door quite securely locked last night and the only drink he partook of was this morning, to put the scent of liquor on his breath for a more convincing cover story.)

It is also possible that the PCs will want to examine the Dekmar's bedroom as it is the scene of the crime. He will of course let them as he has already set the stage for them. Inside Dekmar's small room they find his bed a horrendous mess as if Dekmar fled it in a great hurry. Also there is a half drunk bottle of liquor spilled on the floor. The liquor has had plenty of time to dry on the floorboards as Dekmar dropped it there last night. Finally there is the chest itself. The chest small and oaken, the padlock has been broken, most likely by a chisel.

With no further information to be gained from the Black Cat Inn it is time for the PCs to track down Max Eggrad and retrieve their belongings. Dekmar leads them to the back gate and unbolts it. Beyond looms the forest, old and wild, but through the growth of the underbrush the PCs can make out the remains of wide, once frequently used, road. Dekmar wishes them the best of luck and says he looks forward to their safe return with the stolen goods.

-The Hunt for Max Eggrad-

Into the Forest

The PCs most likely follow the old forest road directly to the ruined abbey. They have no reason to deviate from the road and they don't encounter anything along the way unless you decided to make the journey more interesting. However, they do not depart from the Black Cat Inn unnoticed.

Part of what Dekmar told the PCs was true, Hieronymus Lang and his companions did leave early in the morning to search the woods for mutants but Ragen Schaffer did not accompany them.

As mentioned earlier, the night that the PCs arrived at the Black Cat Inn, Hieronymus was in the process of interrogating Dekmar about the location of Lady Isolde and her mutants.

While Dekmar might have lied to Hieronymus, Hieronymus is extremely perceptive and skilled at gleaned information from every conversation he is engaged in. Hieronymus knew that Dekmar was not being truthful, but as an inquisitor of Verena, he doesn't rely on the oft brutal tactics that the Sigmarite Witch-hunters so frequently use.

So, while Hieronymus and Valdrick head off into the forest to systematically search for the mutants, Hieronymus has Ragen stay behind, hidden with in view of the Black Cat Inn, to see what Dekmar does next.

Ragen, an experienced scout, finds a suitable hiding place in a tree near by the Black Cat where he has a clear view of both the front gate and the back. When the PCs head off to search for Max Eggrad, Ragen observes their

departure but makes no effort to stop them. The PCs may make an **Perception Check** opposed to Ragen's **Concealment**, however the PCs are at a (-30%) as Ragen as had all morning to find a well concealed location and also the PCs have no reason to believe that there is someone in the direction that Ragen is hiding. In all likelihood the players will most likely believe that you are having them check for signs of Max's passage.

The PCs may also wish to make a **Follow Trail Check** if any of them posses this skill. Success reveals that the road isn't as unused as it first appeared. There is subtle, yet extensive damage to the encroaching plant life. It is also apparent that a cart of some sort as passed along this trail as recently as one week ago. The ground is too firm to reveal any specific foot prints.

As the PCs continue, the forest becomes thicker and the trees block out most of the sunlight, yet the road persists, fighting against the forest that seeks to reclaim it. After the PCs have been walking for about two hours read the following text to the PCs

You suddenly realize that the trees immediately to your right and left aren't really trees at all, but the remains of an old arch. You push through the hanging growth of the arch and step forward into what appears to be the ruined foundations of a gate house. Before you is a courtyard, guarded from the encroaching trees by the remains of a once sturdy wall. In the middle of the courtyard is what appears to be a two story, domed temple. Its walls are pitted and marred with old graffiti, but considering its apparent age, it looks remarkable sturdy.

The courtyard has grown wild with knee high grass and weeds, but you notice that, in a small corner to the left of the temple's main gates there is a small garden, well tended with a small wooden fence to keep the weeds at bay.

The Monastery of St. Grunwald

Grunwald Eckhart was a priest of Sigmar who fought against Chaos in the time of Magnus the Pious. However his battles against the ruinous powers did not take place in Kislev or even the northern portions of the Empire, but in Altdorf, against cultists he had the misfortune of uprooting amongst the nobility, the army, and even his amongst his fellow priests. After years of surviving such treachery and corruption Grunwald left Altdorf with a few of his closest allies. True men of Sigmar, and a few Dwarfs,

all of whom had shared in his battles against Chaos. Grunwald and his group built a small monastery in a secluded area of one of the Empires forest where they could study the word of their God in relative peace and seal out the corruption they had been forced to deal with for so long.

For over a hundred years the priest of the monastery lived in peace, recopying and studying the text of their faith. All of that ended when a large host of goblins descended upon the monastery. Most of the priests were old men or raw initiates so the only able fighters were the handful of monastery guards and their captain, the one Dwarf who still remained after following Grunwald to the monastery's location.

In one bloody night the Monastery of St. Grunwald was sacked and every defender slain, although all sold their lives dearly. The goblins razed the gate house and out buildings and looted the main temple complex, taking with them anything they thought was valuable and destroying almost everything else. The Monastery of St. Grunwald sat abandoned and forgotten by the most of the world. That is until Lady Isolde happened across it.

Exploring the Monastery

The monastery's outer walls and courtyard are in ruins, there are only two locations of interest outside the main building.

The first is the garden. It sits in the relative shelter of the temple's north eastern corner which provides some shade for the more sun sensitive plants. There are vegetables growing here along with a variety of herbs. A successful **Trade (Apothecary) Check** reveals that the herbs growing in the garden can be used to create healing draughts and poultice.

The other location of note in the courtyard is in the south western corner of the monastery. The PCs find the grass has been removed from this area as well and they find several areas of recently disturbed dirt. A successful **Perception (Routine +10%)** reveals that the areas of disturbed earth are roughly the size of a person, except for one which is slightly large. This is the small graveyard that Isolde and her followers have constructed to honor those they could not save. There are five graves in all, four (which have been more freshly dug) belong to mutants who died recently from an incident at the monastery (see area 9). The fifth and largest grave contains the some of the remains of the original monastery which Isolde and her

companions gathered up and buried. Also there is a large stone salvaged from the nearby wall sitting in the middle of this area. Upon the top of the stone is an inscription written in classical which says "May Morr grant the same mercy to these in death as his daughter gave them in life." A successful **Academic Knowledge (Theology) (Very Easy +30%)** reveals that Morr's daughter, according to legend, is Shallya. On the side of the stone is an inscription written in Reikspiel which merely states "Remember those of Altdorf..." This inscription was written by Kurt Allenstag and is a much a memorial to the mutants killed there as it is a vow of vengeance upon the Witch Hunters who persecute his kind.

The PCs may also examine the faded graffiti that is written on the walls of the temple. This was written by the goblins after their victory using their own dung and blood from the fallen. If any characters happen to have **Speak Language (Goblin Tongue)** simply tell them that the graffiti contains degrading statements about Men and Dwarfs and praises to the greatness of Gork and Mork.

Entering the temple itself is quite easy and the PCs have two options. They can either head through the main entrance (the doors lay broken and useless nearby) or they can use the small side door to the right of the main entrance.

The adventure assumes the PCs head through the main entrance. The rooms are listed below.

1. Antechamber

This room is empty, all the doors here have been hacked apart and their remains lay strewn about. The only feature of note is the entrance to the sanctuary, where the mutants have strung up an old dirty blanket to act as a curtain. A successful **Search (Easy +20%)** reveals old dried blood on the floor. This is from the original battle that destroyed the monastery.

2. Main Temple

This room has always been where the denizens of the monastery have gathered together in prayer. In its heyday the temple show cased a magnificent statue of Sigmar crafted by Dwarf artificers. The goblins, in their cruelty, toppled the statue on top the original altar that stood before it, smashing both into pieces.

Lady Isolde found the Main Temple in this sorry state and they cleared up the rubble as best they could. They then built a make shift altar out of wood and the whitest cloth they could find and placed upon it a small dove statue that they had carried with them from Altdorf. In this way the temple was rededicated from Sigmar to Shallya. The mutants and Lady Isolde come here frequently to pray for Shallya's guidance and mercy and there are, in-fact, two mutants doing just that when the PCs arrive at the monastery, Otfried Meusmann and Hans Reiss. If the PCs enter this room before raising the alarm read the following text:

As you step into this room you see two men kneeling in pray before an altar covered in a white sheet with a stone dove sitting upon it. One man is bald and wearing a tattered brown robe, the other has unkempt ash blonde hair and is wearing a dirty and tattered red and yellow uniform. The man with ash blonde hair turns to greet you but upon seeing who you are his eyes go wide with terror and he shouts, "Intruders!" The bald man next to him leaps up and turns, revealing his face to you... or a lack there of. His mouth, eyes and nose are all located on his stomach, which you can see through his open robe. He grabs a nearby club while the man in the uniform picks up a handgun that had been lying at his side and prepares to fire.

After reading this passage proceed immediately to The Second Battle of St. Grunwald's Monastery.

3. High Priest Study

This room was once the study of the High Priest of the monastery and his desk still lies here, smashed to kindling by the spiteful goblins. The door to the next room has been shattered as well.

4. Library

The goblins torched the old library, seeing no value in the old tomes the priest devoted their lives to preserving. All that remains are the charred remains of bookshelves and the books they once held... at first glance any rate. In truth the Library hides the monastery's last treasure. If any of the PCs succeed a **Search (Very Hard -30%)** check they find, underneath a burnt bookshelf, a section of the floor that can be removed. Underneath the false floor is a book wrapped in cloth, stained

from suit and ash. The book however is in pristine condition. The book is entitled *The Deeds of Our Lord Sigmar*. It is a very old, illuminated text written in classical that Grunwald brought with him to the monastery. While the book is a very dry read, it was written before the time Magnus the Pious and is priceless to a serious collector, historian, or priest of Sigmar and the PCs could fetch a price of upwards of 500 gold crowns if they can locate the right buyer.

The door from the library to the next room is missing but the archway has a dirty white sheet hanging in front of it.

5. Apothecary Lab

This room was at one time a study where the priest read and transcribes the texts that were central to their lives. From some reason the goblins did not smash all the furniture in this room (probably because they had already lit the library on fire). As a result, Lady Isolde found several writing desks and chairs still here when she arrived and has since turned it into a little apothecary lab where she attempts to find a way to cure mutants of their curse.

If the PCs enter this room they find, on various tables, the following items; an apothecary kit, a writing kit, two healing draughts, and one healing poultice

The PCs will also find Lady Isolde's notes, which are written in Breton. If one or more of the PCs has **Speak Language (Breton)** and **Read/Write** and they wish to read the notes you may tell them as much of Lady Isolde's background as you wish as the notes are, in part, her personal diary. One thing should be clear as they read through the notes, she is attempting to purge the taint of Chaos from mutants by some means other than the flames from a Witch Hunter's pyre.

6. Clerics Lounge

This room used to be a place for the priest to relax from their studies. There is nothing here now but broken furniture and dust.

7. Robe Chamber

There are several metal hooks built into the wall of this room. Two of the hooks currently hold robes from the priest that first lived here, although they are old and moth eaten the PCs may take them if they really need some poor quality priest robes. Both doors to this room have been shattered.

8. Infirmary

This room is still being used for its original purpose. When the mutants first came here Kurt Allenstag found the original operating table still intact and has made good use of it since, removing unwanted limbs and other such growths from the mutants as best he can. Lady Isolde, as always, finds his methods crude and barbaric by her standards but she visits this room often and uses her miracles to heal the wounds and stopping the bleeding caused by Allenstag's surgery.

The door to this room is missing and Allenstag has used an old priest robe as a curtain to separate the infirmary from the hall way. If the PCs enter this room they will find a set of Trade Tools (Barber-Surgeon) and two healing poultices. Also any PCs who makes a successful **Heal Check** will notice that many of the blood stains in this room are much fresher than the others they have noticed elsewhere in the temple.

The small room to the south of the operating room was once the portion of the infirmary where patients could rest (if they survived the operation). There is nothing here now.

9. Storage

Once used as a storage space for the Priest of Sigmar, this room has been converted into a make shift jail cell for one of Lady Isolde's less fortunate patients, Ranulf Muller. About a week ago, Madred's cyst took control of Madred and laced some food with the warpstone that Zemelda had given the unwitting cook. Three of the mutants ate the tainted food and afflicted with a rapid onset of mutation. Two were killed then and there but Ranulf was not so lucky. He was transformed into a horrendous chaos spawn and managed to kill two more mutants before he was subdued.

While Dr. Allenstag insisted on killing him right away, Lady Isolde could not bear to take the life of another living being, believing that she could find away to reverse his dreaded affliction. The mutants hurriedly converted the old storage room into a cell.

The storage room has several boards laid over it, nailed into the door frame. There is a small hole cut in the bottom of the door so that Ranulf can be fed. Unfortunately this has the effect of allowing Ranulf to occasionally take a swipe at passersby (the mutants usually take the

long way round nowadays). If any of the PCs is so foolish as to peek into the hole (or if you feel like surprising them by having Ranulf reach out into the hall) have Ranulf make a free attack against them. He gains a +30% to his weapon skill as the PCs are surprised.

Also the mutants have taken the precaution of painting the word "Danger!" on the door in Reikspiel, Breton, and Classical, so unless the PCs really want to get into the room they won't have to deal with Ranulf (none of the mutants will open the door, even under the most dire circumstances.)

Nobody knows why Ranulf changed (save for Madred's parasitic "guest") and all the mutants have become rather jumpy, carrying weapons around with them at all times, never knowing who might transform spontaneously and suddenly go on a killing spree.

10. Kitchen

This room is also still being used for its original purpose. When the PCs arrive at the monastery Dr. Allenstag is sitting at the table in this room reading through a few of Isolde's more recent notes while Madred Kaltenbach is preparing a new batch of stew to feed the mutants. If the PCs enter this room before raising the alarm read the following text:

You smell the cooking of broth emanating from this room and hear some one singing an old lullaby softly. Upon opening the door you see a man to your right, his back is turned and he's stirring something in a cauldron hanging in the fireplace, sitting at a table across from you, his skin a continual swirling pattern of colours. The mutant at the table looks up and you with a look of horror on his face, grabs a nearby sword and leaps up screaming, "Attack! We're under attack!" The cook at the fireplace turns and you see his face, neck and hands are covered in eyes of various of sizes and colours, ironically all of them wide with horror at the sight you! He seizes a kitchen knife and rushes towards you.

If the PCs get a chance to search this room, have them make a **Search (Challenging - 10%)**. Success reveals a loose stone in the fireplace, behind which the PCs will find a letter written in the Dark Tongue. This letter was written by Madred's cyst and it intended to send it to Zemelda. The letter details the effects of the

warpstone added to the food last week and the greatness of Tzeentch.

11. Commons Area

This room used to contain half a dozen cots for travelers who visited the monastery. The mutants have continued to use this room for its original purpose. Although the cots are now gone, the mutants have placed down bed rolls and dirty blankets to sleep on. There are seven bedrolls laid out and four more rolled up in one corner of the room. When the PCs arrive at the monastery Lanfried Rohirg is resting here but will grab his hand weapon and rush to join the fight as soon as the alarm is raised.

12. Dinning Hall

This room was where all residents of the monastery took their meals. Now it only contains a rotting table, broken chairs, and dust. The mutants take their meals in the Commons Area and leave this room alone.

13. Priest Cells

These four rooms used to belong to the monastery's priests. They have been thoroughly looted through out the years and nothing remains but broken furniture and dust.

14. High Priest Cell

This room used to house the High Priest of the monastery. It has been thoroughly looted through out the years and nothing remains but broken furniture and dust.

15. Initiate Dorms

These two rooms used to house the twelve initiates that lived in the monastery. They have been thoroughly looted through out the years and nothing remains but broken furniture and dust.

16. Treasury

This room used to house the monastery's secular wealth. The door, remarkably thick and well built stands open with an old key in the lock. Smashed chest lay about in the room. There is nothing of value here.

17. Bell Tower

The bell tower is nothing now but a roost for birds. The goblins stole the bell long ago.

-The Second Battle of St. Grunwald's Monastery-

The second battle of St. Grunwald will most likely take place in the Main Temple, but there is also a chance of it occurring in the kitchen. Regardless of where the battle takes place the mutants raise the alarm, either by yelling or from Otfried firing his gun.

A Simple Misunderstanding

The mutants attack the PCs regardless of what the PCs do. They are frightened of being discovered by Witch Hunters and will do their best to kill the PCs. It is also highly likely that the PCs will simply wade in and attempt to slaughter any creatures of chaos they encounter. Once the alarm is raised and battle is joined all other mutants (save Ranulf) in the monastery will enter the combat at the beginning of the third round of combat. The exception to this is if the battle takes place in the area 9. In this case Lanfried will join the combat at the beginning of the second round of combat.

Wherever the battle takes place it is important that Otfried fires his gun, as this is the sound that summons Lady Isolde and Gert back to the monastery.

The Timely Arrival of Mercy

The mutants fight until one of them has either been killed or taken a critical hit of six or higher. After one of these two conditions has been met finish the current round of combat and then read the following text:

"Stop!" you hear a woman's voice cry out from behind you. "You must stop! Please I beg of you!" You glance over your shoulder and see a beautiful woman in white robes racing towards you. She is carrying a quarterstaff and is wearing a silver dove brooch. Behind her is a hulking brute of a man, veins popping across his bald head and a look of dull-witted contempt in his eyes.

The mutants will immediately lower the weapons and stop attacking. If the PCs persist in attacking the mutants they will begin fighting again and Gert and Lady Isolde will join the fray.

Hopefully your players aren't so bloodthirsty. If they need a little restarting remind them that the mutants are obeying a priestess of Shallya and that the man behind her looks like he could crush their skulls with his bare hands.

Conversing With the Dove

At the time the PCs arrive at St. Grunwald's Monastery, Lady Isolde and Gert were out in the forest collecting herbs. The heard Otfried's handgun shot ringing through the trees and rushed back to the monastery immediately.

Assuming the PCs calm down and stop killing the mutants they have a chance to speak with Lady Isolde, but first she will ignore the PCs and tend to any of the mutants who have been heavily injured, using her Cure Wounds spell to heal them. She will also provide the same courtesy to any heavily injured PCs. Once Lady Isolde has brought the combatants back from the brink of death she will demand to know who the PCs are and what they are doing so far off the beaten path. Most likely the PCs will want to the same thing about her.

Lady Isolde will be very honest and straight forward (if mildly upset) with the PCs. She has nothing to hide and will gladly tell them everything about her activities and ambitions as they could possibly want to know. She is eager to recruit people to her cause and will be very eager if the PCs seem interested in helping her. If the PCs are suspicious of Lady Isolde motives, you may allow them a Perception Check to realize that she is telling them the truth, although she's very fanatical about her goal to cure mutants of their curse.

The PCs may by now realize that they have been duped by Dekmar, or they might at least figure that he was mistaken about the direction that Max Eggrad headed in. They may ask Lady Isolde about Max. She will, of course, be confused by this and say, "Nobody has come here except for you, and the innkeeper, Herr Falkenheim."

This should tip even the slowest PCs that Dekmar has tricked them and they will most likely want to go rushing back to the Black Cat Inn to demand the truth from the duplicitous innkeeper. However they will not get the chance just yet.

The Untimely Arrival of Justice

As the PCs left the Black Cat Inn, Ragen Schaffer quietly observed their departure and then slipped off to report to Hieronymus. The night before the PCs made no mention of heading out into the forest and Hieronymus deduces that they must be up to something.

Hieronymus, Ragen and Valdrick move to investigate the PCs activities, soon coming across the old forest road. Ragen, using his follow trail skill, notices that the road has been recently traveled on and they follow it towards the Monastery of St. Grunwald, quickening their pace when they hear Otfried's gun shot.

The exact timing of Hieronymus's arrival depends on how the PCs deal with Lady Isolde. If your PCs decide to simply slaughter Lady Isolde and her mutants then Hieronymus show up after the battle (or if the PCs are about to be killed just in the nick of time to save the PCs).

If your PCs are more level headed and decide to talk to Lady Isolde then Hieronymus arrives in the middle of their conversations. Read or paraphrase the following text after the PCs have figured out that Dekmar has fooled them:

The doors behind you burst open and you turn to see Hieronymus Lang enter the room, flanked by Ragen Schaffer and Valdrick Bohem. All three are geared for battle, weapons drawn. Hieronymus's grey eyes sweep disapprovingly over the assembled mutants, Lady Isolde, and finally they settle upon you. "What are you doing here?" He growls.

You should give the PCs precious little time to answer. They most likely will try to quickly explain Dekmar's trickery. Once the PCs have explained themselves Hieronymus will give them a choice, read or paraphrase the following text:

Hieronymus listens to what you have to say while Valdrick and Ragen keep a wary eye on the mutants. "I see," Hieronymus says after you have finished, "I knew that innkeeper was hiding something. Very well, I will give you a chance to prove your innocence." Hieronymus glares at Lady Isolde, "Frau, I'm afraid I must place you under arrest for harboring enemies of the Empire. Please come quietly." All the mutants tighten their grip on their weapons and close in

around Lady Isolde. Hieronymus, glares at you and say, "This is your chance to prove yourselves, help me bring these heretics to justice or be branded a traitor yourself!" With that Hieronymus charges the assembled mutants.

The Sword or the Dove

The PCs now have to make a choice. They can either help Hieronymus slaughter innocent people and arrest one of the purest people in the Old World, or they can defy the law of the Empire and defend Lady Isolde and allow her to continue her work. Your PCs may choose to stay out of the conflict, however this is the worst possible choice as both sides will take offense to this. If the PCs don't get involved in the fight but stay to watch, Lady Isolde's mutants drive off Hieronymus and his companions and then turn on the PCs and attempt to kill them despite Lady Isolde's protest. They will also have to deal with Hieronymus Lang later (see consequences of helping the dove for more on this.) Even if they simply run away without seeing how the battle turns out they'll still have to deal with Hieronymus at a later date.

Fighting for the Sword

If the PCs decided to join Hieronymus Lang there in for a prolonged, yet more survivable fight. Gert is the only combat capable mutant but Lady Isolde will use her Cure Wounds and Martyr spells to keep the mutants alive and fighting. She will also use her strike to stun talent to put the PCs out of action without harming them, although the mutants do not have Isolde's self restraint and strike to kill.

Hieronymus is determined to see the mutants wiped out and will do his best to have Lady Isolde captured alive, although she will struggle to the bitter end and most likely be killed. In any event he will brook no escape from the justice he delivers.

After the mutants have been rounded up and Lady Isolde captured or killed Hieronymus will thank the PCs for their service to the Empire, while Valdrick uses his healing skills to patch up any wounds that the party has sustained. He will then tell the PCs that he fully intended to bring Dekmar Falkenheim to justice as well but first must scour the monastery to ensure that all of the mutants' taint has been wiped out. The PCs may wish to help him in this endeavor but he informs them that their offer is appreciated but not required, he is convinced

they are loyal citizens of the Empire. If the PCs persist he allows them to search the monastery for him while he and his companions drag the corpse out into the yard and burn them.

Regardless the PCs have gained a potent ally in the Empire's justice system that may help them at some point in the future.

Consequences:

The Wrath of Shallya

The primary consequence of helping Hieronymus will be a guilty conscience. While they may have been up holding the law, the PCs have just slaughtered people who wanted nothing more than to live in peace, a rare thing in the Old World.

Also, unfortunately, Lady Isolde was a favored soul of Shallya, a shining example of mercy in a grim and unforgiving world. Which ever PCs dealt the final blow to Lady Isolde will find the mercy of Shallya withdrawn from him. All heal checks on the PCs will have their difficulty increased by one. Also miracles of Shallya will simply not work on this individual and all other healing spells will have their casting difficulty increased by one and the number of wounds healed by the spell will be decreased by one (to a minimum of one). Finally all clergy of Shallya will sense that there is something disturbing with the afflicted individual, the PCs will suffer a -10% to all fellowship checks involving a devout follower of Shallya. This curse can be reversed by a great act of compassion or selflessness (such as sparing the life of a long time enemy or by the PC risking his own life to save a stranger.)

Fighting for the Dove

Fighting for the Dove is a much quicker but bloodier fight than Fighting for the Sword. Hieronymus and Ragen are vicious opponents and Valdrick can hold his own. However, they lack the healing magic of Lady Isolde and are not fighting for their very survival. As soon as one of them has been reduced to three wounds or less they will attempt to retreat from the monastery. Hieronymus is patient and willing to return with reinforcements to bring Lady Isolde (and the PCs) to justice. If need be Ragen will act as a rear guard allowing Hieronymus and Valdrick to escape (they did bring their mounts with them to the monastery).

After the battle Lady Isolde and Dr. Allenstag will heal the injured and Lady Isolde

with thank the PCs for aiding them and give praise to Shallya for sending such noble warriors to defend them. The PCs are welcome to stay at the monastery as long as they like but Lady Isolde is not foolish, she knows Hieronymus will return eventually and that they must flee to stay alive. To this end she orders all the mutants to begin packing up their possession and prepare to leave.

The PCs will have obtained a skilled healer for an ally and may be able to track her down again someday to cure the PCs of any serious afflictions they may be struck with.

Consequences:

The Justice of Verena

The PCs will most likely be smart enough to be looking over their shoulders from here on out. They have defended mutants and opposed the will of devout member of the Cult of Verena. They are now considered outlaws and what is worse Hieronymus is a well respected amongst both the Cult of Verena and the Roadwardens who travels the width and berth of the Empire and will inform local law officials of the PCs appearance and crimes. More importantly he will, eventually, hunt them down himself.

Hieronymus Lang makes a good reoccurring antagonist for your game to give your players a break from the defending the Empire against the evils that seek to destroy it. He is smart, a capable fighter, and well connected through out the Empire, making him a dangerous foe. Hieronymus is one enemy that the PCs cannot deal with by fleeing to the local city watch.

Hieronymus can also be used as an occasional grudging ally (he's not a fool, he'll join with the PCs against bigger threats to the Empire) or as a tool to drive your game out of the Empire and into other parts of the Old World you may wish to have the players adventure in.

Conclusion:

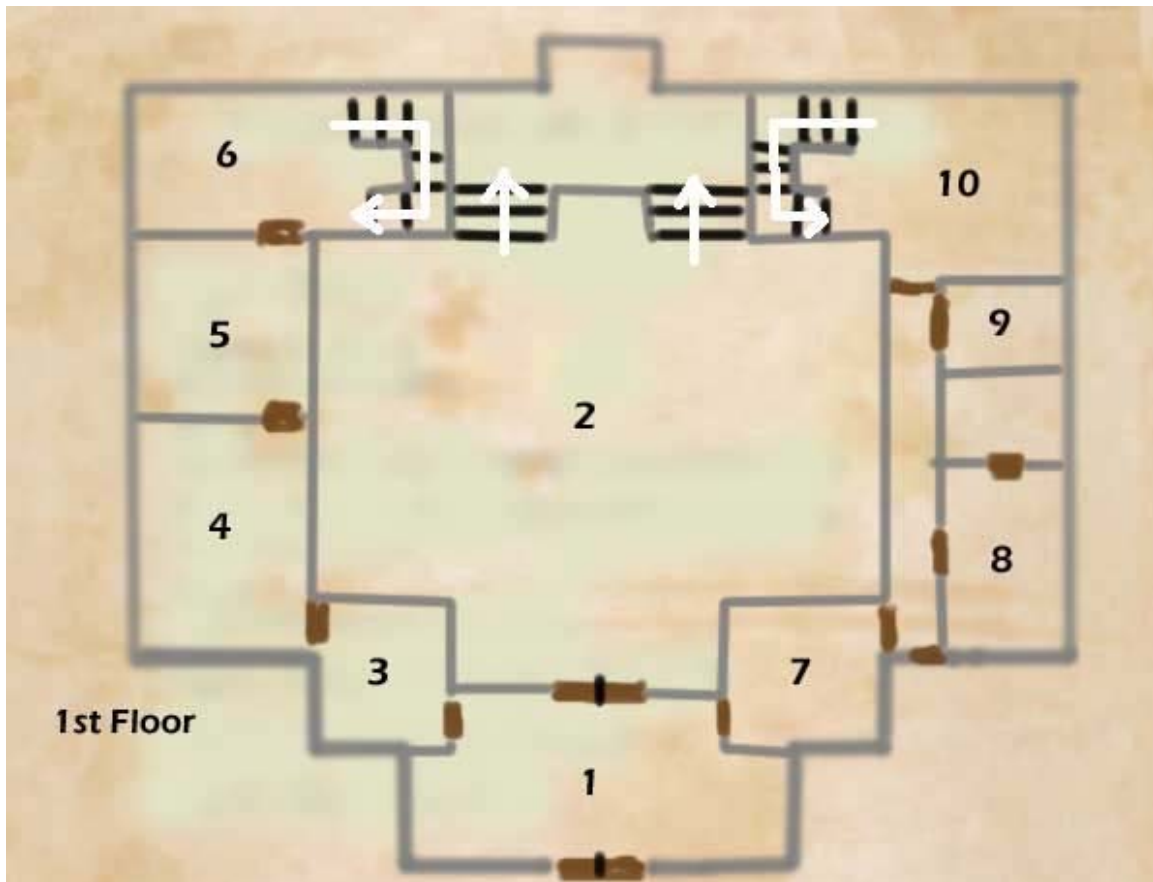
The Cat's Fate

Regardless of what occurs at St. Grunwald's Monastery the PCs will most likely, at some point, head back to the Black Cat Coaching Inn in an attempt to confront Dekmar about the faulty information he gave them. Unfortunately by the time the PCs return to the inn Dekmar has already fled. He wasn't entirely confident in the PCs abilities and he fearful of their reaction if they figured out they had been duped.

Inside the taproom the PCs find Wilhem, Gregor, and Max Eggrad sitting at a table. Gregor will happily fill them in on Dekmar's whereabouts as they will probably ask. He informs the PCs that Dekmar headed out in the brightly painted wagon first arrived in (neither Gregor nor Wilhem can read so they have no idea that the wagon has, painted on its side "Professor Niederlitz's Miracle Medicines). He will also tell them that Wilhem showed him where Max Eggrad was hidden after Dekmar left. Gregor is very upset that Dekmar took off with all the money in the inn and he didn't even pay him or Wilhem their wage for the month. Gregor intends to take over running the inn, and has already hired the unfortunate Max as a new staff member.

Gregor tells the PCs which way they last saw Dekmar heading in, but this is up to you. Also whether or not he took the items he stole from the PCs is up to you as well. On one hand he may have left them behind, laying in the yard in the hopes the PCs wouldn't bother to come after him. On the other hand he knows he's going to need money and may have taken the items to try to fence them in the first major city he comes across. Which option Dekmar chooses depends on how badly you want your PCs to hunt him down.

Dekmar Falkenheim placed the PCs in a difficult and dangerous position with lasting repercussions on their lives. They may wish to hunt him down to deliver the justice he so deserves, but maybe, when they meet Dekmar again, they will be given the chance to show how merciful they really are.



St. Grunwald's Monastery

