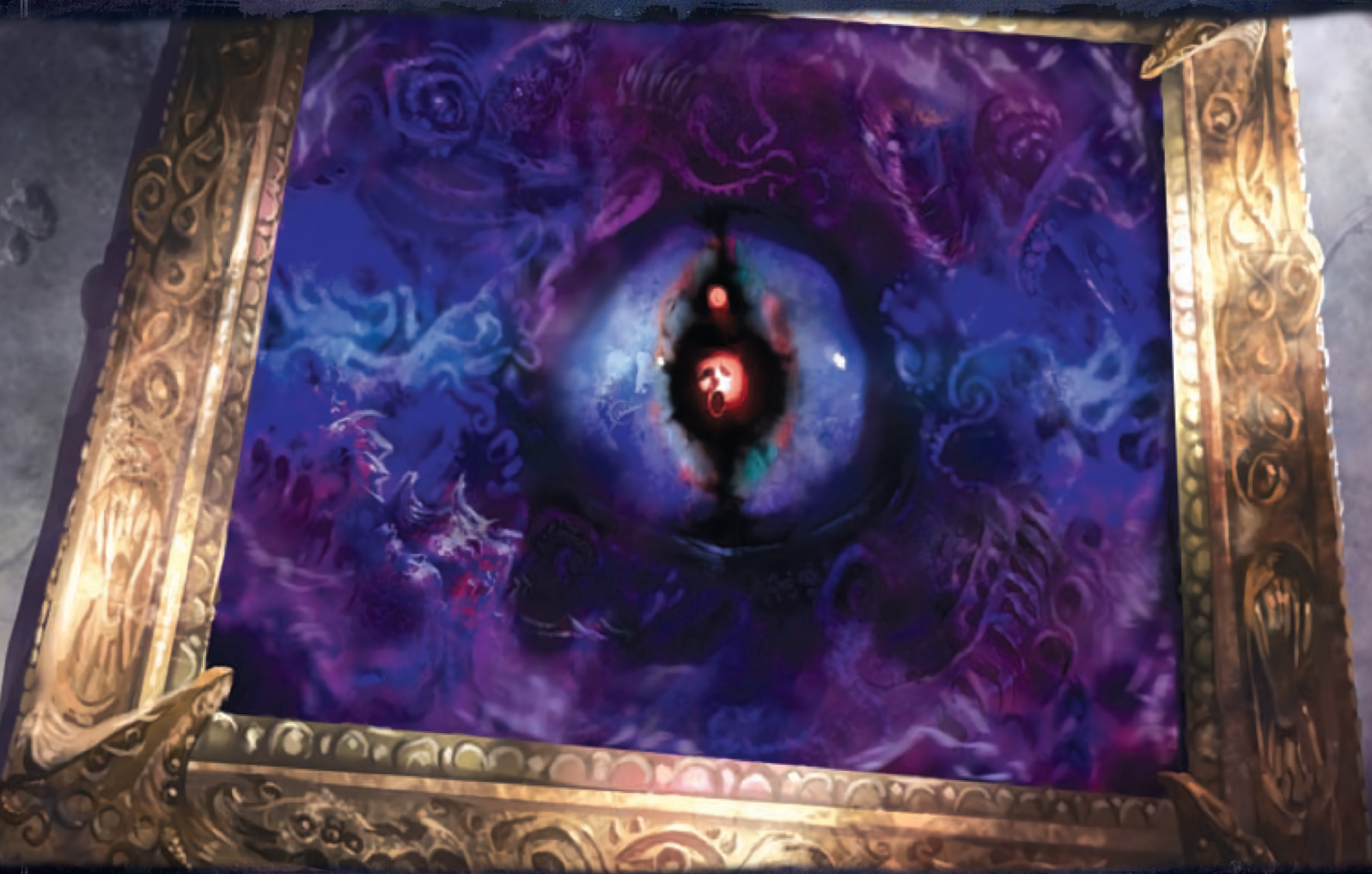
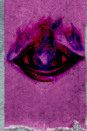


WARHAMMER
FANTASY
ROLE-PLAY

UBERSREIK ADVENTURES



◆ AN EYE FOR AN EYE ◆



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UBERSREIK ADVENTURES AN EYE FOR AN EYE



This scenario is designed as an introduction to Warhammer Fantasy Roleplay for newcomers to the game. The adventure introduces players to the perils of the Reikland and provides novice GMs with all the information they need to run the adventure. If you intend to participate in this adventure as a player do not read any further. The following information is for the GM's eyes only.

BACKGROUND

The player characters are employed by a worried noble, Lord Rickard Aschaffenberg, to look into a strange malaise that is affecting his manor's staff. By investigating the manor house, the Characters uncover clues hinting that a vile Chaos cult has infiltrated the manor. Can the Characters reveal the villains in time to prevent them from enacting a terrible ritual that will summon a daemon? The presence of worshippers of Chaos provides plenty of opportunities for combat, though clever players can bypass some of the dangers they face through careful investigation.

The scenario is set in Grunewald Lodge, a modest fortified manor in the Reikland that marks the northern extent of the lands belonging to the noble von Bruner family. Grunewald Lodge lies in the Reikwald Forest, near the foothills of the Grey Mountains. It is several miles from the closest village and at least a day's journey from the nearest town of any notable size. There are many such fortified manors in the Empire, making it easy for the GM to change the exact location with a few changes to names and other details.

RUNNING THE ADVENTURE

This adventure's plot is relatively open-ended. The Characters have the freedom to explore Grunewald Lodge and investigate its inhabitants. Gathering clues will be important if they are to expose the Chaos cult and foil the daemon summoning. As the

GM, it is important to familiarise yourself with the layout of the manor and with the NPCs.

The adventure takes place over three chapters:

Chapter 1 - Welcome to Grunewald: The adventurers make their way to Grunewald Lodge in the company of Lord Aschaffenberg's servant Vern Hendrick. As they arrive, the party is ambushed by beastmen and must turn back the assault to allow the staff of Grunewald to open the gate and allow them entry.

Chapter 2 - Secrets and Eyes: The Characters explore Grunewald Lodge to learn more about the strange goings on. This investigation may involve observing and interacting with the manor staff as they go about their daily business. Many members of the staff will not appreciate this, as they are either trying to do their jobs under difficult circumstances or are members of a forbidden Chaos cult who do not wish to be discovered.

The Characters have arrived just in time – while they undertake their investigations, the Chaos cult is in the process of enacting its master plan. The pursuit of these endeavours becomes a race as the Characters work to uncover the cult while the cult works to gather the necessary materials for their ritual. The success or failure of the investigation has important ramifications during the next chapter.

Chapter 3 - The Eyes Have It! With both beastmen and Chaos cultists operating in the area, a fight with the Characters is inevitable. By now the Characters will likely have discovered enough about the goings on at Grunewald Lodge to be able to marshal an effective defence of the manor and its innocent inhabitants. If not, a bruising battle is likely to result with a great deal of bloodshed and destruction.

If the Characters manage to thwart the Chaos cultists' plans and defeat the beastmen, they will be well rewarded and may gain a valuable ally. If they fail, the forces of Chaos will grow stronger in the region.

An Eye For An Eye was originally published in Warhammer Fantasy Roleplay 3rd Edition by Fantasy Flight in 2010 and was presented in the Core Boxed Set's Tome of Adventure. It is one of the first WFRP scenarios set in Ubersreik and introduced several key NPCs that remain the current edition's depictions of Ubersreik. The scenario as originally published is set after 2516 IC with the city as a Feiburg, whilst the Warhammer Fantasy Roleplay 4th Edition Starter Set describes Ubersreik around 2512 IC, with an unmarried but betrothed Lord Rickard Aschaffenberg (see A Guide to Ubersreik page 56), Andreas von Bruner still alive and being corrupted by Gregor Piersson (see A Guide to Ubersreik pages 43 and 61) and Emperor Karl Franz II has just forcefully removed the ruling house of the city.

Andreas's disappearance is an important plot point in the adventure, Aschaffenberg's marriage a minor plotpoint that explains his presence. It is not inconceivable that future official Ubersreik Adventures from Cubicle 7 will detail the events leading to Andreas's exile and disappearance, conceivably effectively a prequel to this adventure. Advice will be given in sidebars on how to adapt this scenario if you wish to follow the 2512 IC timeline.

A HISTORY OF THE GRUNEWALD LODGE

Grunewald Lodge was originally built as a simple hunting lodge by the ancestors of the von Bruner family, more than 800 years ago. In the year 1202, the von Bruners rebuilt the manor as a defensive structure. During this period of history, the Empire was politically weak, with many claimants vying for the Imperial throne.

It was not until 2304, when Magnus the Pious united the Empire following the Great War Against Chaos, that factional infighting between the provinces diminished and the forests were purged of raiders. Grunewald Lodge was now an ugly fortification where once there had been a comfortable hunting lodge. As a consequence, the von Bruners neglected the building. During the last few centuries, it has become the inherited property of a lesser branch of the von Bruner bloodline and today is considered an inconsequential backwater.

As such, it was surprising when Andreas von Bruner was handed the keys to the manor recently. Andreas was the second son of a cousin of Graf Sigismund, patriarch of the very powerful von Jungfreud family. Due to the young man's relatively high birth, charm, and undeniably keen intellect, he should have been granted a much more prestigious seat to control. Such an apparent snub caused a minor stir amongst those who maintained an interest in the affairs of the aristocracy, though the event went unnoticed by the general population of Reikland.

However, what became more widely known was the mysterious disappearance of Andreas shortly thereafter. No one could account for the vanished noble – he was simply at Grunewald Lodge one evening, then gone in the morning.

IN THE GAME

Not all the Characters will know the full details of the manor's history. Very few people in the Empire are educated, and those who are tend to be more versed in folklore and Imperial propaganda than historical facts. However, if any character passes a **Challenging Lore (Reikland)** Test, give him a synopsis of the history of Grunewald Lodge; this information will add colour to the adventure and provide some subtle clues. If the test is passed by +2 SLs or more, the character has heard rumours that Andreas was sent away to the lodge on account of his bizarre behaviour, which embarrassed his family. If the test fails, be sure to slip in some incorrect information.

THE TERRIBLE TRUTH!

Andreas von Bruner was a seeker of forbidden lore. Andreas's manservant, a man named Gregor Piersson, had long ago devoted himself to Chaos. He used to be a member of a Chaos cult known as the Eldritch Order of the Unblinking Eye (see **The Eldritch Order of the Unblinking Eye** on page 5 and **A Guide to Ubersreik** page 61) but fled his home in Altdorf when the cult was broken up by witch hunters and most of its members condemned to the pyre by Magistrate Lord Heissman von Bruner. Gregor escaped both the witch hunters and the pyre, but his heart burned for revenge against Lord Heissman. When chance brought him to Ubersreik, the home of the von Bruner family, and delivered Andreas von Bruner, Lord Heissman's eldest son, to him, Piersson saw it as the hand of Chaos at work and devised a plan for his revenge...

Piersson introduced Andreas to a number of proscribed texts, beginning with the innocuous and gradually moving to the profane. As the blasphemous lore rotted Andreas's soul, his appalled family, unaware that he had slid into Chaos worship, deemed it wise to send him to a remote location where his behaviour would not bring the name of von Bruner into disrepute. The

dilapidated and little visited Grunewald Lodge was the perfect location.

The hope was that Andreas would repent his aberrant ways in exile, but unfortunately Piersson accompanied him and assumed the role of the lodge's steward. Thus the nobleman continued with his degenerate lifestyle. Andreas and Piersson secretly tempted members of the manor's staff to join them in secret rituals devoted to Chaos. The new master of Grunewald Lodge converted parts of the manor house into a secret library and temple to Chaos where he could pursue his quest for damned knowledge at leisure.

Gregor had even darker plans. In addition to a number of profane books, he had brought with him an artefact from Altdorf that had been held sacred by the Unblinking Eye: a painting created by an insane artist who had bound a daemon within its brush strokes. Gregor knew the secrets of the painting – by making a small sacrifice of his own blood, a person could command the painting to show him anything he wished to see. However, anyone who did this unwittingly donated a fraction of his own essence to the entity trapped within, weakening himself whilst gradually giving the daemon the energy it needed to manifest in the mortal realm, where it yearned to wreak havoc.

Gregor encouraged Andreas to use the painting again and again, though failed to tell him of the price he paid for each viewing. Andreas was greedy to see the wonders of the world, from the warped landscapes of the Chaos Wastes to the mysteries of far-off Cathay. The more he used it, the more his flesh withered and his sanity declined. Eventually, Andreas passed enough of his essence to the daemon to give it the strength to manifest. A year and a day ago, the painting absorbed what was left of Andreas's wasted physical form, since which time the daemon has been quietly gestating within the canvas. Grunewald Lodge was devoid of a master once more.

RECENT EVENTS

Two months ago, Ludmilla von Bruner, one of Andreas's cousins, was betrothed to Rickard Aschaffenberg, a member of a minor noble family from Ubersreik. As part of the dowry, Lord Heissman has granted Grunewald Lodge to Rickard until Lord Heissman's youngest son, Leopold von Bruner, comes of age. Rickard has spent a few weeks at the lodge in an attempt to get a feel for the place before moving in and is beginning to suspect that something unwholesome is going on.

Also, a serious problem has developed. After an absence of many years, beastmen are once again gathering in the Reikwald Forest around the area. A herd of these creatures has been drawn to the manor. Their leader unconsciously senses that there is a daemonic presence emanating from within the building, and he lusts to release it. To this end, he has incited a wargor and his warband to assault the manor. The attack, occurring shortly after Rickard's arrival, was savage, but was repulsed by the manor's guards. The beastmen were driven back into the forest, where they lick their wounds and plan another attack.

YOUR MARRIAGE AWAITS, MILORD RICKARD!

If you wish to use Rickard Aschaffenberg in 2512 IC but not have him married to Ludmilla then he is using the hunting lodge as a prelude to his wedding to Ludmilla – previewing the dowry he is about to inherit.

THE ELDRITCH ORDER OF THE UNBLINKING EYE

The Eldritch Order of the Unblinking Eye is a cult of the Prince of Pleasure, Slaanesh, that formed in Altdorf about fifty years ago. It was initially exclusive to intelligentsia drawn from the city's high society. Just over a decade the Eldritch Eye was infiltrated by witch hunters and almost all of its senior members captured and condemned to die by Magistrate Heissman von Bruner. Without leadership, many of the cult's members disappeared or fled for their lives.

A young member named Gregor Piersson escaped retribution and fled to Ubersreik, taking with him one of the cult's most important magical artefacts. When he encountered Andreas von Bruner, Lord Heissman's eldest son, he devised a plan for revenge. He found employment as Andreas's manservant and slowly turned the youth towards the clandestine worship of Chaos. Andreas had a keen intellect, but under Piersson's influence, he turned his studies to-wards damned esoteric lore, and as a result, his behaviour became erratic. Once convinced of the young noble's dedication to forbidden knowledge, Piersson inducted him into the worship of Chaos, and the Eldritch Order of the Unblinking Eye was reborn.

When Andreas was forced to move to the Grunewald Lodge in 2515, he and Piersson took the opportunity to secretly corrupt some of its weaker-minded staff and induct them into their cult.

THE PAINTING

The artefact that Piersson smuggled during his escape is a large portrait depicting a human eye. The painting was created long before Piersson joined the Eldritch Eye, and he has no idea about what rituals were involved in its manufacture. He does know that a daemon is bound within the portrait, which is painted upon a canvas of its own flayed skin.

The painting depicts a distended, disturbing human eye, with a pale blue iris and a large dilated pupil. Close examination reveals bloody stains on the pupil. The painting is mounted upon a heavy frame carved with a series of startling geometric patterns. It is highly disturbing to look at, and so it is hidden behind a blue curtain in the sitting room. Only the Chaos cult members are even aware of the painting's existence – the other staff avoid the room when necessary, perturbed by its evil atmosphere, and none have plucked the courage to peek behind the curtain.

VIEWING THE PAINTING

If anyone looks at the painting, the great eye captivates the viewer with its disquieting stare, and icy dread scratches at the recesses of the viewer's mind. Characters, on their first full viewing on the painting must make a **Challenging Cool** Tests against Terror 2 and Moderate Corruption. After the first viewing, the painting still has an effect on viewers – all subsequent viewings require a **Challenging Cool** Test against a Fear of 2.

PROPERTIES OF THE PAINTING

Before Andreas was absorbed into the painting, it could be used to view scenes from afar by wiping the viewer's blood onto the pupil of the eye, which would then magically display the desired image. Since Andreas was absorbed, this ability has been lost as the daemon funnels all its energies into growing strong enough to manifest.

It is very difficult to destroy the painting. Whilst the frame can easily be smashed, the canvas itself is impervious to damage inflicted by any means. A PC succeeding an **Average (+20) Lore (Theology)** Test understand that the best thing to do would be to hand the painting over to the Cult of Sigmar or a witch hunter for safe destruction.

The Characters may decide that the painting should be given to Sister Sonja, who is a zealous follower of Sigmar. However, her ability to help is limited. If given the painting, she will take it to the Shrine of Sigmar and place it in front of the triptych there. She will claim that if the painting is left alone in the shrine overnight, it will be exorcised, but this will have no actual effect.

When Gregor Piersson is within 6 yards of the painting his Casting and Channelling Tests double their SLs making him a formidable spellcaster of Slaanesh.

MEMBERSHIP OF THE CULT

Here is a quick overview of the NPCs who are members of the Eldritch Order of the Unblinking Eye. Their profiles are marked by the Eye.

- * Gregor Piersson. Cult leader and steward of Grunewald Lodge
- * Dr. Stefan Sieger. Physician
- * Otto Geizhals. Librarian
- * Albrecht Krug. Coachman
- * Karla Wagner. Cook
- * Pieter Koch. Guard
- * Bertoldt Granhof. Gardener
- * Gunnar Wetzel. Servant
- * Hanna Dralst. Servant
- * Konrad Voss. Servant
- * Josef Vacmark. Servant

CHAPTER 1:

WELCOME TO GRUNEWALD



The investigation takes place in and around Grunewald Lodge, so the first thing the Game Master must do is get the party there. Depending on your group, and especially if this is your first Warhammer Fantasy adventure, it may work well to begin the adventure under the assumption that the party has already met with Vern Hendrick and accepted a job on behalf of Lord Aschaffenberg. If this is the case, you can proceed directly to **A Warm Welcome** on page 8.

Otherwise, there are a number of ways a party of adventurers can become involved in this adventure. Here are a few suggestions:

INVESTIGATING THE DISAPPEARANCE OF ANDREAS VON BRUNER

Whilst Lord Heissman may not be too concerned with the fact that a wastrel son has vanished, other members of the family might still be keen to find out where Andreas went. Gutele and Boniel von Bruner, his cousins could serve as patrons in this regard. Should the party have a noble patron or contact, he or she may be interested in learning of Andreas's fate, especially if the noble has ties to the von Bruner dynasty. The noble might employ the Characters to investigate the disappearance and contact Lord Aschaffenberg to ask him to accept them as guests while they examine the matter. Lord Aschaffenberg might then take advantage of their presence and use them to help out with his own enquiries.

FOLLOWING CLUES TO A CHAOS CULT

The Eldritch Eye and other cults worshipping the Ruinous Powers have sects throughout the Empire. These sects are fractious and often given to infighting. However, they do form alliances from time to time, for reasons of survival or to trade forbidden knowledge. The party may have faced a group of Chaos cultists and found papers in their possession that provide cryptic clues to a similar faction near Grunewald. Alternatively, any Characters are witch hunters might be tasked to investigate. Other Characters might have a contact who is a witch hunter, he may have discovered such a link and, unable to investigate himself, may have hired the Characters to investigate on his behalf.

HIRED BY LORD ASCHAFFENBERG

The current lord of Grunewald Lodge is very concerned about the state of the manor and the staff. Suspecting foul play, Lord Aschaffenberg is on the lookout for competent strangers he can hire to get to the bottom of the matter without arousing undue

suspicion from whoever might be responsible. This scenario is the default assumption for the adventure. However, should you feel that one of the other methods fits your campaign or group better, it is easy enough to alter a few details in order to suit your game.

You may need to provide some extra incentive for the Characters to take on the job. They might be desperate for any work they can get – perhaps they have been robbed, gambled their money away, or owe large debts. If the Characters try to look for other work in the area, there is none to be found at the moment.

DIDN'T WE MEET AT THAT PARTY?

Lord Rickard Aschaffenberg appeared in **Lords of Ubersreik** (originally published in 3rd Edition as **Edge of Night**). If the Characters impressed him during that adventure then he personally employs them to investigate Grunewald Manor. Similarly if they impress him here and you wish to run **Lords of Ubersreik** later it would make an excellent sequel.

His marriage to Ludmilla has increased his standing since that adventure and he will return in the adventure **Mirror of Desire**. If he survives the night of course.

A JOB OFFER

This encounter transitions the party from Ubersreik (or any other town that the party may find themselves in) to Grunewald Lodge. Although it has many roleplaying opportunities, this encounter may be skipped if your group is willing to accept some dramatic license. In that case, you can begin with the party accepting the job and already en-route to Grunewald. If you do so, proceed directly to **A Warm Welcome**, on page 8.

Lord Aschaffenberg has sent his most trusted servant to the town of Ubersreik in search of likely hirelings. His servant has arranged to have the following information posted throughout nearby towns (you should give the players **Handout 1**):-

Looking for Work?

Resourceful and intrepid fellows required to assist in house move. Job involves discretion, danger, and some heavy lifting. Only honest applicants will be considered. No layabouts.

Hired candidates will earn 6 silver schillings for their labour, plus any expenses incurred.

Interested?

Ask for Herr Hendrick at The Red Moon Inn in Ubersreik. Don't delay – seek Herr Hendrick today!

THE RED MOON INN

The Red Moon is an inn on the Ubersreik waterfront, easily reached by road or from the River Teufel. The main floor is stone, with a half-timbered upper level overhanging the street. Read the following to the players as they enter the inn:

The common room of the Red Moon is smoky and dark and smells sharply of a mixture of fish, smoke, and sour beer. The bar is little more than a plank, and the furnishings are shabby. Against one wall are a series of snug booths, many with curtains of tattered linen slung across them to offer some privacy. A scattering of candles and oil lamps light the room, as the small, grimy windows offer very little illumination from outside.

Once inside the inn, if anyone asks for Herr Hendrick, a friendly patron or pox-scarred barmaid directs the party to one of the many private snugs that line one side of the lounge.

VERN HENDRICK

Vern Hendrick is Lord Aschaffenberg's manservant (see page 14 for his description and stats. Remember to direct the PCs' attention to his bandaged left hand). He is rather irritated at being asked to leave Grunewald Lodge for this task, which he deems entirely beneath him. However, he is one of the few people Lord Aschaffenberg trusts at this time. Hendrick will give the PCs a probing interview, which can be an opportunity to get the characters to introduce themselves to the rest of the group if this is their first session together. Although Vern is in a bad mood and not friendly at the best of times, he remains loyal to Lord Aschaffenberg and wants to make sure the people he's hiring are trustworthy and at least vaguely competent.

If the PCs opt to use a few social skills to ingratiate themselves to Vern Hendrick, the Test should be **Average (+20)** or **Easy (+40)**. After all, he is desperate to hire someone, and the PCs are the only ones to respond to his handbill. The GM may use failure to represent his foul mood. Once one Test succeeds, the GM should assume that Vern decides to trust the PCs and hires them.

Once Hendrick is sure the PCs are trustworthy, he explains that he works for Lord Aschaffenberg, who is the new master of Grunewald Lodge. Hendrick makes sure that the party is well aware of the following instruction, which may be read aloud to the players.

"Lord Aschaffenberg is most concerned with the state of his new manor. He thinks there may be some kind of rebellion fomenting in the ranks of the staff, on the whole a shiftless and uncooperative crew to a man. He wants to hire some people to look into this matter. Ostensibly you will be there to help unload the lord's coach and arrange his furniture, but really you are to there to covertly spy upon the staff, learn what you can of any insubordination, and report it to Lord Aschaffenberg."

Asked about any potential dangers, Hendrick offers the following information whilst indicating his bandaged hand:

"There are herds of beastmen on the move in the woods around the lodge. Last week a band of the creatures attacked the manor. They were repulsed by the guards, but a number of the staff were injured in the attack. We hit them harder than they hit us, but they may return if their nerve recovers."

Hendrick can answer questions about the history of the manor and the layout of the grounds (see **A History of the Grunewald Lodge** on page 4 for details), but he does not know any secrets. For example, he could tell them that Olver Gand is the kennel master and that he has three trained Tilean manhounds, but not that he feeds them beastman flesh. Hendrick is a taciturn fellow who will not volunteer information unless asked for it.

After he has hired the PCs and paid them each six silver schillings in advance, Hendrick tells them to meet him outside the Red Moon at first light the following morning. The PCs are free to spend the rest of the day exploring Ubersreik and preparing for their coming mission.

Hendrick arranges for a wagon to take them to Grunewald Lodge. The next morning, he is waiting outside the inn next to a heavily provisioned wagon piled high with a dozen chests. Hendrick sits next to the driver, while the PCs have to perch precariously atop the luggage. Once they're situated, commence **A Warm Welcome**.



A WARM WELCOME

Once the Characters commence their journey from Ubersreik, read the following to the players aloud:

The journey from Ubersreik is long, uncomfortable, and more than a little boring. The road takes you through the fertile foothills of the Vorbergland and through the village of Geissbach. The weather is sunny and warm, the road is dry, and you make good time. Herr Hendrick spends most of the journey complaining about the remoteness of Grunewald Lodge, the deficiencies of rural folk, and the pain of his injury.

Invite the Characters to add their own descriptions of how they spend the journey and how they interact with Herr Hendrick. Once you're ready to move on, read the following:

After leaving Geissbach, the road enters the Reikwald Forest and the Grey Mountains to the south disappear behind the dark forest canopy. As the gloom deepens, Herr Hendrick ceases his complaints and indeed stops talking altogether. His eyes dart all around, and he startles at the slightest rustling of leaves or cry of a woodland creature.

THE REIKWALD

Keep the Characters on edge as they traverse the forest by telling them that they hear rustling in the bushes, and every so often hear strange hoots and animal cries from deep in the woods. Hendrick stops whining, and begins to act extremely nervous, jumping at every noise. As they progress deeper into the forest, each character should attempt an **Average (+20) Perception Test**. A successful character spots movement amongst the trees – a flash of angry red eyes from the gloom and a man-sized dark shape flitting through the undergrowth.

If anyone wants to investigate closer, Hendrick, trembling with fear, tries to dissuade them. Anyone investigating regardless may attempt a **Challenging Perception Test**. A PC passing this Test finds tracks created by large cloven hooves, though no creature can be found. The tracks disappear deep into the woods.

As the Characters near Grunewald Lodge, allow them to make additional **Challenging Perception Tests** if they are keeping an active watch. Success reveals that they are being carefully shadowed by several stealthy forms in the forest. If the Characters take hostile action or the beastmen realise they've been spotted, transition to **The Attack**.

THE ATTACK

If the Characters avoid conflict before they reach the lodge, read the following:-

Finally, the wagon enters a large clearing in the forest, dominated by a collection of buildings protected by a twelve foot high, ivy-covered stone wall. Parts of the wall have collapsed and are reinforced with crude barricades. A guard in a mail shirt and pot-helmet and wielding a crossbow patrols the top of the wall. The wall is surrounded by a wide, overgrown ditch. A small gatehouse with a crumbling, turreted tower, built of dark stone, protects the entrance. Another guard, similarly armed and armoured, stands alert on the turret of the tower.

As the wagon approaches the gates, play out a very brief exchange with the guards. Hendrick orders the gates opened. The guards are sluggish to respond. The Characters may join in

urging the gates be opened, particularly if they suspect the beastmen are close behind. Before the gate can be opened, however, the beastmen attack!

Suddenly a guttural howl rises from the forest around you! Several misshapen humanoid forms emerge from the undergrowth, dropping from the boughs of trees and bursting from behind scrub. They have twisted, cloven hooves and bestial faces, patches of mangy fur on their bodies, and the nubs of stunted horns on their heads. Between them strides a larger, more powerful form with the head of a ram and proud, curling horns. The creature bares blood-stained fangs and howls a challenge. At this, the beastmen leap to the attack!

The Characters begin at the wagon. If they have not reached the gate then the wagon is 100 yards from the gate. Otherwise the slow guards are slowly raising the gate but allow it to slam shut as they reach for crossbows.

A group of beastmen have sprung from the underbrush within 20 yards range from the wagon, closing in between them and the gate. Another group is 100 yards further down the road, slowly advancing towards the party. When the battle begins they attempt to Sprint and join their comrades.

If the Characters start the battle early, let them know that they can see the tip of the guardhouse turret peeking above the trees just around the next bend in the road. In any case, the beastmen intend to chase the Characters to the lodge to force the inhabitants to open the gate to allow the Characters entry. When the gate opens, the beastmen attempt to force their way inside.

If the beastmen successfully ambush the Characters – for example, by attacking Characters who are not aware of their presence then the Characters gain the *Surprised* Condition. The beastmen charge into receive Advantage during the first round of combat.

Herr Hendrick climbs higher up the wagon and grimly defends himself and his master's possessions with a dagger but offers very little assistance otherwise. Make a point to mention his screaming invective at the guards, demanding they open the gate or berating them for their incompetence.

THE RETREAT

Once the beastmen's morale breaks, the ungors begin to flee. Any ungors not currently engaged with an enemy flee for the forest at the first opportunity. The remaining ungors continue fighting unless they have Advantage over their opponents.

The gors continue to battle until only gors remain, at which point they disengage from the enemy and flee for safety. If the Characters elect to give chase, the sounds of braying, howling, and war-horns from the trees all around them should persuade them not to continue with the pursuit. Herr Hendrick will also yell at them to head back to Grunewald Lodge with the beastmen defeated, the guards finally open the gate to allow the party to enter.



UNGOR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	30	35	30	35	25	25	25	25	11

Skills: Cool 30, Endurance 40

Traits: Arboreal, Armour 1, Corruption (Minor), Night Vision, Weapon +6

The weakest of these weak beastmen, these ungor think they have been sent to prove themselves, but their peers simply want to toy with the Characters. However if they can get into the lodge through an open gate they will do so.



GOR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	30	35	45	30	35	25	25	30	25	14

Skills: Cool 40, Endurance 55

Traits: Arboreal, Armour 1, Corruption (Minor), Fury, Horns +6, Night Vision, Weapon +7

These Gor have gotten carried away in their bloodlust and have accompanied the expendable ungor.

RUNNING THE COMBAT

For a group of starting characters each of the two groups of beastmen should consist of one Gor per Warrior or Ranger Character, and one Ungor per character belonging to other character classes.

When half the total beastmen in a group have been killed make an **Average Cool** Test for the ungor. Characters making a successful **Opposed Intimidate/ Cool** Test or other effects or roleplaying ideas that would erode the beastmen's morale should be factored in. Should the beastmen fail their test their morale breaks and they begin to flee. Begin **The Retreat**.



GUARDS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	35	35	28	25	30	24	30	26	12

Skills: Cool 35, Melee (Basic) 40

Traits: Armour (Leather) 1, Ranged (Crossbow 60 yards) +9, Weapon +7

Trappings: Sword, Crossbow, Leather Jack

The three guards on the wall can have as much or as little impact on the encounter as the GM wishes. Their default course of action is to fire their crossbows from the wall, but as they are drugged they are not very effective. If the Characters are doing extremely well (or extremely poorly), feel free to decrease or increase the effectiveness of the guards as appropriate. They can be as slow to reload their crossbows as you need, in which case they suffer 1 *Fatigued* Condition from smaller doses of schlaf poison (see **Schlaf Poisoning** on page 14) that has been administered.

The guards are unwilling to open the gate with beastmen waging war outside. If the Characters are clearly in dire straits, let them attempt **Opposed Charm/Cool** or **Command/Cool** Tests to convince the guards to the gates, adjusting the encounter as necessary.

VERN HENDRICK, MANSERVANT – SILVER 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	28	35	26	33	26	34	38	56	32	38	6*

Skills: Bribery 48, Intuition 40, Melee (Basic) 32

Traits: Prejudice (Rude People), Weapon (Dagger) +4.

Vern climbs the wagon and fends off attackers with his dagger but unless the Characters fair badly in the combat it is unlikely he will be of much use.

LET ME GET YOUR BAGS!

You can furnish your players with **Handout 2** to give them a better feel for the geography of the lodge.

The manor house stands two storeys high, its broad, crenelated roof giving it a practical, military appearance. It has seen better days: ivy creeps up the stone walls, its windows are filthy with grime, and the brick chimneystack on the roof is crumbling.

The building is surrounded by a large garden, which is comprised of overgrown flowerbeds and a lawn of long grass, a pond, and a small orchard. Several wooden buildings are enclosed by the outer wall: a dilapidated coach-house and stables, a block of kennels that echo with loud barking, and a forge hidden away in a corner of the perimeter wall. A ramshackle shrine stands at one end of the garden. The wagon creaks to a halt opposite the coach house, and Hendrick disembarks to unhitch the tired horses. Three stablehands sullenly watch him, none of them offering to help until Hendrick snaps and orders one to take the horses. Then Hendrick invites the Characters to meet Lord Aschaffenberg.

MEET THE LORD

A bear of a man, sporting a bushy, dark brown beard and wearing gold chains over his ermine robes with fashionably slashed sleeves, strides from the manor and across the overgrown garden. He bellows an ebullient greeting to the Characters as he draws closer. Hendrick bows before the man and introduces him as Lord Rickard Aschaffenberg (see page 12 for a full description). The nobleman slaps the nearest PC on the back, a wide grin on his face.

At this point, each PC may attempt a **Challenging Perception** Test. Any PC passing this Test notices a face staring at the newcomers from a first floor window. At this point, the GM should describe Gregor Piersson to him (see page 25). If the PC succeeds by +1 SL or more, he notices that the face has a suspicious, scowling expression. It vanishes from the window as soon as the PC looks up.

Lord Aschaffenberg leads the party across the overgrown lawn and into the manor house. The Characters first enter the great hall (see page 86 for a description). Be sure to impress upon them the grandness of this room. Aschaffenberg strides across the hall, up the flight of stairs, onto the landing, and into his private room.

Each PC is expected to carry a chest, unless visibly injured. Hendrick helps the characters, muttering under his breath about lazy staff, but no one else comes to lend them a hand.

A SECRET MISSION

Once all twelve chests are within his chamber, Aschaffenberg closes the door and speaks to the Characters in a hushed and serious tone, while Hendrick stands guard on the landing outside.

"I assume Hendrick has filled you in with all the details. By Ranald's crossed fingers, I know there's something rather strange going on, but I'm not sure if it's serious enough to bother the proper authorities with yet. Don't want to go upsetting the applecart over nothing, what?"

Lord Aschaffenberg pauses to see if anyone laughs at his joke. If no one has anything to add, he will continue.

"Right! Well, what I would like you to do is pretend I have given you the rest of the day off. If you mention that you've been lugging those crates all the way from my estate in Ubersreik, you should win folk's sympathy. Of course, what you'll really be doing is trying to uncover some clue as to what's so damned odd about this place. Meet me in the great hall for dinner this evening and we'll discuss matters further after the meal. Which reminds me; what would you like for dinner? Our chef is preparing goose or venison tonight. I recommend the venison!"

Once Aschaffenberg has their answer, the Characters are free to explore the manor. As soon as the audience ends, you can begin **Chapter 2: Secrets and Eyes**.

Lord Aschaffenberg is happy to answer any questions the Characters might have, although he'll stress that if he had all the answers he wouldn't need to hire any investigators! He can name and describe most of the staff and locations around the lodge if pressed, and will pass off any questions as to the "minutia" of running the lodge to Vern Hendrick or Gregor Piersson.

If Lord Aschaffenberg is asked about the beastmen attack, he says:

"Yes, nasty pieces of work, aren't they? We thought we'd seen the last of them when they attacked last week – I'm sure Vern mentioned – but the blasted creatures just don't know when to quit. We suspected they might still be in the area, and now you've proved it. That makes your presence here doubly important, what? The sooner we get this mess straightened out, the sooner we can address the beastman problem!" Then, after a pause, "The two problems couldn't be related, could they? Ha! How the mind does grow suspicious out here in the woods."



CHAPTER 2: SECRETS AND EYES



Chapter 2: Secrets and Eyes is open-ended and not broken into individual encounters. Some of the events that can advance the Characters investigation include:

- ✧ The Characters find the suspicious books in the library.
- ✧ The Characters find the missing blunderbuss.
- ✧ The Characters locate the herb garden.
- ✧ The Characters deduce the nature of schlaf.
- ✧ Noticing the unusual behaviour of cultists, or drugging of loyal staff.
- ✧ The Characters first encounter the painting.
- ✧ The Characters listen to the ravings of Korden Kurgansson.

Do not be afraid to direct the party towards an as yet undiscovered overt clue, such as the blasphemous books in the library or the painting itself. Take a moment to clarify with the party that this is profoundly disturbing evidence of corruption on the part of the manor's previous resident, or the current staff or perhaps both!

Ultimately the Characters discover the hidden passages beneath the lodge and ultimately the Chaos temple. This discovery leads directly into **Chapter 3: The Eyes Have It!**

THE CULT

The cult will not be idle while the Characters investigate. This can serve to advance the scenario if the Characters are wasting time, encounter a dead end, chase a false lead, or interact significantly with a cult member without suspecting they've done so. If the Characters give Gregor Piersson reason to suspect that they're close to uncovering the Unblinking Eye, the cult should start working faster.

Initially Doctor Sieger and Karla Wagner poison the venison dish, and dinner is served. (See **The Dinner** on page 26). If the Characters have not advanced the plot then the cult abducts a member of the staff and brings him down to the temple to begin the ritual. This triggers **Chapter 3: The Eyes Have It!**

CULTISTS OF THE UNBLINKING EYE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	34	31	37	35	25	32	43	45	27	43	11

Traits: Weapon (Dagger) +5 or Weapon (Hand Weapon) +7

Seduced into worship of Slaanesh by the painting and their erstwhile lord, Andreas von Bruner, these are dangerous fanatics.

A MYSTERIOUS JOKE

At some point, possibly when in the servant's work areas, the Characters come across two of the young servants, Gunnar Wetzel and Hanna Dralst, giggling and gossiping. He recites in a sing-song voice that "goose is good" whilst goosing (tickling) Dralst and getting all-too familiar with her in a lurid fashion she reciprocates. Both Wetzel and Dralst know the cook has laced the venison with schlaf. The tryst is broken up when Wetzel, thinking the Characters are not listening, guffaws loudly that he hopes everyone enjoys their venison at dinner and Hanna stops laughing and immediately rebukes her paramour to be silent.

THE SERVANTS' MOVEMENT

Whilst most of the manor staff remain in particular areas during the time between the Characters arrival and dinner, some are moving about the manor.

- ✧ Gregor Piersson wanders the manor to keep an eye on the other members of the staff. His role as steward of the manor means that he is responsible for making sure the other staff members are doing their jobs. This gives him plenty of cover for checking up on his fellow Chaos cultists and monitoring the movements of the Characters.
- ✧ Konrad Voss is with Piersson as he is the steward's assistant.
- ✧ The servants Hanna Dralst, Gunnar Wetzel, and Josef Vaccmark run errands for senior members of the staff, prepare the great hall for dinner, dust the hallways, and so on. As Chaos cultists, they are used by Piersson as his eyes and ears around the lodge, and they report to him any suspicious activity they notice the Characters getting up to.
- ✧ Gertie Hochen and Todd Heistlenburger are also servants, and perform similar duties. However, they are not associated with the Chaos cult and have both been drugged with schlaf by Doctor Sieger. Should stats become necessary use the ones provided below:-

LOYAL SERVANTS OF GRUNEWALD MANOR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	30	30	30	30	30	30	30	30	12

Special Rules: Drugged - has 3 *Fatigue* Conditions

A GUIDE TO GRUNEWALD LODGE

What follows is a description of key locations of the Grunewald Lodge and its inhabitants. The Characters may visit most or even all of these locations as they investigate the weird happenings within the lodge. Feel free to give them hints as to which location to visit next, possibly by having something catch their eye (who was that hunched figure who just went through that door?) or having an NPC offer a suggestion (*"Oh, you should talk to Otto Geizhals in the library about that!"*).

The Characters should not be required to visit every location to unravel the mystery unless they wish to, and certainly there is no particular order they need to follow. If you feel that things are dragging and the players are floundering accelerate the progress of the cult's preparations or offer a clue in the form of a friendly NPC (such as Sister Sonja or Hans Kurtz).

Each location entry includes a basic description, notes on which of the manor's inhabitants may be in the area, and details concerning any clues which the Characters might find there. Feel free to elaborate on the descriptions given, including as much detail as you think necessary to bring Grunewald Lodge to life for the players.

UPPER FLOOR

Upstairs there are sleeping quarters for the Lord, as well as rooms for guests and some of the staff.

THE MASTER BEDROOM

The master bedroom is filled with piles of crates and boxes, as Lord Aschaffenberg attempts to unpack his own wardrobe and effects, and remove the previous master's remaining articles. A giant, four poster bed groans under the weight of the boxes piled onto it. A window looks out over the garden below and the forest surrounding the lodge. On the wall to the right of the window, is a book cupboard holding all manner of old and new books.

Lord Aschaffenberg remains in the room, sorting through the piles of stuff until it is time for dinner. He is being helped by his manservant, Vern Hendrick.

Clues: The bookshelf hides a secret passageway leading to the Chaos temple. Lord Aschaffenberg is unaware of this passage. A character examining the bookshelf (which is mostly full of racy novels and old religious tomes) may attempt a **Very Hard (-30) Perception** Test. If he passes, he notices faint grooves in the floor indicating that the bookshelf has been frequently heaved back.



RICKARD ASCHAFFENBERG, LORD OF THE MANOR – GOLD 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	57	32	60	61	44	24	43	46	61	51	30

Skills: Leadership 66, Melee (Basic) 79

Talents: Fearless (Combat), Furious Assault, Gregarious 3, Noble Blood, Read/Write, Wealthy

Traits: Hardy, Weapon (Sword) +10

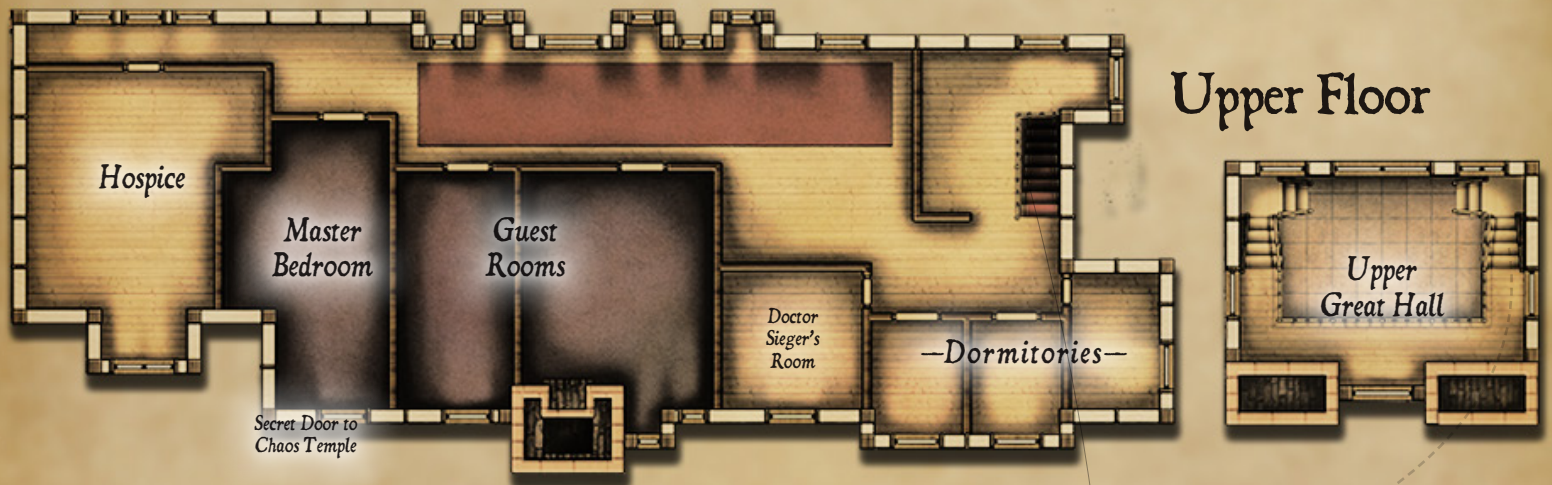
Special Rules: Drugged at dinner (gains 3 *Fatigue* Conditions)

Although only a minor noble, Lord Aschaffenberg is still a wealthy and powerful individual. He is a huge bear of a man, overweight but otherwise hale. He has a large, bushy, dark brown beard and dresses ostentatiously, wearing his golden chains of rank over an ermine robe with fashionably slashed silk sleeves. He is extroverted and usually speaks with a booming and commanding voice.

Aschaffenberg is a gregarious and generous man and, despite appearances, tries to take the responsibilities of his class seriously. He believes in the inherent superiority of the aristocracy, and he will not find it easy to accept that his predecessor was at the head of a cult. Having recently married into the von Bruner family, Aschaffenberg is keen not to do anything to upset his new relations— a family whose wealth and legacy are significantly greater than his own. These delicate family matters are why he is reluctant to involve the authorities until he knows exactly what is going on.

Aschaffenberg wants the Characters to keep their distance from him in order to better employ the ruse that they are merely hired porters. Aschaffenberg is a brave and competent swordsman. Should a fight break out, he attempts to break it up, but if one of the combatants seems unreasonable or malicious, he confronts them. He is armed with a fine sword with a jewelled hilt.

MAP OF GRUNEWALD LODGE





VERN HENDRICK, MANSERVANT – SILVER 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	28	35	26	33	26	34	38	56	32	38	6*

Skills: Bribery 48, Intuition 40, Melee (Basic) 32

Traits: Prejudice (Rude People), Weapon (Dagger) +4.

Hendrick is Lord Aschaffenberg's manservant. He is a moody and professional individual in his mid-thirties with a deeply lined face and short, peppery hair. He is dressed in practical, servant's clothes. Whilst he is diligent in his duties, Hendrick is not clever enough to piece together what's going on and naively trusts Piersson, as the servant closest in rank and experience to himself.

Hendrick was wounded during the beastmen attack – his left hand was bitten. He keeps the suppurating wound wrapped in a bandage, but it gives him constant pain and affects his mood for the worse.

Hendrick does not want to have much to do with the party once he is back in the manor. Pain from his injuries makes him irritable, and he privately believes Lord Aschaffenberg to be unduly paranoid. If presented with any proof of a conspiracy, he remembers his duties and from then on diligently strives to protect his master from danger.

Hendrick seeks out Lord Aschaffenberg and protects him should violence break out. He fights with a dagger, which he keeps thrust in his belt.

SCHLAF POISONING

Several of the staff are suffering from schlaf poisoning, administered through their food by Doctor Sieger and Karla Wagner, the cook. Piersson wants them to remain oblivious to what is going on around them. Doctor Sieger has also been testing the potency of the new batch of schlaf he has created. The currently drugged staff include the coachman Hans Kurtz, the young groom Franz Lange, the servants Gertie Hochen and Todd Heistlenburger, and several guards. Other staff will become drugged after eating venison at dinner. Anyone drugged by schlaf displays the following symptoms:

- * Deliberate and slowed speech, somewhat slurred.
- * Lack of curiosity as to what goes on around them.
- * Chronic sleepiness.
- * Heavy, red-rimmed eyes.

In game terms, drugged NPCs suffer 3 *Fatigue* Conditions.

PCs talking to drugged staff members notice these physical effects if they pass an **Average Combined (+20) Perception and Intuition Test**. Anyone wishing to examine the symptoms more closely may attempt an **Average (+20) Heal Test**. Success indicates that the subject is suffering from the effects of some type of soporific drug. Success by +2 SL or more reveals the drug is known as schlaf, concocted from the gortsiete plant.

Ingredients for an antidote are not available in the manor grounds, so the only treatment is for the patient to recover fatigue by getting a few days' bed rest. See PCs **Consuming Schlaf** on page 26 for details if a PC consumes schlaf.

THE DORMITORIES

These small rooms provide sleeping spaces for the manor staff. They are sparsely furnished and decorated, containing two or three beds and little else. When not working, manor staff usually head to their dormitories, where they either play dice or card games or simply spend their time idling.

The senior members of the staff, Piersson, Doctor Sieger, and Vern Hendrick, have their own rooms. Hendrick's is rather spacious and grand. He has been asked by Lord Aschaffenberg to share his room with the Characters when they retire for the night (and is annoyed by the request).

All the dormitories will be empty until after dinner, when many of the drugged staff will totter off to bed.

Clues: One of the rooms belongs to Doctor Stefan Sieger. The room is locked. A PC who passes an **Extended Challenging Pick Lock Test** can pick the lock. The room contains a single bed, an upright human skeleton of a sort commonly found in medical colleges, and a wardrobe containing a man's spare clothes. The room smells strongly of ripe vegetation. The smell emanates from two fermenting bins stored under the bed beside several empty leather bottles.

The doctor has been harvesting gortsiete plants from the garden and processing them into the soporific poison known as schlaf. Any character who passes a **Challenging Lore (Chemistry), Lore (Medicine), Lore (Plants), Lore (Science), Trade (Herbalist) or Trade (Poisoner) Test** identifies the sludge at the bottom of the bins as containing the gortsiete herb, a prime ingredient of schlaf (see **Schlaf Poisoning** on page 14 for details). If the Characters have none of these skills you could be generous and allow a **Hard (-20) Outdoor Survival Test**.

THE HOSPICE

This room used to be the guest chamber, but since the beastmen attacks it has been used to house members of the staff who require treatment. The larger furniture has been shifted up against the walls to make room for the makeshift cots set up on the floor. A large window on the south wall lightens the room and overlooks the garden and the forest beyond the defences.

The wounded are being treated here by Doctor Stefan Sieger, assisted by Sister Sonja. Many of those who were wounded have been treated and have returned to their posts. The dwarf smith Korden Kurgansson, the guards Helmut Zondervan and Astrid Slazinger, and the gardener (and Chaos cultist) Bertoldt Granhof are still here. Astrid and Helmut are heavily injured and bandaged, and also drugged unconscious on schlaf. They are unlikely to play a role in the events of this adventure.

Clues: Doctor Sieger and Bertoldt Granhof are cultists, and Doctor Sieger has a small quantity of schlaf on his person. Korden Kurgansson's ramblings may suggest a conspiracy of evil to someone listening attentively, but then again they could be simply the product of an unhinged mind. Both Doctor Sieger and Bertoldt dismiss his ravings, and even Sister Sonja sadly comments on the dwarf's degraded state.



SISTER SONJA, NUN – SILVER 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	26	32	41	25	34	45	36	52	27	16

Skills: Lore (Theology) 45, Pray 35

Talents: Field Dressing

Special Rules: Sonja suffers a penalty of –30 to all Tests influenced by sight, such as Weapon Tests, Dodge Tests, Ride Tests and similar. Further she suffers a penalty of –10 to all Fellowship Tests.

A Sigmarite sister in her forties, Sister Sonja has dark grey hair, a hooked nose, and milky-white eyes. She wears simple white robes, and a crudely whittled wooden hammer on a string dangles about her neck. A fever took her sight ten years ago while she stayed over at the manor during a pilgrimage from Ubersreik to the High Temple of Sigmar in Altdorf. She took it as a sign from Sigmar to stay here and watch over the little shrine until her vision returns.

She generally stays in the hospice, tending to the needs of the sick there, though her ministrations tend to consist of half-remembered quotations from texts about the life of Sigmar – of little practical help.

Sister Sonja is blind, but not naïve. Since Korden's illness took a turn for the worse, she's beginning to suspect that things are not exactly as they seem around Grunewald Lodge. In a rare moment of near-lucidity, Korden asked her to hide his family's ancestral hammer from "them". Korden invoked the ancient friendship between Sigmar and the dwarfs and begged her to retrieve it from the forge and hide it somewhere even he couldn't find it. She hid it in the only place she could think of: the Shrine to Sigmar.

Sister Sonja is willing to help the Characters if they talk to her about odd goings on, but they may find her more of a hindrance. She is convinced that almost every member of the manor staff is guilty of some sort of immorality. She regards Otto Geizhals and Olver Gand as particularly sinister and will lecture the Characters at length on Geizhals's sloth and the fact that Gand is an antisocial loner who prefers the company of his dogs to humans. The only person in the lodge with whom she has truly formed a friendship is Korden Kurgansson, the dwarf smith, and his illness has made her increasingly worried and suspicious.

If any of the Characters are dwarfs or priests of Sigmar, she considers confiding in them the location of the hammer. However, she is well aware of the cultural significance of such an important family heirloom, and the Characters will have to offer assurances to return the hammer to Korden or to Karak Azgaraz to truly earn her trust.

Should she hear a fight break out, Sonja prays hysterically, granting +1 Advantage at the start of a combat. If a PC gets a Critical Success on a Test in her presence, allow her to intervene directly and usefully in the task being undertaken, as if by chance or providence she happens to say just the right thing, manages to land a blow in battle, or accidentally discovers an important clue. Her intervention in this regard should be impressive and providential, in addition to any other effects generated by the Test.



DOCTOR STEFAN SIEGLER, PHYSICIAN – SILVER 6

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	37	34	34	56	55	43	56	54	32	14

Skills: Heal 45, Intuition 60, Lore (Medicine) 64, Perception 65, Sleight of Hand 54

Talents: Field Dressing, Read/Write, Surgery 1

Traits: Weapon (Scalpel) +5

Doctor Sieger is a short, emaciated man in his mid-20s, dressed in smart city clothes. When tending to the wounded in the hospice, he wears a white physician's apron, stained in blood, over his clothes. Anyone engaged with him can detect a strange aroma about his person if they pass a **Challenging Perception** Test. This is the same smell of ripe vegetation in the fermenting bins in his room (see the Dormitories).

Doctor Sieger maintains that he is a trained physician from the University of Nuln and attributes his talents to inspiration from Shallya. In fact, he is little more than a backstreet surgeon, and his knack with drugs and poisons is inspired by a darker power.

The doctor is a senior member of the Eldritch Eye, and Piersson's right hand man. He regularly poisons members of the manor staff not associated with the Chaos cult with the drug schlaf so that they become fatigued. By this method, Doctor Sieger and Piersson keep the staff pliant and incurious concerning their nefarious activities.

Doctor Sieger's flirtation with Chaos has eroded his mind somewhat. He is obsessed with the inner workings of the human body and on occasion has murdered members of the staff in his care so that he has an excuse to delve into their corpses. Piersson allows him to perform his bloody autopsies in the secrecy of the temple, but only if he can watch.

How he interacts with the Characters during their investigation Doctor Sieger does not have any time for the Characters. He claims to be too busy ministering to his patients to talk to them. However, he is very attentive to the Characters should they talk to anyone within his earshot.

The doctor is a coward who only fights if the odds are clearly stacked in his favour. If he does fight, he wields a sharp medical scalpel (counts as a dagger).



BERTOLDT GRANHOF, GARDENER – SILVER 1

The gardener is a tall, nervous, and idiotic man in his mid-20s, with a mop of yellow hair. He is dressed in dirty gardening attire, even in the hospice. He has not kept the gardens of the manor well; they are in a complete state of disrepair, and all the flowers have gone to seed. If pressed about the gardens, Granhof lazily blames the mess on the beastmen attack, though other members of the staff contradict him, saying that the garden has been unattended for several years. He lingers around the hospice despite not being visibly unwell, complaining of trouble with his knee, his back, and his shoulders, but is quite sly when he thinks no

one is watching.

Granhof is a member of the Chaos cult. Seeking to emulate the bizarre experiments of his former master (and cult leader) Andreas von Bruner, Granhof spends his time attempting unlikely, ill-advised hybridisation experiments that are blasphemous to Taal, god of nature. Granhof currently spends his days malingering in the hospice, watching Doctor Sieger work with the enthusiasm and comprehension of a puppy. He is considered something of a liability by the senior members of the Chaos cult.

Granhof is trusting of the Characters and will tend to answer questions they might have honestly – if vacantly. If he is asked about anything related to the Chaos cult, however, he becomes wary and clams up. Give the Characters a +10% bonus to any Social Tests against Granhof right up until he realises that they're suspicious about a Chaos cult.

Granhof tends to watch any fights with idiotic glee unless ordered by another member of the Chaos cult to take action. Granhof then fights with languid clumsiness. He does not seem the least bit upset should he be wounded or even maimed. He fights with any weapon or improvised weapon he finds nearby. Use the Cultists of the Eldritch Eye stats on page 11 to represent Bertoldt.



KORDEN KURGANSSON, BLACKSMITH – SILVER 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	32	56	58	45	31	48	25	30	22	18

Korden Kurgansson is the lodge's blacksmith. He came to the lodge about twenty years ago from Karak Azgaraz with nothing more than his ancestral hammer and a set of blacksmith's tools. Once a hale and hearty youthful dwarf (only 150 years old), following the previous beastmen attack, Kurgansson is now a ghost of his former self. His face is sunken and yellow, and his prematurely grey beard is straggled and unkempt. While "recovering" in the hospice, he wears a long, white and red striped nightgown and a matching nightcap.

Korden was injured defending his forge. While recovering in the hospice, Doctor Sieger slipped him some poisoned broth. The doctor and Piersson know about Korden's hammer, but they don't know where it is. They have been taking him into the sitting room and forcing him to stare at the painting during

interrogations, unsuccessfully trying to make him to talk. At night, his screams echo through the manor. As a result, he is now stark raving mad. He is utterly unaware of the hammer's current location.

Kurgansson mostly just mutters incomprehensibly, but he may utter interesting tidbits of information. If overheard by the characters when Doctor Sieger is present, the physician dismisses his mutterings as the ramblings of a lunatic.

Kurgansson will be alarmed by any violence in his vicinity and will react to it by cowering behind furniture whilst begging his ancestors to forgive his dishonour – the sign of true madness in a dwarf. He is utterly useless.

KORDEN'S RAMBLINGS

The dwarf's ramblings can be as useful (or useless) as desired. If he made a habit of saying anything directly damning, of course, Doctor Sieger would simply kill him, so the ramblings should seem innocuous at first blush, even if they may contain a clue. Feel free to sprinkle in as much foreshadowing as desired. Here are several ramblings, with a bias towards the cryptically useful.

- * "They see all! They see all!"
- * "What a pretty flower. T'sleep now. Sleep."
- * "Hide th' hammer! They can't see what t'blind eyes know."
- * "Stone-fer-bones, stone-fer-bones, ye'll be bones 'neath the stones..." (A debased rendition of a dwarf children's song.)
- * "Books, wine, 'n sleep. No, no! Books, wine, 'n sleep! Tis evil. All wrong."
- * "Don't let 'em shave me beard...don't let 'em near! Never trust them barbers!"
- * "Me ancestor's fist 'tis the only thing they fear."

GRUNEWALD LODGE GROUNDS

— KEY —

1. Wall & Watch Tower
2. Stables & Coach House
3. Kennels
4. The Forge
5. Garden & Garden Shed
6. Shrine to Sigmar
7. The Manor (Entrance)

0 5 10 15 20

Scale In Imperial Yards



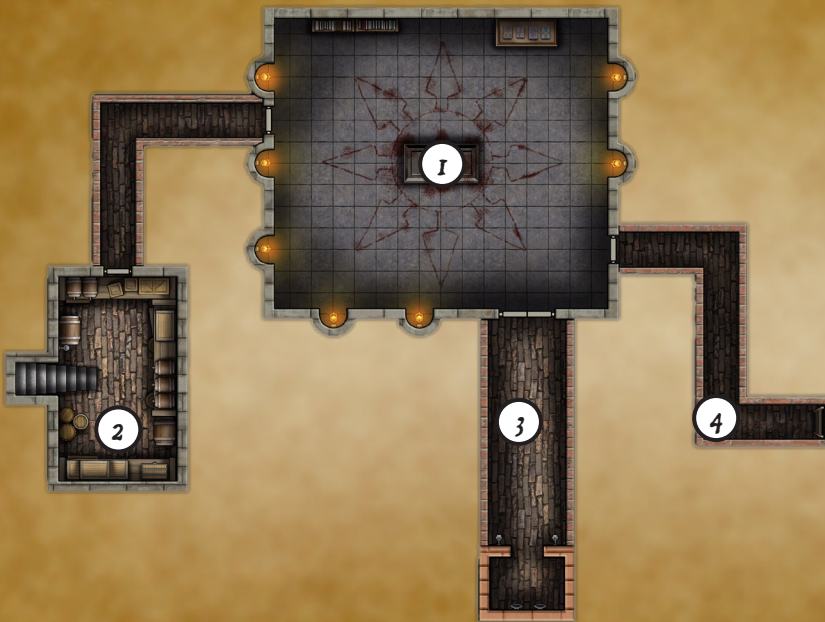
LOWER LEVELS

— KEY —

1. Chaos Temple
2. Wine Cellar
3. Secret Passage to Master Bedroom
4. Secret Passage to Library

0 4 8 12 16

Scale In Imperial Yards



GROUND FLOOR

The ground floor of the manor features rooms for the day to day events of the manor and for the entertainment of guests.

THE LIBRARY

The library is a small, shadowy room lined with loaded bookshelves. Sections of the library are devoted to the subjects of hunting, history of the Empire, poetry, drama, geography, and philosophy. Many of the shelves are coated in thick dust. In the centre of the floor is a large, moth-eaten rug with a strange design of interlaced geometric shapes in lurid colours.

Otto Geizhals is the librarian here. He occupies a comfortable armchair near a large bay window overlooking the garden, where he leafs through a large bestiary, idly taking notes and drawing bizarre crossbreeds of the creatures he finds within the book. Anyone passing a **Challenging Perception** Test sees what he's doodling before he slams the book shut and stuffs the notes into his shirt. If the librarian suspects that the Characters are spying on him, apply two misfortune dice to the test. Geizhals is reticent about what he was taking notes on and, if pressed, merely insists that he was "only scribbling."

Geizhals is a lazy fellow and lets people browse the library without interruption. He is a member of the Eldritch Eye, and if the Characters make it clear that they are on the trail of Chaos cultists, he informs Piersson of their activities as soon as possible.

If he becomes aware of any PC lifting the carpet, he angrily asks what they are doing and tries to stop them from investigating underneath it. If he fails to stop them, he becomes extremely agitated. He denies any knowledge of the trapdoor and where it leads to. If the Characters disappear down the trapdoor, he immediately warns Piersson about their meddling.

Clues: Apart from its garish design, there is nothing sinister about the rug. However, it conceals a trapdoor leading to the secret tunnels. Also, two of the books in the library are banned works, forgotten by the librarian and left on the shelves by mistake. A PC who passes either a **Hard (-20) Perception** Test or an **Average (+20) Research** Test while perusing the library finds them and may know about their notoriety. If a character actively searches the shelves for clues, he finds the books automatically given enough time, but Otto Geizhals will almost certainly notice. These books are described below.

A Disquieting Proposal: This sheaf of cheaply printed pages is the work of an anonymous author. It is a philosophical tract which argues that because those who honour the gods of the Empire are fated after death to become wailing shades in Morr's netherworld, one might as well worship the Ruinous Powers in the slim hope of becoming their immortal servant.

Strange Flowers: This gloomy play deals sympathetically with the subject of mutation. Emmanuelle von Leibwitz, Elector Countess of Wissenland, deemed the play obscene and banned productions in Nuln. The author was an eccentric aristocrat, Manfred von Diehl, who disappeared shortly after his work was banned.

If Geizhals is questioned about these items, he excuses them as trifles. He claims that the library belonged to the previous master of the lodge, Andreas von Bruner, who had "cosmopolitan tastes" and judges that "in the hands of a commoner such tracts might be an indication of a seditious nature, but in the hands of a noble, they are merely educational tools." The librarian then promises to have the

offending materials destroyed immediately. However, Geizhals has absolutely no intention of doing so. When the Characters leave, he deposits the books in the Chaos temple, as described below.

He does not intervene if zealous Characters destroy the books. A character watching him while this act is taking place can make an **Opposed Intuition/Cool** Test to notice that Geizhals winces as the books are destroyed.

If the characters miss the books, Geizhals remembers them and realises he has had a lucky escape. Once the Characters have left the room, he lifts up the rug and squeezes down the trapdoor to hide the books on the bookshelves in the Chaos temple. Should anyone enter the library again during the next five minutes, they find the rug in disarray and Geizhals nowhere to be seen. They may even arrive to find him heaving himself out of the open trapdoor on his way back from the temple.

In this case, Geizhals claims that he heard something rustling under the floorboards, found the trapdoor, and went to investigate. "Nothing but a dreary tunnel and vermin. I shall have to suggest to Lord Aschaffenberg that he employ a ratcatcher." The librarian is a terrible liar – anyone beating him in an **Opposed Intuition/Charm** Test knows he's being deceitful. If Geizhals is allowed to go free, he immediately warns Piersson that the location of the temple has been compromised.



OTTO GEIZHAL, LIBRARIAN – SILVER 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	32	27	37	24	25	24	54	45	26	12

Skills: Intuition 28, Lore (Reikland) 60, Lore (Slaanesh) 65, Perception 40

Traits: Afraid (Violence), Weapon (Quill) +4

Otto Geizhals is a corpulent, red-faced man with bristling mut-tonchops, dressed in scholarly robes, with a pince-nez perched precariously on his fat nose. He has turned indolence into an art form, spending his days stealing scraps from the kitchen and then sitting in the library to eat and read. He is growing rather podgy as a result. Geizhals justifies his lifestyle by claiming that it is the duty of a good librarian to learn what is contained within his books.

Geizhals answers questions about the manor in a vague, disinterested manner. Other than that, he is completely absorbed in his books and will pay the Characters no attention. He reports anything they say to Piersson. If the Characters attempt to deprive him of his books, he becomes increasingly agitated. Geizhals tends to shun violence. He attempts to waddle away if a situation becomes desperate.

THE GALLERY

This long corridor, well-lit with oil lamps, is lined with grand paintings. Most of the paintings depict historical subjects or scenes from the myths of the gods of the Empire. The largest is entitled *The Battle of Bogwurst*, a landscape showing an epic melee between knights of the Empire and Bretonnia. A knight bearing von Bruner heraldry (a wild boar on a blue shield) is given a prominent position, hewing down his opponent.

THE STUDY

This cramped room is lit by tall candelabra in one corner and contains a chair and a large desk. Sheaves of parchment and leatherbound ledgers are stacked high on the desk, on which are also strewn writing tools and an abacus. Lord Aschaffenberg has been poring over his predecessor's accounts here.

THE KITCHEN

The kitchen is a spacious room with red brick walls rising up to a high ceiling. There is a sweltering fire burning in one of the two huge fireplaces, with spits over the flames, cooking haunches of venison and a whole goose for tonight's meal. The aroma of roasting meat is mouth-watering. A large table dominates the room, covered in all manner of kitchen implements, sharp knives and cleavers, trenchers for the evening meal, and a cauldron full of chopped vegetables.

THE SITTING ROOM

The characters feel a strange sense of foreboding upon entering this room. It is brightly lit, with a large window looking out at a small grove, to either side of which hang heavy dark drapes. Despite the sunlight streaming into the chamber, the Characters

get goose pimples with the chill of the room, and their breath wisps visibly from their noses and mouths. A wide, low table and a dozen rigid, uncomfortable-looking chairs are arranged in the centre of the room. On the east stone wall is a plush, blue curtain. Behind the curtain is the painting of the eye. Facing the curtain is a high-backed chair with thick cushions, once an opulent piece of furniture but now threadbare. A glass chandelier hangs from the ceiling. In the wall of the chamber, a large brick fireplace lies empty and unused, despite the cold.

Clues: At the start of the adventure, the painting of the eye is here, hidden by the blue velvet curtain. Piersson arranges its removal if he begins to suspect the Characters. See **The Painting** on page 5 for more information. Within the chimney, blackened iron rings provide access to the roof, though anyone climbing up there will be blackened by soot, to the point that they must take a -10 penalty on social tests until cleaned up.

THE GREAT HALL

This huge room is dominated by a great oak dining table surrounded by large wooden chairs. Ostentatious silver candlesticks are arranged on the table. Along the wall, logs crackle gently in an impressively large fireplace. A grand flight of stairs sweeps up to the first floor of the manor. Around the walls, the stuffed heads of bears, wolves, deer, and boar are mounted on oak panels. Some of the trophies are of more exotic prey: a leering, ugly, green head with a crooked nose is decorated with pheasant feathers and labelled *Chieftain of the Reikwald Goblins*. Further down the wall is what first looks like a large goat's head, but which on closer inspection bears cruel, sharp fangs.

The main entrance to the manor house opens into the hall, and this extravagant chamber is the first thing to welcome visitors. The dinner will be held here.



KARLA WAGNER, COOK – SILVER 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	34	31	35	45	25	32	35	34	27	43	13

Skills: Perception 35, Intuition 35, Trade (Cook) 60, Trade (Poisoner) 70

Traits: Addiction (Alcohol), Weapon (Meatcleaver) +7

Addiction (Alcohol): When offered a drink Karla must make an **Average (+20) Cool** Test or else she will do almost anything to have it. She will not betray the cult to do so though. In **Chapter 3: The Eyes Have It!** treat her as having 3 Resolve Points to counteract the penalties for her drunkenness.

Karla Wagner is a stocky woman of 35, with fierce blue eyes, flushed cheeks, and brown hair tied in a bun. Close up, her breath stinks of strong wine. She wears white chef's clothes, stained with blood and food. She has been the chef at the manor for four years, and unusually (perhaps even suspiciously, considering the rest of the manor), she is both good at her job and enjoys it. Karla also has a weakness for alcohol and helps herself to glasses of Pritzstock Reisling throughout the day.

Karla is a member of the Unblinking Eye and colludes with Doctor Sieger to lace meals and drinks with soporific drugs. Her worship of Chaos has her thinking about adding all sorts of (dangerous and unwise) ingredients to her meals, and she is always looking forward to whatever new "spice" Doctor Sieger will bring her.

Karla does not suffer any interruption from strangers whilst she is cooking and becomes angry if pressed. The only ways to win her attention is to compliment her cooking, to offer her an alcoholic drink, or to help cut vegetables for the stewpot. She scolds anyone attempting to go into the wine cellar, accusing any who do so of being a thief. By the end of the day, Karla becomes **Stinking Drunk** (see **WFRP** page 121), gaining *Marienburg's* Courage and slurring her speech and moving clumsily about.

Karla fights manically against those who oppose the Chaos cult, though she attempts to run away if the situation looks hopeless. She wields a vicious meat cleaver.

THE LOWER LEVELS

The basement of the manor is used for storage and also provides tunnels and rooms for clandestine activities.

THE WINE CELLAR

The wine cellar is a small, dingy room, lit by daylight streaming from a grille on the wall, close to the ceiling. It is very cool in the cellar, and the air has a damp, earthy smell. An unlit oil lamp hangs from a hook on one wall. The cellar is well stocked with a number of fine beverages, including bottles of Pritzstock Reisling, Bugman's Best Bitter, and Thunderwater Ale.

Clues: There is an entry to a secret passage leading to the temple of Chaos behind a rack of wine bottles. A character examining the racks may attempt a **Challenging Perception** Test. If he passes, he notices scratches on the floor near the rack pointing to the fact that the rack swings outwards.

THE SECRET TUNNELS

This tunnel network was built to provide a safe bolt hole for the von Bruners in ages past. Knowledge of the tunnels has been handed down from the lords of the manor to their heirs in strict secrecy. Even the serving staff of Grunewald Lodge do not know of their existence, though Andreas von Bruner broke with this tradition and let the members of the Eldritch Eye use the tunnels for their own purposes. Everyone else, including Lord Aschaffenberg, is unaware of the tunnels' existence.

The tunnels can be accessed from the master bedroom, the library, and the wine cellar. All lead to the secret temple of Chaos. They are narrow, low, and musty.

If a Chaos cultist is present when the Characters discover an entrance to the tunnels, he or she will do all in his power to dissuade the party from exploring them. For example, the cultist might claim that the tunnels are too dangerous and that a few years ago a servant exploring one died when it collapsed on his head. If the Characters insist on exploring the tunnel, the Chaos cultist warns Piersson.

THE CHAOS TEMPLE

This large chamber is plainly decorated, with lit torches in sconces lining the walls offering dim, flickering light. It has a cool temperature and smells damp. Against one wall is a small bookcase, and in the centre of the room is a six foot long block of jet-black granite covered in dry blood. Upon the floor of the shrine, a symbol is sketched out with lines of old, dried blood: an eight-pointed star. The symbol is horrible to look at, chilling the soul of the beholder. When first viewing the temple characters must make a Cool Test against a Fear of 1.

Anyone passing a **Very Easy (+60) Lore (Theology)** or an **Easy (+40) Int** Test recognises the star as a symbol of Chaos. Three tunnels lead from the room, one leading to the master bedroom, one to the library, and another to the wine cellar.

Before dinner, the place is empty, unless the Characters encounter Geizhals the librarian down here, returning the proscribed texts from the library to their rightful places on the bookshelf. He shrieks at being discovered and attacks the Characters if

found. Geizhals fights to the death, cornered like a rat in its lair. After dinner, the place might be swarming with Chaos cultists (see **The Ritual** on page 29).

Clues: The whole chamber is profane. The bookcase contains several blasphemous tomes. Of the two most important, the first is bound in tanned leather and is titled *Libram Libris Bestiis Chaotis*. It is an arcane tome of knowledge, written in the classical language. The other is bound in black leather and titled *De Natura Daemonium: A Work Concerning Daemonkind*. The books from the library (*A Disquieting Proposal* and *Strange Flowers*) may have been moved to this shelf.

De Natura Daemonium is required to summon the daemon, as it contains the words of a necessary incantation. Securing or destroying this work is the easiest way to thwart Piersson's plans.

THE MANOR ROOF

The roof of the manor house is broad and flat, slightly angled to let water and debris roll off the back of the building. The roof is accessible via a worn, nearly rotted ladder at the back of the building or through the chimney stack in the sitting room.

Climbing the old ladder up or down requires an **Average (+20) Climb** Test. The ladder is 3 yards high.

SL	Result
+2 or higher	The character climbs successfully.
+0 to +1	A rung breaks underfoot, but the PC ascends the ladder safely. The Test Difficulty of climbing increases by one category (e.g. from Average to Challenging , or Challenging to Hard).
-0 to -3	A rung breaks and the character falls a number of yards equal to the SLs they failed the test by. They suffer 3 Damage for every yard fallen +1d10 Damage. This is reduced by their Toughness Bonus, but not any Armour Points.
-4 or lower	Disaster! The ladder collapses and is utterly destroyed. If this occurs, the cultists will notice. Climbing now requires a Very Hard (-30) Climb Test. The PC also falls 3 yards using the rules above.

THE GROUNDS

Several other structures necessary for the household to run smoothly are located nearby.

GARDEN & GARDEN SHED

The garden is large and not well cultivated. The flowerbeds have gone to seed and are full of leaves and dandelions. The lawn is overgrown, and characters have to wade through long grass to get anywhere. A fetid pool, choked with leaves and green scum, is in the south-east corner of the grounds. There is also a small orchard of several sickly-looking apple trees in the south-west corner of the grounds. Shaded by these trees is a quiet cemetery, with a dozen small, unmarked gravestones. This is where those who die at the lodge are buried if they cannot be easily transported to the shrine of Morr in Geissbach village for burial.

In one corner of the garden is a small wooden shack, filled with a variety of gardening tools, potted young plants, and a wheelbarrow.

Bertoldt Granhof (a member of the cult) is the gardener but is currently malingering in the makeshift hospice area.

Clues: Near the shed, there is a small herb garden, a drab collection of flowerless plants ravaged by slugs and caterpillars. This is where Doctor Sieger acquires his herbs. A PC who passes a Challenging Heal, Lore (Chemistry), Lore (Medicine), Lore (Plants), Lore (Science) or Trade (Poisoner) Test can identify the herbs. There is a small patch of Taal's root (that eases the symptoms of the black plague), a small patch of faxyoryll (that aids the clotting of blood – see *WFRP* page 307), and a large area of gortsiete (used in the manufacture of a soporific potion known as schlaf).

SHRINE TO SIGMAR

The small shrine is little more than a wooden shed constructed over a brass triptych bearing an image of Ghal Maraz, a twin-tailed comet, and a skull with a laurel wreath. The triptych is weathered, and a thick green patina mars its surface. The icon of Ghal Maraz, a full-size replica of a warhammer, looks positively filthy.

The shrine is empty. Only Sister Sonja visits regularly for a quick prayer, although today she is too preoccupied with tending to the wounded in the hospice.

Clues: The shrine is suspiciously run-down and dingy, appearing abandoned but for a single prayer candle that looks to have seen recent use. An **Easy (+40) Perception** Test reveals that the hammer icon is smeared with dirt, soot, and clay, in a manner that indicates more than just the simple patina of neglect. An **Average (+20) Lore (Theology)** or a **Challenging Lore (Folklore)** Test suggests that the shape of the hammer is not an accurate depiction of Ghal Maraz, rather it looks more like a traditional warhammer. Devout Sigmarite characters can add +10% to this check.

In reality, the hammer icon is not an icon at all. It is the ancestral warhammer of Korden Kurgansson, hidden in plain sight by Sister Sonja. Removing the hammer from its set piece is an **Average (+20) Strength** Test.

KORDEN'S HAMMER

When cleaned off, the hammer is revealed to be a fine piece of dwarfen craftsmanship, its steel head inscribed with runes denoting its clan lineage and granting it power against daemons. The hammer is a superior craftsmanship hand weapon. When wielded against Daemons treat it as having the Damaging Weapon and Penetrating Weapon Qualities (see *WFRP* Page 297).

Make clear to any Sigmarite or dwarf characters in the group that the hammer is an ancestral relic and failure to return it to its owner or his clan in a timely manner will merit an entry in the great Book of Grudges of the dwarfs.

THE STABLES & COACH HOUSE

The timber-built stables and adjoining coach house are in shoddy condition. Two of the six stalls are occupied by healthy looking horses (the steeds for Lord Aschaffenberg's coach), but the unoccupied stalls require mucking out before any other horses can be stabled there. The tools and horse tack hanging on the walls are worn and ragged.

A foul odour permeates the area, and clouds of blowflies buzz ceaselessly. Occupying the coach house is a stately coach bearing the von Bruner coat of arms (a wild boar on a blue shield). In sharp contrast to its surroundings, the coach is well maintained and clean. A ladder leads up from the stables into a hayloft, and a window here gives a commanding view of the grounds.

The wagon on which the party travelled from Ubersreik will be parked outside the stables for the duration of the adventure.

Franz Lange is the young groom and is here at all times tending to the horses. He is neither competent nor hard-working, but he is not a Chaos cultist. Hans Kurtz and Albrecht Krug (who is a member of the cult) are the coachmen and can also be found here during the day of the adventure. When not tending to the newly arrived wagon, they lounge outside in the sun, fleeing the wagoneer from Ubersreik of his money at cards.

The wagoneer, Heiko Dieter, will stay at the lodge until it is safe for him to return to Ubersreik in the morning. He chooses to sleep in his wagon, knows nothing of the goings on in the lodge, and keeps to himself. He will join everyone in the great hall come dinner and will be drugged by consuming venison.

Clues: Krug has hidden Kurtz's blunderbuss in the hayloft. The Chaos cultist wants to use the weapon later to dispatch members of the staff when Piersson's plan comes to fruition. Kurtz is missing the weapon, but is too embarrassed to mention its disappearance to anyone. He seems distracted and worried if spoken to.

Krug tries to dissuade any PC expressing an interest in exploring the loft from doing so, claiming that rotten floorboards make it too dangerous to visit. If the Characters use **Bribery** or **Charm** Tests to ingratiate themselves to Kurtz, he sheepishly admits to his missing blunderbuss, asking the Characters not to mention it to Lord Aschaffenberg and to keep their eyes out for the weapon.

Anyone passing a **Challenging Perception** Test while in the

hayloft spots the gun hidden under some straw. Krug has placed it here, aware that Kurtz, who has a smashed knee, will not be able to ascend the ladder. If the weapon is discovered, Krug will sheepishly confess that he hid it up there "as a joke", at which point Kurtz hurls abuse at him. If Kurtz is reunited with his blunderbuss, he does not let it leave his sight. He treats any PC who presents him with his lost gun as a veritable hero.

ALBRECHT KRUG, COACHMAN, SILVER 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	36	34	45	41	29	32	43	34	41	43	15

Skills: Drive 44, Endurance 42, Melee (Entangling) 45, Ranged (Blackpowder) 45

Traits: Weapon (Whip) +6 Entangling, Ranged (Blunderbuss) +8 (Blast 3, Dangerous, Reload 2)

Albrecht Krug is an imposing man in his mid-30s with a magnificent ginger Imperial moustache and a shaved head. He wears durable, leather clothes. Krug is a member of the Eldritch Eye and a mutant. A large patch of discoloured and hairy skin is spreading on his back, which he regards as a special blessing, though he is careful to hide the mutation from others. Krug is committed to the Chaos cult and is one of its more dangerous and resourceful members.

Krug has hidden his partner's blunderbuss in the hayloft, knowing that Hans finds it hard to climb ladders in his condition. He intends to use the stolen weapon for lethal purposes later that evening.

Krug appears convivial should the Characters talk with him. He does his best to answer any queries they might have and asks them why they are so interested in the manor. He may offer to give them a tour of the grounds, but is careful to avoid the hayloft and the doctor's herb garden.

As a mutant, Krug feels he has nothing to lose, and he serves Piersson faithfully. He actively hates those who do not serve Chaos and fights them bravely. He would rather die than surrender. He has a whip at his belt and a heavy truncheon (hand weapon). Later in the evening, he may be armed with the blunderbuss.

HANS KURTZ, COACHMAN, SILVER 1

Special Rules: Drugged at dinner (gains 3 *Fatigue* Conditions)

Hans Kurtz is a handsome man in his 20s, with a neat beard, dressed in hard-wearing clothes and a long leather coat. During the beastman attack, he was clubbed in the leg and still walks with a pronounced limp. He finds it painful to climb stairs or ladders and moves sluggishly. Doctor Sieger gave him medicine for the pain. This was laced with schlaf, and Kurtz is fatigued as a result.

Recently he has discovered that his blunderbuss is missing. He is too ashamed to admit the loss to anyone at the moment, but is becoming increasingly worried. He does not know if he merely misplaced it or if someone has stolen it.

How he interacts with the Characters during their investigation

Kurtz is friendly and accommodating to the Characters. However, he is under the influence of schlaf. He is weary, and if asked about his sleepiness, he admits that it might be due to some medicine he was given by Doctor Sieger. He's not happy about it, because it affects his work, but he's too tired to bother the Doctor further. If the Characters talk to him about odd goings on in the manor, he seeks them out after a period of consideration and mentions to them that he has recently lost his blunderbuss. He suspects that someone stole it from him.

Hans tries to engage anyone who he believes is threatening the security of the manor, but is too groggy to be of much use. He fights with the sword he has at his belt. Due to his sore leg his Movement is reduced to 2.

FRANZ LANGE, GROOM, SILVER 1

Special Rules: Drugged at dinner (gains 3 *Fatigue* Conditions)

Franz is a lad of sixteen with tanned skin and curly black hair, dressed in peasant clothes. He takes care of the stables and horses. He is industrious by nature but is suffering from fatigue. Doctor Sieger gave Albrecht Krug some schlaf to slip into the boy's drink in order to test the efficacy of the latest batch brewed, so Franz is sleepy all the time. He manages to ensure that the horses are fed and groomed, but is too tired to muck out their stables. Franz also keeps the von Bruner coach well polished, as Piersson has pointed out to him how important it is to keep up appearances.

Franz is of little help. He responds very slowly to the Characters' questions, and tends to give monosyllabic replies. He dearly wants to be left alone to do his duties and catch some sleep. Franz is wary of fights and is chronically exhausted. He defends himself with a pitchfork from the stables (an improvised weapon) but cannot be motivated to take the fight to the enemy. For stats for Lang see **Loyal Servants of Grunewald Manor** on page 11.



THE KENNELS

Next to the stables is a large square wooden shed, abutted by a yard surrounded by a tall fence. These are the kennels. There is a tradition of keeping hunting dogs at Grunewald Lodge. From within the shed comes the loud, persistent barking of several large dogs.

The shed is divided into the large space where three fierce-looking Tilean manhounds are kept and their handler's sleeping quarters: a small side room containing a rough bed, an open chest of clothes, and a bucket of water for washing. A long boar-spear is propped in one corner, and on one wall is a large closet, its door ajar, from which emanates the faint stink of rotting meat.

Olver Gand is the kennel master. He stays in his room, except to

feed the hounds with the contents of the closet once a day. The hounds remain in the kennels for the duration of the adventure. They are in excellent health. They are strong, powerful, and wilful and are completely obedient to Gand.

Clues: There is nothing in the kennels that points to the cult, but there is a grisly find to be made if the party members search the premises (Gand will have to be out of the way for them to do this – he is very protective of his private space). Anyone who opens the closet finds the dismembered corpse of a beastman hanging inside. The sight is so shocking that those viewing it must make a **Cool** Test against Fear 1 or be violently sick. Gand, if present, makes no effort to hide the fact that he has this rotting cadaver on the premises, although he is angry that the Characters have been snooping in his private quarters. He explains simply that he is feeding it to the dogs to “give ‘em a taste for the beasts.”



OLVER GAND, HUNTER – BRASS 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	36	32	45	53	45	42	32	31	34	25	17

Skills: Animal Care 55, Animal Training (Dog) 45, Charm Animal 55, Melee (Basic) 45, Melee (Polearm) 45

Traits: Weapon (Dagger) +6, Weapon (Spear) +8 (Impaling)

Olver Gand, a former soldier, is the kennel master of Grunewald Lodge. He is a huge, bald man in his early 30s, nearly six and a half feet tall and heavily built. His stubbled face is a mass of scars, and he sports a broken nose. He wears tall, leather hunting boots and leather trousers, but prefers to bare his chest to display his rippling muscles. He wears a spiked collar around his neck. Gand is a quiet man, but fiercely protective of his hounds.

Gand is not a communicative man, but he may warm to Characters who show interest in his dogs. He has little useful information for the party, but if they win his trust, he takes their suggestions seriously and is willing to lend them a hand if their ideas seem sound enough. If asked, he notes that his dogs severely dislike both Albrecht Krug and Gregor Piersson (both mutants), who now avoid his kennel.

Gand is a brave man and a formidable foe. He has a hatred of the followers of Chaos, particularly beastmen, which he has fought many times. Gand fights to the death to oppose them. He fights using his massive hunting knife or arms himself with his long boar-spear if he is near the kennels.



TILEAN MANHOUNDS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	34	—	25	32	40	34	24	15	25	15	10

Talents: Fearless (Beastmen)

Traits: Bestial, Bite +6, Night Vision, Skittish, Stride, Trained (Broken), Weapon +5

The Tilean manhounds attack anyone attempting to hurt Gand. He releases them from the kennels if the lodge is attacked. They are powerful, fearsome animals and their diet of beastmen flesh has given them the Fearless (Beastmen) Talent.

In Chapter 3 they will kill specific beastmen the Characters direct them to (requiring a **Charm Animal** Test from anyone except Olver, if failed they attack whoever the GM wants instead). They will not attack the daemon, which will drive them off snarling and whining.

THE FORGE

Tucked against the corner of the walls is a small smithy, originally associated with the stables for the shoeing of horses and the mending of tools, but later used to repair weapons and armour. Inside is a cold furnace and heavy anvil, and blacksmith's tools hang from the walls. Upon a large wooden workbench there is a collection of battered arms and armour: four mail shirts, four dented pot-helmets, and four notched swords. All these items are in need of repair and are of poor craftsmanship. They belonged to guards killed during the previous beastman attack.

The dwarf Korden Kurgansson is the blacksmith in residence, though he is currently languishing in the makeshift hospice.

Clues: A thorough search of the forge reveals a small wooden case behind the armour racks. Its lock has been smashed. When opened, it is revealed to be a velvet-lined carrying case of the sort used to carry precious and important items. The silhouette of the missing item in the centre of the case resembles a warhammer. This is the case inside of which Korden kept his family's hammer. Sister Sonja has since taken it and hidden it in the shrine.

THE WALL & GATEHOUSE

The stone wall surrounding the Grunewald Lodge used to be an impressive structure. It runs around the whole estate and is about twelve feet in height. However, much of the wall is now covered in ivy, and sections of it have collapsed due to neglect. These areas have been reinforced with ramshackle timber barricades, which are far from secure. A wide ditch surrounds the wall. It was evidently once a deep obstacle, but is now overgrown with bushes.

Crossing the ditch and climbing the wall requires a **Very Hard (-30) Climb Test**. During an encounter, this takes a minimum of three Rounds.

The wall has a small stone gatehouse on its western side. The gatehouse consists of a single-storey, turreted watchtower with an adjoining guardroom where the guards sleep. The guardroom is equipped with eight crossbows, six halberds, and six shields for use by the guards.

A large oak gate, studded with iron nails and wide and tall enough to allow a coach passage, blocks the entrance under the tower. The gate is kept bolted shut from the inside at all times when not in use. A rickety wooden bridge spans the ditch in front of the gatehouse. It can be pulled up by a windlass inside the guardroom if the manor is attacked.

The manor guard consists of Captain Anders Blucher, Sven Bleuler, Ernest Bohne, Manfred Klammerer, and Pieter Koch. They work a shift system whereby one guard mans the turret of the watchtower and another patrols the walls for four hours before being relieved by other guards. During the day of the adventure, Koch (a member of the Chaos cult) patrols the walls whilst Bohne mans the watchtower. Captain Blucher, Bleuler, and Klammerer remain in the guardroom, playing card games like *Find the Empress* for pennies. This shift changes at dinnertime when Bleuler patrols and Klammerer occupies the watchtower. Captain Blucher goes to the great hall for dinner,

while the others eat and rest in the guardroom.

The guards are under Captain Blucher's command. The captain is a tall man in his late 30s with a long blond beard and handlebar moustache. He owns a set of well maintained breastplate armour, of which he is very proud, and fights with a greatsword. He wears a scarlet wide-brimmed hat at a rakish angle, with a long white plume curling from the brim. He takes his position very seriously, and suffers no fools.

The other guards are in their 20s, dressed in black leather breeches, white shirts with slashed sleeves, mail coats, and Empire pot-helmets decorated with red feathers. Each has a sword strapped to his belt. Those on patrol carry crossbows. They all have lucky charms, such as a rabbit's foot, prayer scroll, or miniature hammer, hanging from their armour, belts, and scabbards.

The guards took the brunt of the beastman attack, and their numbers are stretched as a result. Two of the guards died in the assault and are buried in the cemetery, near the orchard, and two languish in the hospice. The others are impatiently waiting for Lord Aschaffenberg to organise reinforcements. Sven Bleuler is recovering from a wound to his temple and has his head wrapped in bandages, whilst Manfred Klammerer has two broken fingers on his left hand, which is also bandaged. The guards are grizzled professionals who are used to this sort of hardship and have taken their knocks with stoicism.

Pieter Koch is a member of the Eldritch Eye and is a violent and sadistic man, with a hot temper. The other guards are more amenable and enjoy playing games of chance when not on duty.

The guards fight against any obvious opponents, such as beastmen or daemons. In other situations, they try to break fights up, or follow the instructions of Captain Blucher, who acts in the best interest of his employer. The exception is Koch, who fights fiercely in the interests of Pierrson and the cult. For his stats use those from the guards on page 9.



OTHER CHARACTERS

The characters likely to be found at a given location are described under that location's heading, but there are several characters whose locations are not fixed.



GREGOR PIERSSON, STEWARD – SILVER 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	38	33	34	44	47	43	42	49	56	43	16

Skills: Channelling 65, Cool 60, Dodge 48, Evaluate 54, Intuition 65, Language (Magick) 55, Lore (Slaanesh) 55, Perception 55, Stealth (Rural) 50, Melee (Basic) 45

Traits: Mutation (Enormous Eye), Spellcaster (Slaanesh: Acquiescence, Arrow Shield, Aethyric Armour, Detect Daemon, Distracting), Weapon +6

Special Rules: When Gregor Piersson is within 6 yards of the painting his Casting and Channelling Tests double their SLs.

Mutation - Enormous Eye: Gregor's right eye has grown into a large black and bulbous black orb. This grants him a +10 bonus to Perception Tests involving sight. Disturbingly he can see perfectly with it through the bandages he hides it behind.

Gregor Piersson is a slightly built man in his late 30s, with receding black hair slicked back with oil. He dresses in the neat uniform of a butler and usually maintains an impassive composure. His day to day duties are those of a steward, and as such, he is ultimately responsible for the running of the manor.

Piersson is a zealous follower of Chaos and is the leader of the Eldritch Order of the Unblinking Eye at the manor. His worship of Chaos has had a strange effect upon his body. His right eye is taking on a shape more pleasing to the Ruinous Powers, becoming a large and bulbous black orb. Luckily for him, he noticed the change before anyone else did and hides the mutation under a bandage. If asked about the bandage, Piersson claims he was hurt during the night of the beastman attack. To reinforce this story, he has inflicted some trivial wounds to his right arm, which is also bandaged up. However, if the Characters ask staff members who are not associated with the Chaos cult about Piersson's bandage, they mention that Piersson's eye has been bandaged for several months before the attack. If confronted about this, Piersson says the wound to his eye aggravated an eye infection he has been suffering from, which is being

treated by Sieger the physician. The doctor confirms this story.

Piersson tends to keep his distance from the Characters, preferring to find out about their actions from other members of the Chaos cult. He pretends to be busy during the day, as he claims to have a lot to look into regarding the running of the estate. Nevertheless he is respectful to the party and politely answers any queries they might have.

Piersson blames the poor condition of the manor on a malady that seems to be causing some members of the staff to feel weary. He maintains that he is too compassionate to fire people based on such circumstances and praises Doctor Sieger's efforts in treating the illness.

Piersson is self-serving and does not want to die. He tries to escape violent confrontation, only fighting back if cornered. He hides a highly decorated knife with a serpentine blade under his clothes, which he uses when performing Chaos rituals in the secret temple (see page 29).

THE SERVING STAFF

Hanna Dralst, Todd Heistlenburger, Gertie Hochen, Josef Vaccmark, Konrad Voss and Gunnar Wetzel are the serving staff for the lodge. Gertie and Todd are drugged. Todd and Gunnar are wounded. Gunnar, and Josef are Chaos cultists.

The serving staff of Grunewald Lodge consists mostly of young men and women from Geissbach between the ages of 18 and 24. They perform duties as needed and when they are asked to by a senior member of the staff. The women wear typical servant's dresses, while the young men are dressed in practical peasant's shirts and breeches.

Gunnar and Todd were injured in the beastman attack. Both are back on their feet now, but Todd has his left arm in a sling, and Gunnar has a bandaged head.

Gertie and Todd are suffering from the effects of schlaf. They are lethargic and distant and often take breaks from their work to catch a quick snooze. Doctor Sieger always ensures that these two servants are drugged, as it is they who enter the sitting room most often, to clean and dust, and he does not want them prying. If the Characters ever ask them about the painting of the eye in the sitting room, both tell them that they know nothing about the painting and avoid the room as it gives them the creeps. If pressed, they can recall that Andreas von Bruner often spent time alone in the sitting room and that he didn't like to be disturbed whilst doing so.

Hanna, Konrad, Gunnar, and Josef are members of the Chaos cult. They are younger than the other staff and share this secret among themselves, spending as much time giggling and whispering with one another as they do working.

None of the servants are keen to become involved in serious violence. The Chaos cultists follow Piersson's orders, but run away or attempt to surrender if the fight goes against them. The other two servants attempt to act in the best interest of their employers, but are too exhausted to put up much of a fight. They try to stand fast in the face of an attack by beastmen, but flee in terror from the daemon. They fight with any weapons they can find nearby. Stats for both loyal servants and cultists are on page 11.

THE DINNER

In the evening, the manor staff gather to eat dinner in the great hall. Lord Aschaffenberg seats himself at the head of the huge table. The following staff also attend (listed in the order that they sit clockwise from the lord):

Doctor Sieger, Captain Anders Blucher, Otto Geizhals, Olver Gand, Bertoldt Granhof, Heiko Dieter the wagoneer from Ubersreik, the player characters, and Vern Hendrick (who sits to the right of the lord).

Sister Sonja dutifully remains in the hospice to look after the three patients who remain there. Pieter Koch and Sven Bleuler are on guard duty outside, and the other guards, Ernest Bohne and Manfred Klammerer, eat and rest in the guard room, in case the lodge is attacked again.

Hans Kurtz and Franz Lange, drugged on schlaf, fall asleep in the stables, and Albrecht Krug stays to watch over them and grabs the blunderbuss.

Piersson himself does not join the table, but assumes the role of butler, directing the six servants as they bring in the plates of food or clear the tables for the next course. Karla Wagner remains in the kitchen, organising the meal or washing up.

A THREE COURSE BANQUET

There are three courses to the meal: a spicy vegetable soup, followed by the meat dish, and then finally a rich pudding covered in custard. Wine and beer is plentiful, and the food is excellent. The servants Gertie Hochen and Todd Heistenburger (drugged on schlaf) look thoroughly exhausted as they try to keep up with the diners' demands, and they drop plates or spill soup, to the anger of Piersson, who scolds them for their incompetence.

When the second course is served, Lord Aschaffenberg chooses venison and once again recommends it to the Characters. Most of the other diners follow suit. If the Characters are actively paying attention, they'll note that the only diners who ask for goose are Doctor Sieger, Otto Geizhals, and Bertoldt Granhof.

The venison dishes are laced with schlaf, and anyone eating from them are affected as if they had taken a dose of the drug. Any PC who claims that the venison has been poisoned but has no concrete evidence will be laughed at or told his attempts at humour are both dark and inappropriate.

During dinner, Koch drugs his fellow guards with schlaf-laced tea. Bleuler and Klammerer suffer the effects of the drug when they return to duty ten minutes later, and the other guards fall asleep in the guardroom.

PCs CONSUMING SCHLAF

If a Character tastes food laced with schlaf he may notice that the food or drink has a subtle acrid taste if he passes a **Hard (-20) Perception** Test or has the **Acute Sense (Taste)** Talent.

Any who consumes a dose shortly afterwards feels extremely lethargic. They must pass a **Difficult (-10) Endurance** Test. If they fail they gain 1 *Fatigue* Condition, with +1 per SL they failed the Test by (to a maximum of 3 *Fatigue* Conditions) for the next 48 hours.

HOWLS IN THE NIGHT

Just after the meat course, the dinner is interrupted by loud howling coming from the kennels. Olver Gand makes a gruff excuse and leaves the table. See **The Beastmen Attack!** on page 30 for more information should members of the party also investigate. Olver remains with his hounds and does not return to dinner. He barely had a chance to touch his venison and is not drugged.

THE END OF DINNER

By the time the dessert arrives, everyone who ate venison (possibly including the Characters) will be feeling the effects of schlaf poisoning. Many diners look groggy, and Vern Hendrick falls asleep in his pudding. At this point, Characters who ate venison must make their *Endurance* Tests to determine how seriously they are affected.

When the meal ends, everyone except the Chaos cultists shuffles off to bed, yawning uncontrollably. Doctor Sieger, Granhof, and Geizhals remain at the table, drinking brandy and chatting animatedly.

The servants stay behind to clear the table under the eagle eye of the steward, though Gertie is allowed by Piersson to crawl to bed. He keeps Todd working, as he needs him for the ritual later on.

Lord Aschaffenberg asks the Characters to join him for a glass of brandy in the master bedroom. There he asks the Characters about the progress of their investigations. However, unless he was prevented from eating the venison dish, he becomes very sleepy during the interview and dismisses the Characters after just a few minutes, saying he will talk to them further in the morning. Before the Characters even leave the room, he falls fast asleep, still fully clothed, atop his bed.

AFTER DINNER

The PCs are likely to wish to resume their investigations, which is the last thing Piersson wants. He dispatches one or more cultists to impede the investigation. If the PCs have taken a liking to any of the cultists, Piersson is clever enough to use that to his advantage. Otherwise, he sends Otto Geizhals and Doctor Seiger, perhaps supported by Bertoldt, to ply the characters with brandy and idle discussion on philosophy, religion, politics, or science. These new "friends" are unwilling to let the PCs be unless driven off with some use of social skills, in which case they report directly to Piersson.

The Cultists will now begin to move at a fast pace, and **Chapter 3: The Eyes Have It!** begins soon.

CHAPTER 3: THE EYES HAVE IT!



Broadly speaking, there are two ways to begin the finale. Either the PCs have prevented the cult from beginning the ritual, in which case the finale begins when they confront the cult prior to the beastmen attack; or, if the ritual has begun, they must deal with the cult and the beastmen attack at roughly the same time.

Because several variables can be introduced by the actions of the PCs throughout the adventure so far, this chapter may resolve in a variety of ways. The following encounters and sequence of events are guidelines only. Modify them as needed to reflect your character's actions.

The Ritual: After most people in the lodge have fallen asleep, Gregor Piersson, Bertoldt Granhof, Hanna Dralst, Josef Vac-

mark, Gunnar Wetzel, and Konrad Voss convene in the temple, dragging the unconscious sacrifice with them. This is most likely Todd Heistlenburger. Piersson first goes to the sitting room to collect the painting of the eye, ripping the canvas from the frame. Out of a twisted reverence to the painting, Piersson removes his bandages here, leaving the ichor-stained fabric as a clue to any PCs snooping about later on. Assembled in the temple, the cult members don the robes hanging in the cupboard

The Beastmen: The beastmen outside the lodge attempt their next attack during the ritual. See **The Beastmen Attack** for more details. If the PCs attempt to deal with both problems at once, you will have to prioritise which encounter receives the bulk of your attention for playability reasons.



ELEMENTS OF THE RITUAL

The following elements are required to perform the daemon summoning ritual under ideal conditions:

- ✦ The painting
- ✦ Six people to chant for nine minutes (although fewer people will work; it simply takes one Round longer per person missing).
- ✦ The book *De Natura Daemonium*

Without these elements, the ritual cannot take place. If the PCs secure either the painting or the book, the Chaos cultists try to take them back, preferably by subterfuge but by force if necessary.

OTHER COMPONENTS

The following components are also used to ensure the ritual runs smoothly.

- ✦ A human sacrifice
- ✦ The blood of a mutant
- ✦ Bathing the painting under the light of Morrslieb for nine minutes

Without the human sacrifice, the daemon feels no obligation to serve the Eldritch Eye. Furthermore, the daemon is affronted by the fact that it was summoned without a suitable gift, and attacks those who summoned it unless they provide it with an immediate sacrifice.

The blood of a mutant gives vigour to the daemon. Without it, the daemon materialises weaker. Pierrson, a mutant, provides the blood. In the absence of Pierrson, Albrecht Krug uses his blood.

Morrslieb's light is a simple catalyst to the ritual. Without it, the daemon still materialises, but it takes 18 minutes to fully manifest. During this time, the painting will smoulder, bubble gently, and drip the occasional goblet of ectoplasm.

If either the mutant blood is not offered, or the daemon is not brought forth under Morrslieb, a second stat line is provided for the daemon, reflecting a weaker version of the creature.

GEMÄLDEBILDMALDEN THE DAEMON

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	65	69	69	51	39	59	39	49	78	19	26

Traits: Corruption (Moderate), Demonic 6+, Distracting, Terror 2, Flight 9, Painless, Petrifying Gaze, Size (Large), 2 Tentacles +4, Weapon +11

The Daemon manifests as a hideous mountain of putrescent paint-like colour, often taking the shape of a great floating eye but seldom resting in that form, for long. Its hue changes from blasphemous shades of red to purple, hinting at colours beyond the ken of mankind. Its gaze can make men stop in their tracks.

GEMÄLDEBILDMALDEN THE DAEMON (WEAK)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	49	49	51	39	59	39	49	58	19	19

Traits: Corruption (Moderate), Demonic 8+, Distracting, Fear 2, Flight 6, Unstable, Weapon +9

The Daemon looks to be made from red and purple acrylic oil paint, its form glossy in Morrslieb's glow. It morphs shapes in a way that is alarming to the human eye, but seems to struggle to change beyond anything more than the classical perception of a daemon.



THE RITUAL

If the PCs are in a position to intervene with the sacrifice, this should probably be played out in as a combat. Once the PCs become aware that the sacrifice (or at least the ritual) is under way, the speed with which they respond, and the order of the participants, becomes more important.

The ritual takes at minimum nine Rounds to complete. In the final Round if unimpeded Piersson kills the victim and the sacrifice is complete. Each time the PCs disrupt the ritual in a meaningful way, such as by killing or incapacitating one of the chanting cultists, the ritual takes one Round longer. If they manage to remove a key element of the ritual (see “Elements of the Ritual”), the ritual stops until it is restored.

If the PCs discover the ritual in action, read the following aloud:

Torches and candles light the room with a flickering glow. Four robed people stand in a loose circle in the centre of the temple, while a fifth restrains the slumped form of Todd Heistlenburger by the heavy black block of the depraved altar. Standing at the head of the altar is a twisted apparition holding a leather-bound tome and chanting in a spitting, guttural tongue. It's Gregor Piersson, the butler, but he is twisted and wrong, his bandages gone, revealing a terrible, black bulbous orb bulging from his right eye socket! The air drones with a murmuring chant and you feel sick to your stomach. Inexorably, your eye is drawn to a strange sheet unrolled across the altar, what appears to be a canvas painted with a single, terrible, unblinking eye...

The canvas is draped over the altar in the centre of the temple, and Piersson stands next to it, with the unholy book *De Natura Daemonium*.

If the PCs attack, the cultists continue their chant. All other cult members not otherwise engaged in the manor (likely Karla Wagner and Bertoldt Granhof, at least) rush forward to intercept the characters. Otherwise, the four chanting cultists fight while maintaining their chant. Piersson and the final cultist fight back only if engaged.

If the sacrifice is completed, read the following aloud:

As the chanting reaches a crescendo, Piersson's voice twists into an unearthly, feral shriek. He drags his ritual knife across the throat of the hapless sacrifice, showering the painting and everyone nearby with a spray of crimson. The cultists utter a sound midway between a gasp and a moan and every torch and candle in the room is extinguished in a gust of cold, biting wind. The only light now is cast by the unblinking eye, shining with eldritch radiance as the blood pools on its surface.

Those witnessing this event must Test against Terror of 2.

Next round Piersson reverently hands the book to the cultist standing nearest him, then slices open his own left palm with the bloody knife, dripping his blood on to the canvas.

TO THE ROOF!

Once the sacrifice is complete, the cultists move to the sitting room, Piersson taking the blood-soaked canvas with him. The victim's body is left in a pool of blood on the temple floor. In the sitting room, the cultists ascend the sooty ladder up the chimney to the roof one by one.

If unmolested, the cult takes about ten minutes to go from the

temple to the roof. If being actively opposed or pursued by the PCs, Piersson can cast *Acquiescence*, *Arrow Shield* or *Distracting* to delay pursuit - if there are any non-cult NPCs at large you can assume Piersson deals with them that way. However he is not willing to die for his fellow cultists and is willing to throw them against the Character - they let Piersson ascend first, defending the ladder while Piersson begins the next step.

Once on the roof, Piersson unrolls the canvas beneath a clear night, where both moons, Mannslieb and Morrslieb, shine brightly. The painting starts bathing in the sickly green light of Morrslieb for nine minutes. A twisted face is apparent in that moon, its eye seeming to leer down at the painting. The paint begins to bubble and splutter.

If the PCs are in a position to attempt to stop any of this, once more they have nine Rounds to do so. After that the daemon manifests. When this occurs, the painting bursts into a many-hued flame, and talons claw from the canvas.

This may be a good time to introduce the beastmen, sowing confusion throughout the manor. The beastmen don't discriminate between cultists and other lodge residents. Both the PCs and Piersson can attempt to make use of the confusion that their presence adds to the scene.

THE DAEMON SUMMONED!

If properly summoned and controlled, the daemon rampages through the manor, destroying everything in its path, leaving only the Chaos cultists unmolested.

The Chaos cultists follow the daemon, killing anything that puts up a fight and capturing those who don't to use as future sacrifices. If the daemon is killed, surviving Chaos cultists scream in anguish and collapse gibbering to the ground. Some hardy few, such as Albrecht, Koch, or Piersson, may escape into the forest to return another day, but by and large the death of the daemon spells the doom of this sect of the Unblinking Eye.

THE DAEMON FREED!

If, when the daemon finally emerges, Piersson is no longer alive or present, the daemon is completely out of control. It attacks the nearest human or animal, cultist or not, and it continues to rampage through the manor until destroyed or it runs out of things to kill. The beastmen revere it as a god. Once it has nothing left to kill, the daemon vanishes back to the Realm of Chaos.



THE BEASTMEN ATTACK!

The members of the Order of the Eldritch Eye are not the only followers of Chaos in the area. The beastmen who attacked the manor earlier are still in the area. For details on beastmen, see **WFRP** pages 331-332. The warband consists of the following:-

- ✦ A wargor wearing rusty chainmail (see page 31 for stats), bearing a crude great axe.
- ✦ Six gor henchmen (see page 9), armed with axes or clubs.
- ✦ Approximately a dozen ungors henchmen (see page 9) with crude spears.
- ✦ Add more or fewer ungors as needed for your story.

Clearly, the beastmen outnumber the player characters. Further, using the full combat rules to depict a full-scale battle between the entire beastman warband and the entire manor population could be unwieldy.

Reserve the detailed combat rules for beastmen or cultists who are directly involved in combat with the PCs whilst allowing them to make Intimidate, Command and any other tests you deem appropriate to affect the battle at large. Remember to reward clever thinking.

If the PCs manage to prevent the guards from being drugged or murdered, the beastmen should have a tough fight on their hands and the PCs should be able to focus on the cult and the ritual relatively unmolested. If the PCs have cultivated good relations with Olver Gand and his hounds, the three Tilean manhounds he maintains can easily swing the battle if unleashed at the right time.

If the guards have been drugged and the PCs do nothing, the beastmen rampage through the manor, kill most of the staff, and fall under the sway of the cult's daemon. Olver Gand and his hounds can't fight them off alone and will perish or flee.

The beastmen took a beating the last time they assaulted the

manor, but they are drawn back to the place, attracted by the daemonic energies emanating from the painting. At certain times of the evening, they perform the following acts:

During dinner: The ungors scout the perimeter of the manor. The dogs in the kennels begin to bark wildly in the direction of the rear of the manor. Olver Gand leaves his dinner to investigate. Bleuler and Klammerer are on duty but, because they are drugged, notice nothing. Gand settles the dogs down and decides to stay with them to keep them calm. PCs who respond quickly may be able to spot the scouts before they disappear back into the forest. Anyone immediately following Gand and mounting the rear wall of the grounds must make an **Opposed Perception/Stealth Test**. As it is dusk, characters without at least 1 Night Vision talent suffer a -20% penalty. Anyone passing the test spots four man-like shadows moving in the woods, and can determine they are ungors. If the Test is passed with +2 SLs or more the PCs spot the ungors in time to be able to shoot ranged weapons at them for one round before they vanish into the undergrowth.

After dinner, while the ritual begins: The four ungors scouts approach the rear of the manor again, this time with a couple of large bundles of branches, which they quietly use to bridge the ditch and then set them at the base of the walls. This sets off the dogs barking again. The guards, now incredibly tired from the effects of schlaf, still notice nothing.

As the ritual reaches its climax: The beastmen attempt to storm the rear walls, using the piled branches to scale the walls. The beastmen attempt to kill any who oppose them. They are not in league with the cultists and will attack them. However, if the daemon has been summoned successfully, the beastmen worship the daemon as a god and willingly do its bidding. The beastmen make their way to either the daemon or the painting (if the daemon is yet to be summoned), killing anyone who gets in the way. If they find the painting, they attempt to abscond with it. The beastmen have no idea how to summon the daemon; they simply desire to own and protect the artefact, which they take to their unholy herdstone deep in the forest as an offering to the gods.



RUNNING THE BEASTMEN ATTACK

By this point in the scenario the Characters may already be quite beaten up with dealing with a daemon and a group of malevolent cultists.

If they fight alongside guards who were poisoned and the Characters are trying to deal with the beastmen, allow them to make **Charm** or **Leadership** Tests as appropriate to temporarily counteract the effects of the schlaf on the guards - each SL mitigating the effects of the *Fatigue* Condition for that round. You should also provide bonuses should the Characters roleplay this well, such as an epic speech rallying the defenders.

Lastly there is the small matter of the wargor leading the raiding party.

WARGOR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	65	50	45	65	30	35	25	25	60	25	22

Skills: Cool 75, Endurance 78

Traits: Arboreal, Armour 2, Brute, Corruption (Minor), Elite, Fury, Horns +7, Night Vision, Tough, Weapon +8

The Wargor can serve as a final challenge for the party - its defeat can be a turning point in the battle that allows for the defenders to rally whilst the beastmen slowly begin to rout. However if the party are badly wounded you may want to have it dealt with by the NPCs or escape vowing vengeance.

TYING UP LOOSE ENDS

If all has gone well, the PCs should have thwarted the plans of the Eldritch Eye and fought off the beastmen.

Lord Aschaffenberg will be shocked to learn that there was a Chaos cult within the manor and will be very grateful to the PCs for exposing it and wiping out the heretics. However, he is now responsible for making repairs to the estate and caring for his staff out of his own pocket; still, he will be as generous to the PCs as he can. He pays them the remainder of their fee: six silver schillings for today's work and covers any expenses they incurred, within reason. He also allows them to keep any of the mundane tools, items, or arms they acquired within the manor grounds.

If the PCs have exposed the Chaos cult, minimised the damage to the estate, and clearly saved the lives of his staff, Lord Aschaffenberg also pays them an additional twenty schillings between them, apologising profusely for not being able to offer more in the way of remuneration. He assures the PCs that they have earned his gratitude and that they can count on his good word in the future.

If asked, he will write them letters of introduction to other nobles or the heads of guilds living in Ubersreik and Altdorf. Aschaffenberg is even willing to put in a good word with the von Bruner family, who may be able to provide the PCs with employment or have other mysteries that the PCs could try to solve.

The PCs may also have earned themselves some enemies. Some members of the Unblinking Eye may have escaped detection or fled from a fight into the Reikwald Forest. Lord Aschaffenberg may even hire the PCs to hunt down members of his renegade staff so he can bring them to justice.

If the daemon is not destroyed, it stays in Grunewald Lodge, growing stronger as Piersson feeds it additional sacrifices. Once it is strong enough, the creature takes to the sky, flying to Ubersreik and then Altdorf, to murder Lord Heissman von Bruner and everyone else involved in the downfall of the Eldritch Order of the Unblinking Eye.

Should the PCs fail in their mission, they may be able to redeem themselves by organising a counter-attack to destroy the Chaos cultists holding the lodge, banishing the daemon, or ridding the woods of beastmen raiders. But that is another story.

Unions and Reunions in Warhammer Fantasy Roleplay Starter Set Adventure Book on page 43 details an adventure seeing the Characters hired to deal with beastmen in the local area. It could be adapted as a hunt for the wargor.

REWARDS

You should apportion XP at the end of each session using the following guidelines:

- ✦ 50–75 points each for good roleplaying
- ✦ 10 points for finding the suspicious books in the library, with an additional 10 points if they were destroyed before Chapter 3
- ✦ 10 points for finding the missing blunderbuss.
- ✦ 10 points for finding the herb garden.
- ✦ 10 points for finding out about the schlaf poisoning (not first hand mind!)
- ✦ 10 points for finding Korden's hammer if it is returned to him or the priestess.
- ✦ 30 points for destroying the Cult (deduct 10 points for each of the following that escape - Gregor Piersson, Albrecht Krug or Doctor Sieger).
- ✦ 20 points if all 11 cultists were defeated.
- ✦ 50 points each for destroying the Daemon or preventing its summoning
- ✦ 25 points each for dealing with the beastmen attack

APPENDIX 1: HANDOUTS

HANDOUT 1

Looking for Work?

Resourceful and intrepid fellows required to assist in house move. Job involves discretion, danger, and some heavy lifting. Only honest applicants will be considered. No layabouts.

Hired candidates will earn 6 silver schillings for their labour, plus any expenses incurred. Interested? Ask for Herr Hendrick at The Red Moon Inn in Ubersreik. Don't delay – seek Herr Hendrick today!

HANDOUT 2



Grunewald Hunting Lodge

APPENDIX 2: NPC SUMMARY

Name	Location	Occupation	Notes
Lord Rickard Aschaffenberg ♠	Master Bedroom	Lord of the Manor	
Gregor Piersson ✱	Wanders	Steward	Leader of cult, spellcaster
Vern Hendrick ♠	Master Bedroom	Manservant	Lightly wounded
Gertie Hochen ☠	Wanders	Servant	
Gunnar Wetzel ✱	Wanders	Servant	
Hanna Dralst ✱	Wanders	Servant	
Josef Vacmark ✱	Wanders	Servant	
Konrad Voss ✱	Wanders	Servant	
Todd Heistlenburger ☠	Wanders	Servant	Lightly wounded, intended sacrifice
Dr. Stefan Sieger ✱	Hospice	Physician	Smells of schlaf
Sister Sonja	Hospice	Nun	Blind
Korden Kurgansson	Hospice	Blacksmith	Insane
Berthold Granhof ✱	Hospice	Gardener	Lightly wounded, lingering in hospice
Astrid Slazinger ☠	Hospice	Guard	Critically wounded
Helmut Zondervan ☠	Hospice	Guard	Critically wounded
Otto Geizhals ✱	Library	Guard	
Karla Wagner ✱	Kitchen	Cook	
Albrecht Krug ✱	Stables	Coachman	Concealing blunderbuss in hayloft
Hans Kurtz ☠	Stables	Coachman	Smashed knee
Franz Lange ☠	Stables	Groomsman	
Olver Gand	Kennels	Huntsman	Can command 3 Tilean Manhounds
Captain Anders Blucher ♠	Walls	Guard	
Sven Bleuler ♠	Guardroom	Guard	Lightly wounded
Ernest Bohne ♠	Watch Tower	Guard	
Manfred Klammerer ♠	Guardroom	Guard	Lightly wounded
Pieter Koch ✱	Guardroom	Guard	Guardsmen cultist

✱ denotes the Character is a cult member of the Eldritch Order of the Unblinking Eye

♠ denotes the Character is to be poisoned with Schlaf at dinner

☠ denotes the Character has been poisoned with Schlaf before the Characters arrived

Beastmen

UNGOR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	30	35	30	35	25	25	25	25	11

Skills: Cool 30, Endurance 40

Traits: Arboreal, Armour 1, Corruption (Minor), Night Vision, Weapon +6

WARGOR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	65	50	45	65	30	35	25	25	60	25	22

Skills: Cool 75, Endurance 78

Traits: Arboreal, Armour 2, Brute, Corruption (Minor), Elite, Fury, Horns +7, Night Vision, Tough, Weapon +8

GOR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	30	35	45	30	35	25	25	30	25	14

Skills: Cool 40, Endurance 55

Traits: Arboreal, Armour 1, Corruption (Minor), Fury, Horns +6, Night Vision, Weapon +7

Grunewald Lodge Inhabitants

RICKARD ASHAFFENBERG, LORD OF THE MANOR – GOLD 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	57	32	60	61	44	24	43	46	61	51	30

Skills: Leadership 66, Melee (Basic) 79

Talents: Fearless (Combat), Furious Assault, Gregarious 3, Noble Blood, Read/Write, Wealthy 3

Traits: Hardy, Weapon (Sword) +10

Special Rules: Drugged at dinner (gains 3 *Fatigue* Conditions)

GUARDS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	35	35	28	25	30	24	30	26	12

Skills: Cool 35, Melee (Basic) 40

Traits: Armour (Leather) 1, Ranged (Crossbow 60 yards) +9, Weapon +7

Trappings: Sword, Crossbow, Leather Jack

VERN HENDRICK, MANSERVANT – SILVER 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	28	35	26	33	26	34	38	56	32	38	6*

Skills: Bribery 48, Intuition 40, Melee (Basic) 32

Traits: Prejudice (Rude People), Weapon (Dagger) +4.

SISTER SONJA, NUN – SILVER 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	26	32	41	25	34	45	36	52	27	16

Skills: Lore (Theology) 45, Pray 35

Talents: Field Dressing

Special Rules: Sonja suffers a penalty of –30 to all Tests influenced by sight, such as Weapon Tests, Dodge Tests, Ride Tests and similar. Further she suffers a penalty of –10 to all Fellowship Tests.

KORDEN KURGANSSON, BLACKSMITH – SILVER 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	32	56	58	45	31	48	25	30	22	18

OLVER GAND, HUNTER – BRASS 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	36	32	45	53	45	42	32	31	34	25	17

Skills: Animal Care 55, Animal Training (Dog) 45, Charm Animal 55, Melee (Basic) 45, Melee (Polearm) 45

Traits: Weapon (Dagger) +6, Weapon (Spear) +8 (Impaling)

TILEAN MANHOUNDS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	34	—	25	32	40	34	24	15	25	15	10

Talents: Fearless (Beastmen)

Traits: Bestial, Bite +6, Night Vision, Skittish, Stride, Trained (Broken), Weapon +5

LOYAL SERVANTS OF GRUNEWALD MANOR

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	30	30	30	30	30	30	30	30	12

Characters drugged with schlaf suffer 3 *Fatigue* Conditions.

Cultists of the Eldritch Order of the Unblinking Eye

GREGOR PIERSSON, STEWARD – SILVER 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	38	33	34	44	47	43	42	49	56	43	16

Skills: Channelling 65, Cool 60, Dodge 48, Evaluate 54, Intuition 65, Language (Magick) 55, Lore (Slaanesh) 55, Perception 55, Stealth (Rural) 50, Melee (Basic) 45

Traits: Mutation (Enormous Eye), Spellcaster (Slaanesh: Acquiescence, Arrow Shield, Aethyric Armour, Detect Daemon, Distracting), Weapon +6

Special Rules: When Gregor Pierson is within 6 yards of the painting his Casting and Channelling Tests double their SLs.

Mutation - Enormous Eye: Gregor's right eye has grown into a large black and bulbous black orb. This grants him a +10 bonus to Perception Tests involving sight. Disturbingly he can see perfectly with it through the bandages he hides it behind.

DOCTOR STEFAN SIEGLER, PHYSICIAN – SILVER 6

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	37	34	34	56	55	43	56	54	32	14

Skills: Heal 45, Intuition 60, Lore (Medicine) 64, Perception 65, Sleight of Hand 54

Talents: Field Dressing, Read/Write, Surgery 1

Traits: Weapon (Scalpel) +5

OTTO GEIZHAL, LIBRARIAN – SILVER 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	32	27	37	24	25	24	54	45	26	12

Skills: Intuition 28, Lore (Reikland) 60, Lore (Slaanesh) 65, Perception 40

Traits: Afraid (Violence), Weapon (Quill) +4

ALBRECHT KRUG, COACHMAN – SILVER 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	36	34	45	41	29	32	43	34	41	43	16

Skills: Drive 44, Endurance 42, Melee (Entangling) 45, Ranged (Blackpowder) 45

Traits: Weapon (Whip) +6 Entangling, Ranged (Blunderbuss) +8 (Blast 3, Dangerous, Reload 2)

KARLA WAGNER, COOK – SILVER 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	34	31	35	45	25	32	35	34	27	43	13

Skills: Perception 35, Intuition 35, Trade (Cook) 60, Trade (Poisoner) 70

Traits: Addiction (Alcohol), Weapon (Meatcleaver) +7

Addiction (Alcohol): When offered a drink Karla must make an **Average (+20) Cool** Test or else she will do almost anything to have it. Treat her as having 3 Resolve Points to counteract the penalties for her drunkenness.

GEMÄLDEBILDMALDEN THE DAEMON

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	65	69	69	51	39	59	39	49	78	19	26

Traits: Corruption (Moderate), Demonic 6+, Distracting, Terror 2, Flight 9, Painless, Petrifying Gaze, Size (Large), 2 Tentacles +4, Weapon +11

GEMÄLDEBILDMALDEN THE DAEMON (WEAK)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	49	49	51	39	59	39	49	58	19	19

Traits: Corruption (Moderate), Demonic 8+, Distracting, Fear 2, Flight 6, Unstable, Weapon +9

CULTISTS OF THE UNBLINKING EYE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	34	31	37	35	25	32	43	45	27	43	11

Traits: Weapon (Dagger) +5 or Weapon (Hand Weapon) +7