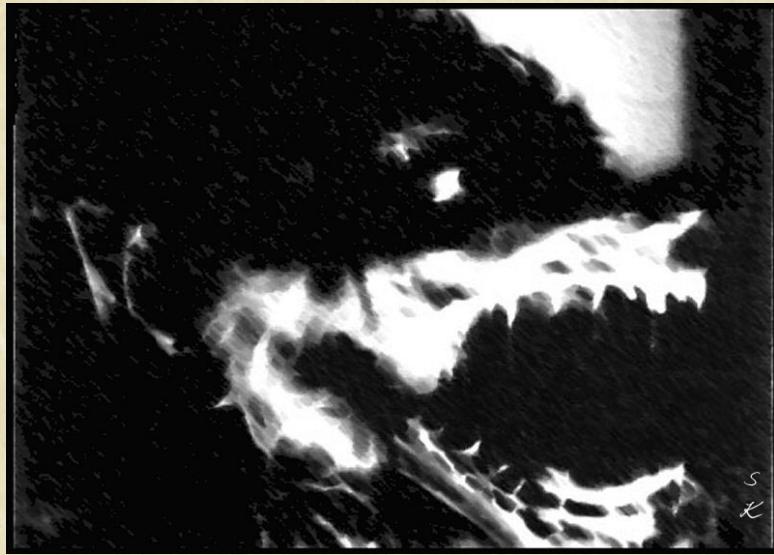


A Dog Eat Dog World



Written and Designed by : Samuel Kisko

*Playtested by : Chadwick Alt, Ian Hutzel, James Jones
Nick McGinnis, Rob McGinnis, Joe Noll*

E-Mail - kiska.sam@gmail.com

Web - <http://mysite.verizon.net/uze4zjyn/>

*Editing - Darcy Lynn Kisko, Scott 'Otter' Driver
Version - 1.0 Thursday, October 13th 2005*

Art - Samuel Kisko

Special thanks to Sam, the ugliest dog in the world
<http://www.samugliestdog.com/>

©Copyright Games Workshop Limited 2005. All Rights Reserved. Games Workshop, the Games Workshop logo, Warhammer, Warhammer Fantasy Roleplay, the Warhammer Fantasy Roleplay logo, Black Industries, the Black Industries logo, BL Publishing, the BL Publishing logo and all associated races and race insignia, marks, names, characters, illustrations, and images from the Warhammer universe are either ®, TM, and/or © Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world. All rights reserved.

"Willnae hold on, I dinnae if its worth the trouble for me and me lads. Y'say ye wannem all dead?"
"Yes, indeed Sir."
"The wee doggies too?"
"You mean the weenier dogs ? Especially those.."

Table of Contents

Introduction.....	2	3. The Kennels.....	10
A Grim History	2	Jitters.....	11
1. Weathered Roads.....	3	The Beast.....	12
A Halfling's Plight.....	4	4. Pat on the Back, a Job Well Done.....	12
2. Dunkelbild Blues.....	6	Full Moon Fever.....	13
In Service of the Emperor.....	6	Aftermath.....	14
Dog Catching.....	7	Appendix 1 : Bestiary.....	15

Introduction

This adventure is best suited for games between major campaigns or as an introductory adventure for new PCs. The PCs should be traveling in the Middenlands, and it would be best if they were unemployed. This adventure takes place in the village of Dunkelbild, which lay south of Middenheim along the river Delb. The original intention of this adventure was to be played between *Ashes of Middenheim* and *Spires of Altdorf*. As such, it is written with second-career PCs in mind and some slight adjustments should be made for beginner PCs.

A Dog Eat Dog World takes place at the village of Dunkelbild, which has an recurring problem with hounds that have infested the village. In years past Baron Vornamen Otterbaugh of Dunkelbild was one of the Hound Masters to Karl Franz. He is well known for his skill with all manner of beasts, in particular the famed breeds of Middenland Wolfhounds. These hounds grew a legendary reputation and the dogs were sought after by the nobility of the Empire as loyal companions. The Wolfhounds are greatly prized for their size, strength and loyalty. As the years past, the Baron's love for the breed only increased, and sadly he grew senile in his old age. He made sure his loyal dogs would never be harmed through a plethora of absurd laws which protected the dogs more than the villagers themselves.

The people of Dunkelbild were forbidden to harm the animals, they were obligated to feed them if dogs came hungry to their door, and the hounds were given free reign to roam where they please. Over time, the dogs grew more feral with their new freedom. They began to travel in packs, hunt the livestock and occasionally terrorize the locals. In recent years even more strange behavior from the animals has been observed; no livestock is safe in the village, strange sightings have been reported of

beastly dogs of huge proportions, and the hounds have become both clever and organized.

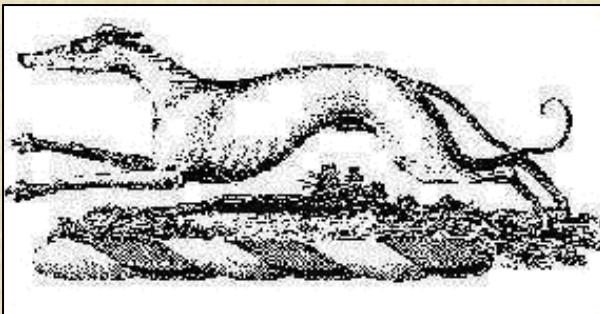
Recently, the old Baron was called to the service of Karl Franz to defend Middenheim. The Baron did so and gave the power of law over his lands to the Reeve Stephen Shaw. Stephen is a loyal man to the Baron, but is also practical enough to know that a serious problem has developed with the hounds in the town and he is desperately looking for answers – enter the PCs. Stephan will find the PCs an ideal solution, since they can be the scapegoat if the Baron's ire is raised.

A Grim History

Unknown to Stephan Shaw, Baron Vornamen Otterbaugh and his wayward younger brother, Nigel Otterbaugh, were cursed when they were young men. As young nobles they stole a Lupine artifact, a crescent moon necklace, from a band of traveling gypsies as a prank. The gypsies eventually found out about the theft and confronted the brothers and their father - the former Baron of Dunkelbild. The gypsies demanded their property returned but the former Baron had them all burned at the stake when the two young nobles accused them of being witches. The patriarch of the gypsies lashed out and managed to wound the two brothers with his teeth and nails and cursed the brothers with his dying breath as he was burned alive.

From that day forward both brothers were cursed as Lupines (werewolves). Over time the Baron learned he had far more control than his brother has over his transformation. To save his birthright and family name, the Baron exiled his brother Nigel to the wilderness and warned him to stay silent. In the many years of his rule, the Baron has used his abilities to increase his station and his

affinity for animals. This is one reason why the Baron protects the dogs. Nigel has not forgotten in these long years, even though he is more beast than man. Nigel only wants the curse ended and he thinks that the only way to do this is to return the crescent moon necklace to the burial site of the gypsies (*note - Nigel is wrong, in true Warhammer grit there is no way to end the curse*). Baron Otterbaugh however has thwarted his brother's plan all these years, despite Nigel using various tactics to terrorize the locals.



Nigel gave in to his feral side long ago and has lived in the woods for decades with his only companions being his dogs. He seeks only to return the necklace but the Baron and his men are too much to overcome. Nigel schemed to take his revenge on the Baron's son, Victor Otterbaugh, but found the boy to be useful to him. Nigel saved Victor's life many years ago when his pack of hounds attacked him while he was riding. Nigel strode forth and thwarted the false attack and Victor thinks of him

as a benevolent being that protects him. Nigel learned much from Victor and the boy became his unwitting pawn against the Baron. They speak occasionally, but recently Victor has become of age, 16 years old, and now is beginning to question who Nigel really is.

Recently, Nigel Otterbaugh has learned that the Baron has gone off to Middenheim and he has also learned that the Baron has likely left the artifact behind with Victor. Nigel does not know where the necklace is, but seeks to manipulate Victor into giving it to him. Victor however, has been reluctant to steal from his father and now Nigel is using more forceful measures. Nigel now has taken his terror campaign to a new level; not only has he been terrorizing the town but he has also infected many of the townsfolk with Lycanthropy by wounding many of them – now all he needs to do is wait for the full moon and claim his prize.

Adjudicating Skills

Many skill tests may be used in this adventure, particularly animal related ones. If the PCs lack **Charm Animal** or **Animal Training**, it is suggested that rolls be made on similar skills but at a -10% penalty. **Animal Care**, **Charm**, **Command** and **Intimidate** can often cover similar ground when dealing with the hounds in this adventure.

Part One: Weathered Roads

The roads south of Middenheim have the markings that an army passed this way. The roads are muddy, pitted and worn beyond their intended use. Travel by wheeled coaches would be very slow and cumbersome, but horse and foot travel is only slightly inconvenient on the road to Altdorf. Debris litters the roads; usually in the form of old burned out camp sites, broken wheels, and occasionally a piece of worn out equipment.

Shallow graves dot the fringes of the roadway of those who fell during their journey. The Camp Followers have long since looted most of the valuables but if the PCs look, they can occasionally find a useful pair of boots or perhaps even a weapon that found its way onto the ground. A **Hard (-20%) Perception Test** can be taken for every full day of searching for goods. A success will yield 2d10 Silver worth of goods.

For the most part travel is uneventful but the PCs may run into a particularly slow and thorough Camp Follower. Since the roads are in such poor condition, caravans and coaches can not efficiently travel to the south - they instead head East and then South to Altdorf. Scavenger birds can occasionally be seen but most wildlife has long since been run off.

A Halfling's Plight

A full mile ahead of them, the PCs can see a diminutive figure rustling about with a small hand-cart on the road. As the PCs approach it is clear the figure is a Halfling and he is having a most difficult time pushing his hand-cart. The Halfling is Donald 'Don Don' **Donwurst (Appendix 1)** and his cart is clearly labeled "Pie King". Don Don is exasperated by trying to pull his cart down the road and making little headway ($\frac{1}{4}$ movement). Don Don is quite friendly and will be obsequious when he meets the PCs as he has no qualms about begging for help.

Upon seeing the PCs he drops to his knees
*'Esmeralda have mercy, why did I choose to go south!
 Please, I humbly beg ones as obviously mighty and
 virtuous as yourself to aid a Halfling in his hour of need!'*
 He is clearly at the mercy of the PCs and he indeed does need help if he is to move his cart.

Don Don will offer free food to those who help them for as long as he is with the PCs. He also says that traveling to Dunkelbild and taking the ferry to Altdorf would likely be faster and safer for all involved. An **Average Common Knowledge, Empire Test** would discern that Dunkelbild is a

logging village slightly to the south east, which indeed uses the river Delb to transport logs to Altdorf. Although the ferry is not used often, it is quite possible it could be used as a means of transportation to Altdorf.

If the PCs refuse Don Don aid, he will actually latch onto one of their legs – mentioning he knows a safer way to Altdorf that does not involve traveling the roads filled the tax heavy Road Wardens. If the PCs still refuse, the adventure is over unless they stumble across Dunkelbild on their own – feel free to have the Road Wardens tax them heavily and inspect them for the mark of Chaos.



If the PCs agree, they will find Don Don to be a fine cook with a seemingly endless supply of meat pies in his cart. Although pushing his cart is somewhat slow, the road leading to Dunkelbild is only three miles ahead and it will become much easier from that point forward. Don Don will naturally be grateful, but somewhat cautious of the PCs.

Reaching Dunkelbild takes roughly one full day of travel when the PCs come across Don Don. When the PCs camp for the night they will hear the howls of wolves in the distance. A **Routine (+10%) Animal Care Test** will note that these howls are

not by wolves at all, but likely by wild dogs. Deep in the night the PCs may hear the sound of brush being disturbed in the distance and perhaps a glint of eyes. The dogs will stay well out of range of the PCs during the night however.

In the early morning while Don Don is prepping his cart for travel, a lone Wolfhound will run out from bushes and snatch Don Don carrying him away. Luckily Don Don is quite verbal with a high pitch shriek and is easily followed. Those with a movement of five can catch the dog and Don Don in three rounds of running, movement of four can reach them in four rounds and any slower will reach them in five rounds. Anyone with quick access to a horse can catch him in two rounds. The wild dog is roughly four and half feet tall at the shoulders with a silvery-gray coat. A successful **Routine (+10%) Common Knowledge, Empire Test** will know that this hound is a Middenland Wolfhound, prized by nobility throughout the empire and are used as both pets, war dogs, and to hunt wolves with.

Don Don will be wounded but not dead. If the dog is left with Don Don for seven uninterrupted rounds, Don Don will be dead and ripped apart with his choice bits taken away. When the PCs arrive the dog will attack viciously and to the death. When killed the party will note the dog has a collar with the initials 'VO' and they will note that the hound is in a starved condition. If the PCs passed the before mentioned **Common Knowledge, Empire Test** they will know that such beasts are expensive, and it is odd for the breed to behave so boldly, even when starved.

If Don Don is alive, he will be frazzled and clearly need medical attention, '*Blimey! That thing is as big as a horse and nearly took my arm off!*' If a healer is in the party, they may make an **Average Heal Test** to halt most of the infections. The spell **Cauterize Wound** will also clear the infection. Otherwise Don Don will become quite ill by the time the group arrives in Dunkelbild.

Middenland Wolfhound

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
42%	0%	38%	41%	38%	18%	38%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	8	3	4	6	0	0	0

The Middenland Wolfhound is well known in the Empire by nobles and hunters alike. The breed is renowned for its loyalty to its owners and its ferocity when hunting wolves. Its coat is usually a silvery-gray and dark highlights and it stands four to four and half feet tall at the shoulders. A Middenland Wolfhound can fetch up to 200 GCs. Skills/Talents as Dog.

Part Two: Dunkelbild Blues

Dunkelbild is a logging village roughly half-way between Middenheim and Altdorf. The small river of Delb is used to carry the logs down stream and is situated in a large valley surrounded by woods. Though it is a few miles from the main road, Dunkelbild sees its share of travelers seeking fine woodwork. Ancient and primeval trees, large ferns, and layers of mosses and lichens dominate the landscape. Dunkelbild has 82 residents and most folk either log, farm, or are in the service of the Baron. The Baron and most of his men at arms have left in service of Karl Franz leaving the Reeve, Stephen Shaw, to keep order in the village and the Baron's son, Victor, to watch over the manor house. Stephen is a wood carver by trade but he was a skilled mercenary in his younger days and is quite clever.

The PCs will likely enter Dunkelbild near dusk. They will see no one on the streets but they will hear noises coming from the alleyways of dogs fighting. Occasionally they will see a lone hound or two peer out from the darkness and the party will have a distinct feeling they are being watched. If the PCs ask the villagers for a doctor or ask about the dog collar, the villagers will tell the PCs to contact Stephan Shaw at the Smoke-House Inn and Tavern.

The old meat smoke house in Dunkelbild is used as a tavern and inn for travelers and tradesmen. The building is old, rickety, but is warm and well stocked with meads and wild game that is thrown in a cook pot when visitors arrive. Bjorn Shiver, an aged man bearing the mark of pox scars from his youth is the owner of the Smoke-House Inn and Tavern. He keeps the place orderly and fairly well kept considering its age. Prices for food and drink are double normal, but room prices are 3 silver for a private room per night. At least 1-10 patrons are at the tavern at all times, double this amount at

night. During the night the PCs can hear many howls of hounds, wolves or other unknown beasts. Occasionally they can hear scratching on the wooden exterior, which seem far to thin for comfort. That night the Reeve of Dunkelbild, Stephen Shaw will contact the PCs.

Gossip

If the PCs ask the tavern patrons for general information, a successful **Average Gossip Test** will yield some information.

- “Y’see, it’s the Barons own hounds that have turned against us.”
- “Word on the docks is that no ferry will leave, lest stranger spread word that the hounds of Chaos infect ol’ Dunkelbild. Can’t have that now can we...”
- “The hounds have yet to kill a man but they have maimed many. Never walk alone at night – never.”

If the **Gossip** test was beaten by 10% or more

- “The Baron’s son, Victor, watches his estate. Ye poor lad, barely a man, and the feral hounds seem to stalk him like no other.”

If the **Gossip** test was beaten by 20% or more

- “The Baron and his brother were up to no good in their youth. To this day I’ll not forget the screams when those two had those gypsies burned at the stake. An ill wind has lingered ever since.”

In the Service of the Emperor

Stephan is a tall dark man, well into his middle years. His eyes are sunken but they spark with a quick intelligence. He is slimly built and his wiry muscles have old scars. Stephen will hear about the PCs coming to town shortly after their arrival and

he will meet with them at the Smoke-House Tavern to assess if they are troublemakers or if he can hire them. If the PCs ask for medical aid, he will retrieve his wife, Eliza Shaw, who has the **Heal** skill. He if comes to recognize the PCs are not up to trouble, he will approach them about the odd hound problem Dunkelbild is having.

"The Baron is a good man even though the hounds have the run of the place. Several men have been bit and things are clearly out of hand now. It is perhaps a blessing that the Baron was called to the Emperor's service – now I can tidy things up a bit by the time he returns. The problem is getting the Wolfhounds captured and staying alive while doing so. Especially now, the hounds have ..changed.. since the Baron has left. They are more aggressive, feral and - perhaps you will think me mad, but if you watch them you can see they think. They are clever beyond normal animals."

Stephen Shaw goes straight to the point, and he honestly knows little about why the hounds are behaving so oddly. As far as he is concerned, the hounds have been given far too much freedom and are now feral. He will explain that the Baron was one of the Hound Masters of Karl Franz, and he was called to serve him in Middenheim. He will explain the Baron has a good natured love for the animals but Stephan must solve the hound problem for the sake of the town, and do so before the Baron returns. He knows that many of the Baron's hounds from the kennels have gone feral since the Baron has left. He will also explain the numerous livestock attacks and he will be disturbed if he hears Don Don was attacked.

Stephan will enlist the PCs as *Imperial Dog-Catchers* and will even Guild them by his authority as an assistant Hound Master of Karl Franz. Stephan will give them a writ giving them full authority to use any means necessary to deal with hounds. A **Challenging (-10%) Common Knowledge, Empire Test** will indicate the writ has no expiration date and actually gives the holder some meager amount

of authority throughout the entire Empire as *Imperial Dog-Catchers*.

Stephen Shaw knows of three main packs of hounds, and he will offer the PCs a considerable sum to capture or kill the bulk of the hounds. He will offer 200 gold if all three packs are brought down; and additionally 5 gold per live captured Middenland Wolfhound. Stephan will be clear that he wants the Wolfhounds alive if at all possible. The PCs may also stay at the Smoke-House free of charge and will be given two square meals a day, though they must pay for their own drink.

Stephan is unaware of Nigel Otterbaugh's influence among the hounds. Nigel has empathy with the animals, but not full control. The hounds are very clever and will not fall for the same trick twice. An unearthly force is guiding them and the packs are far from a mindless mob. They are clever, deceptive, and can coordinate ambushes, theft and distractions. Luckily the hounds' primary motivation is food, but they do terrorize the villagers.

Dog Catching

The first pack roams the village itself looking for scraps and picking through debris. Stephan will want this pack dealt with first since they are the most immediate threat. These hounds will attack anyone who gets too close, but they can be lured by food. This pack contains 14 hounds, six of which are Middenland Wolfhounds. This pack also contains three miniature Dachshunds, more annoying than a threat. The other hounds are feral dogs, use the Dog statistics in the *Warhammer Core Rulebook*. The demeanor of this pack is that of a group of stray dogs, but not overly aggressive unless attacked or if the party comes within 10 feet of them. An **Average Charm Animal Test** can subdue a hound if they manage to get one alone. **Intimidate** can also subdue a single hound.

The second pack that Stephan wants the PCs to deal with has ten hounds and they are in the forest outside of the village. Five of the hounds are Middenland Wolfhounds. This pack is harder to find as they roam periodically as far as four miles from the village. A successful **Routine (+10%) Follow Trail Test** will locate the hounds, but this will take 1-10 hours. Dealing with this bunch will be harder since the PCs options will likely be limited. The demeanor of this group is far more aggressive than the pack in the village and they will attack the PCs if they come closer than 25 feet of them. PCs that are alone for more than an hour are actually stalked 10% of the time and will be attacked by 1-10 hounds. This pack also contains two miniature Dachshunds, more annoying than a threat.

The third and final pack is near the river by the Baron's kennels. The kennels are looked after by Victor Otterbaugh, the Barons son. Stephan tells the PCs to contact Victor. This encounter will be described in **Part 3: The Kennels**.



Catching the dogs can be done in a number of ways and the GM should keep an open but realistic mind about the PCs plans. Live dogs are expected to be placed in the Kennels, in **Part 3**. Below are the recommended ways to adjudicate them some tactics that PCs may use. PCs that have the **Academic Knowledge, Strategy and Tactics** skill and make the Test should be made aware of these options if they do not think of them on their own.

- **Lure by food** – Most of the hounds are hungry and will head straight for a food source if they can smell it. Of course once the PCs have the hounds

eating it may prove difficult to restrain them. If only a little food is given, the hounds will promptly attack one another to get at it. Ten or more hounds will be no small fight and the PCs should be made aware that a straight forward attack may be a bad idea. Note that Don Don is an excellent chef and can prepare meats the dogs will surely smell and come for. An **Easy (+20%) Trade, Cook Test** can be used to create a sufficient lure.

- **Ensnarement** – Using nets or other ensnarement devices requires either an **Average Set Trap Test** or an actual attack to use a net. The townsfolk will be happy to construct a large net, though they will be cumbersome to use. Smaller nets are readily available in the village. Pits, leg snares, and other traps will likely be less successful but may catch one or two of the hounds. Individual kennels can also be used if the PCs manage to lure a hound or two inside. The Kennels are located in **Part 3: The Kennels**. Standing on the kennel, using a rope or other mechanism can trap a hound inside, a **Routine (+10%) Agility Test** should be used to successfully trap a hound. Up to three hounds can be stored in each kennel. The kennels can be attained in **Part 3, the Kennels**.

- **Rouse the Village** – Clever PCs can get the villagers to work in their favor. The PCs can collect villagers simply by going to door to door and/or speaking at the tavern. An **Average Command, Charm or Intimidate Test** will successfully gather some villagers. An **Average Public Speaking Test** will rouse them to do the PCs will (within reason). If the PCs write a speech, the task should be considered **Easy**. The villagers have access to torches and makeshift weapons. As a group the villagers can aid in herding or capturing the hounds. The **Public Speaking Test** must be repeated each day - the villagers will disband when it is failed.

- **Hound Herding** – Hounds can be herded in a number of ways. If the PCs have horses, the

hounds can be forced to certain locations of the village. A **Challenging (-10%) Animal Training Test** or **Intimidate Test** should be used. Fire is also a good tool as the hounds stay away from it if possible. The hounds can be lead into an empty building or pen with food or by corralling them. The Kennels area in Part 3 is also a good area to trap or restrain the hounds. The use of food, fire, loud noises, villager, or larger animals will all decrease the difficulty of the test.

- **Divide and Conquer** – Getting the hounds when they are not in one large pack may be a good idea. The hounds generally travel as a pack but there is a 30% chance that 1d10 hounds will be separated and out scrounging elsewhere. During the day time this decreases to only 5% since the hounds sleep, usually as one large pack in the village alleys. The same techniques as herding can be used to divide a pack.
- **Dog eat dog** – The kennels hold about a dozen noble-class Wolfhounds. If the party can persuade Victor Otterbaugh to use them to hunt down the feral hounds, they would be up to the task. Stephan and Victor both do not like this idea as it would likely result in many hounds dead. However a successful **Challenging (-10%) Charm Test** can convince them it is for the best.
- **Extermination** – Killing all of the hounds outright is not in the best interest of Stephen Shaw and he will make it clear that this should be a last resort. Stephen is already taking a chance at displeasing the Baron and an all out extermination would almost certainly cost him his job. Note that attacking a large number of hounds may prove a difficult encounter. When the Baron returns Stephen Shaw will make the PCs the scapegoats if all of the hounds are slain.

The Witch Hunter

After the PCs deal with one pack of hounds, but before they deal with a second, they will be aware that a Witch Hunter has come to town. The villagers all speak of him, a tall man with white hair dressed in black. Most of the villagers will be terrified of him more than the hounds.

The Witch Hunter is Klid d'Mur, an official Witch Hunter in the service of the Empire. Klid d'Mur has come into town recently and is questioning the villagers. He has already slain six feral dogs including three Wolfhounds (these are not related to the three packs). Stephan Shaw is upset at the killing of the Wolfhounds but does not push the issue with the Witch Hunter. Klid d'Mur will eventually want to speak with the PCs. If the PCs are capturing live Wolfhounds he will be very curious as to why. Klid d'Mur will continuously sniff the air, muttering that he can '*Smell the Chaos in this place*'.

A successful **Hard (-20%) Charm Test** on Klid d'Mur will put the PCs on friendly terms with him. Otherwise he will be suspicious, although he will not directly interfere with their affairs unless they are clearly up to no good. Klid d'Mur will instead keep a close eye on things and kill any feral hounds he comes across. If the PCs have not killed Nigel in three days after Klid d'Mur's arrival, he will have Victor Otterbaugh burned at the stake – this is rationalized by the artifact of Chaos in his possession, the crescent moon necklace. He will then leave considering the job done. If the PCs attempt to stop Victor from being killed, it will be very hard without bloodshed. There is no trial, only Witch Hunter justice.

Part Three: The Kennels

Victor Otterbaugh currently manages the kennels and the manor house for his father, Baron Otterbaugh. Victor has recently come of age and has learned many disturbing things. In his youth, Victor's life was saved by Nigel, his uncle. Nigel used this to manipulate Victor and only now has Victor come to realize this. When Baron Otterbaugh left to Middenheim he left his son to handle the affairs of his manor house, including the crescent moon necklace. The Baron had no idea Nigel has been in contact with Victor. Nigel has since been trying to persuade Victor to give the necklace to him but so far Victor has refused to steal from his father. Nigel, more beast than man, has gone to using more forceful measures and now terrorizes Dunkelbild with his hounds to persuade Victor. Victor still refuses and Nigel has become enraged by this.

Unknown to Victor, Nigel has infected many of the townsfolk with his Lycanthropy by injuring them. Nigel hopes to drive Victor to the brink of sanity - When the next full moon strikes (very, very soon) much of the town will transform into werewolves under Nigel's control and he will get the necklace from Victor one way or another.

Jitters

Near the river sits a solid looking blockhouse that watches over a stone manor house and a long yarded court which acts as the kennels. The PCs can hear the hounds inside the kennels, but these noises are far more civil than the wild hounds they had heard earlier. The kennels can only be reached by going through the manor house or scaling the walls and it is constructed to keep the hounds inside and safe. Two dozen cages line the walls inside the kennels, of which 9 are being used. Furthermore a yarded lot can also hold a dozen or more hounds. Victor Otterbaugh is the lone

resident here at the Manor house and he watches over the kennels and the dozen or so trained dogs within. He is convinced the only reason he is alive is because the Baron's hounds protect him. He is paranoid to the extreme and overly cautious with



nearly everything he does. The pack of feral hounds routinely terrorizes Victor, although he is never outright attacked.

Victor will creak open the chained door and speak with wide eyes, *'hullo - no time, no time! you must leave before they come!'*. He will be very wary of the PCs until they reveal the writ Stephan Shaw has given them. He seems partly insane and it is hard to decipher what he says '*Geah! Don't let them bite me!*', '*You don't know! You just don't know!*', '*The eyes, they will eat your soul if they stare into your eyes!*', '*We must keep it safe from him!*' – and so forth. Moving shadows scare the daylights out of him and he will pause and listen to every odd sound that he hears.

If the PCs want to use the kennels to store any wild hounds, they will be allowed to do so as they as they have the writ. Victor will naturally be even more paranoid when the wild dogs are brought near him. He will often clutch his ears and mutter to himself, '*Go away! Make them go away!*'. The domesticated Wolfhounds should not be placed near the feral hounds, they will fight to the death. If the PCs convince Stephan and Victor to use the domesticated hounds to fight the feral ones, a **Routine (+10%) Animal Training Test** should be used to control more than four of the Wolfhounds. Nine hounds total are available.

If the PCs speak to him about the feral hounds that patrol around the river he will give the party a description of where they may find him. He also tells them that the pack leader, a grey wolfhound should be killed at all cost (this is Nigel). Victor is implicit about this, although he will not say why on his first meeting with the PC.

If Victor sees the PCs are successful with dealing with pack of hounds in the village or in the forest, he will be more open with his information. This will likely occur the second time or even third time the PCs go to the Kennels. It will take some coaxing for Victor to reveal that his uncle, Nigel, is

behind the attacks. An **Average Charm Test** or **Command Test** should be used to gain this information, and only if the PCs are calming and friendly. If Victor is calmed he will speak of the crescent moon necklace that Nigel wants.

"Nigel is his name, the horrid grey wolf that leads the feral hounds. I am sad to say we share the same blood, for he is my father's younger brother. In their younger days my father and Nigel stole a necklace from a group of traveling gypsies as a prank. Although my father speaks little of it, I understand things turned sour and the gypsies confronted my family. My grandfather, the Baron in those days, had the gypsies burned at the stake for rousing his ire. I know little of the details, but some say one of the gypsies lashed out and attacked my father and my uncle, Nigel. Since that day both were cursed, although my father had far more control than Nigel. Nigel seeks the necklace that they originally stole", he displays a crescent moon necklace. A **Challenging (-10%) Academic Knowledge, Arcane Test** can determine the item is indeed magical and very old, predating the Empire.

"Why I do not know, but I do know when my father left to aid the Emperor, Nigel has come to me seeking it. I naturally refused to aid him, and so he terrorizes me and the villagers for my impudence. You would be doing a great service for the Baron to put Nigel to the sword. Be warned however, he is more beast than man and he will show no mercy."

Victor knows little details other than this. Victor has the necklace hidden it in a wine bottle and will allow the PCs to use it to lure Nigel out and kill him. He says the necklace glows faintly when Nigel is near it. Victor will not reveal the necklace if the PCs do not coax it out of him.

If the PCs ask the other townsfolk, they may be able to fill in some details. A successful **Average Gossip Test** will indicate the gypsies were burned at the stake when the brother accused them of witchcraft. The gypsies are buried behind the

manor house and the old vengeful Baron had an outhouse built on the site. Although this is incredibly bad karma, it is not the source of any evil infecting the town.

The Beast

The third pack of hounds is the most feral of the bunch. They will attack on sight and call for the entire pack. There are 11 hounds including Nigel. Four of the hounds are Middenland Wolfhounds. They will attack viciously and it will be much harder to trap or control this pack; all tests to do so should be considered **Hard (-20%)**. Nigel has prepared a crude lair for the pack, a dirt enclave under a large tree. It is fairly easy to find although the hounds will surely know the PCs are coming when they are within fifty yards of the lair. Victor can give a general description of where it is, about one mile south along the south river. The pack will

roam at night along the river and occasionally in the woods and village. Victor will know this.

If the PCs use the necklace to lure out Nigel, Nigel will be aware that the PCs have it if one of his hounds sees it. The necklace will glow faintly when Nigel is within 50 yards of it and more brightly as he approaches. Nigel will immediately rouse his hounds to claim the necklace at once. If the other packs are still around, Nigel will call upon them as well. This can potentially be disastrous unless the PCs have a well thought-out plan or have already dealt with the other packs. Luckily Nigel is not much into planning and will head straight for the PCs with his savage pack. If the PCs give Nigel the necklace, he will snatch it and leave for the burial grounds. However, Nigel will quickly learn it does not end his curse and immediately attacks the village in force.

Crescent Moon Necklace



The Crescent Moon Necklace is a ancient relic dating before the founding of the Empire. It was used by the cursed tribes of men to control their Lupine heritage and manage thier rage. The wielder of necklace may make a Will Power Test to avoid the

Lupine transformation or to calm those near him. Repeated used of the necklace allows for a Charm effect against Lupines.

Anyone who carries the necklace for longer than 3 full moons must make a Will Test or they will be infected with the Lupine Curse.

Pat on the Back, a Job Well Done

If Nigel is slain, the remaining hounds will act confused and depart. Any feral wolfhounds in the kennels will return to being domesticated. The entire village will congratulate the PCs and in particular Stephan Shaw and Victor Otterbaugh will be grateful. Victor will still be jittery, but quite a bit calmer than he was previously. Although the village can not afford to pay the PCs an additional reward, they will

offer them a feast that night and gladly ferry them to Altdorf when they desire.

If a majority of the Wolfhounds were taken alive, Stephan will be very grateful and notify the Baron of the PCs dedication to the hound's safety. The PCs will be welcome in Dunkelbild as long as they wish and if they stay a day or two the village will gladly repair their equipment, provide

some basic provisions and ferry them to Altdorf. If the PCs are aware that the Baron is a Lycanthropy, Stephan and Victor will ask the PCs to keep this information to themselves. They say it would be best for all in the village and the PCs as well since they are technically in the service of the Baron. That evening the villagers will celebrate and hold a feast for the PCs. Assuming Don Don is still alive, he could not pass up such an event.

The feast that evening is held outdoors and most of the village arrives and brings food. All manner of meats, stews and sweets are brought to the festival and oil lanterns are hung on long poles. A few of the villagers play some music and a variety of ales and meads are available to drink. The village is full of gossip about the *Storm of Chaos* wars and they are eager to hear of any tales the PCs have to tell.

Klid d'Mur will still be present and will not look too pleased. He will stay to himself but if the PCs speak with him he will mention that he still ‘smells the Chaos’. He is fully armed and watching all that goes on around him only sipping some wine that was offered to him.

Full Moon Fever

In the early evening a large full moon can be seen through the thick dark clouds as the villagers dance and drink. When the feast is in full-swing, Victor will stand up and feel his chest with an awkward expression. From under his tunic he will pull out the crescent moon necklace. The necklace glows – and brightly. Note that the PCs could possibly still have the necklace and they will notice the glowing necklace fairly quickly. If the PCs realize the necklace glows only in the presence of werewolves, they may be quick enough to arm themselves before the villagers transform.

It is possible the PCs suspect that some of the townsfolk may be infected by lycanthrope, but a **Hard (-20%) Academic Knowledge, Arcane Test** would be needed to confirm their suspicions. Klid d'Mur will however take this information seriously if they inform him, although there is little he can do. There is no cure however and the villagers will think the PCs are paranoid if they bring this knowledge to light.

In a matter of 90 seconds, roughly a third of the villagers transform into werewolves – uncontrolled and enraged. About 62 people came to the festival and 20 of them transform. Carnage quickly overwhelms the festival despite Stephan Shaw trying to stop the panic. Klid d'Mur will pull out his pistols and start blasting away; Victor Otterbaugh shrinks to the ground and whimpers to himself ‘When will it end! When will it end!’. If Don Don is present he grabs his pie cart and flees for his life. In the unlikely event that Nigel is still alive, he will attack the village at this time.

The PCs have a number of options depending on their demeanor. There is no right or wrong solution, only survival. It should be made clear the PCs have several options. They will see *many* powerful werewolves erupt from the villagers. They will know the villagers will almost certainly be slain if they are left without aid. They will know the ferry on the river is only about 100 yards away. The following are the recommended ways to adjudicate the encounter:

- **Save the Village!** - The villagers will eventually mount a defensive and may actually succeed if the PCs aid them. If this is the case, nine werewolves will attack the party. Three armed villagers will aid them in this battle as well as Stephan Shaw and Klid d'Mur. Use the basic Farmer stat block for peasants. Stephan Shaw and Klid d'Mur are listed in **Appendix 1**. This encounter may be difficult, but it is possible to

save the village. If the necklace is destroyed (see below), the PCs need only fight five werewolves. If successful the PCs will have saved the village.

- Rescue the Villagers!** – The PCs may opt to save as many villagers as possible. Optimally they will need to make a break for the ferry on the river with as many peasants as possible. In this case it is recommended the PCs fight two battles. The first will be five werewolves at the festival; the second will be four werewolves chasing the group. If the necklace is destroyed, the PCs need only fight the later battle. PCs with the command skill can make an **Average Command Test** to call for the villagers to flee with them. Each test saves 1-10 peasants. A maximum of 31 peasants can be saved in this manner. Klid d'Mur will hold off the werewolves while the PCs escape, he will be killed. The rest of the villagers will be slain and the village destroyed.

- Destroy the Necklace!** – Destroying the necklace will cause the werewolves to frenzy and attack anything, including other werewolves. This will actually help the village, but many will still be killed. The necklace has 3 toughness, and can take 5 wounds before being destroyed. Once destroyed, the number of werewolves the PCs battle (as listed above) will be reduced.

- Every man for himself!** – Cowardly PCs can flee, using the villagers as cover. A successful **Average Concealment Test** can get away with no fight. Otherwise the PCs will have one battle with four werewolves to escape. Heading to the ferry would probably make the best exit. A few villagers have the same idea so it will be up to the party in how to deal with them. The entire town will be slaughtered if the PCs flee. Only Victor will escape alive with the tale.

- Loot the town!** – Particularly opportunistic and immoral PCs can loot the town in the chaos. They should find 1d10 gold crowns worth of

items per five minutes of looting. They will be attacked by three werewolves 20% of time per five minutes however. If the PCs escape with the loot, the entire town will be slaughtered and only Victor will escape with the tale.

Aftermath

Regardless of what occurred during the festival, the town will be in a shambles. If the PCs played the hero and managed to save the town, they will be heralded as heroes. However, this is bittersweet considering many people will likely be killed. Families will be torn asunder, graves need to be dug, and refugees will need to be led to Altdorf. If the PCs fled with the villagers, they will be asked to guide the remaining villagers to Altdorf where the horrifying tale will be told. An ‘official investigation’ will be held into the Dunkelbild debacle but little will result of it.

If the PCs fled without aiding the villagers, Dunkelbild will be wiped from the map. Travelers will eventually come here and find only death and decay. Victor will be the only survivor and he will be quite mad.

If Don Don is with the party, his parting remarks are said in a matter of fact manner, *‘You do this for a living you say? Esmeralda bless you friends, but I think I will be making a detour, a detour in the direction that you are not going’*. He will part ways with the PCs at the first opportunity to do so.

Experience should be given out accordingly:

- 80 Experience – Completing the adventure.
- 20 Experience – Capturing some of the wolfhounds instead of killing them all.
- 20 Experience – Learning about the Necklace from Victor.
- 20 Experience – Killing Nigel.

Appendix 1: Bestiary

Donald 'Don Don' Donwurst, Tradesman

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
28%	59%	17%	22%	33%	28%	26%	40%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	1	2	3	0	1	0

Skills - Gossip, Drive, Haggle, Evaluate, Perception, Trade (Cook), Trade (Cartwright).

Talents - Dealmaker, Lucky, Flee!

Provisions - Pie cart labeled 'Pie King', makings for 85 meat pies, dagger, sling and 15 stones, and 14 silver.

Don Don, as he likes to be called, is a Halfling with a great deal of aspirations to become a successful pie merchant. He is likable, friendly, and is generally kind hearted, although he is practical enough to not be taken advantage of on a whim. His 3' 10" frame is portly and muddy brown hair that covers his head like a mop. He wears an apron and his hands are commonly caked with flour and cooking spices.

Don Don was unfortunate enough to choose Middenheim as his base of operations just before the Storm of Chaos wars. He was trapped in the city during the siege and has experienced some of the horrors of war. Although he is shaken by his experience, he still keeps his optimistic outlook on life. Don Don enjoys cooking almost as much as he enjoys eating and he will surely share his pies with those who treat him well.

Don Don's most immediate goal is reaching Altdorf alive and will gladly feed those who help him. Don Don has a strong sense of survival and will ultimately choose his own life over honor, money, or friends if it comes down to it. He is by no means brave and will likely avoid any physical combat if at all possible.

Stephan Shaw, Scargent

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
48%	51%	37%	42%	33%	38%	46%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	3	0

Skills - Command, Dodge Blow, Gossip, Perception, Ride, Swim, Gamble, Animal Care, Animal Training.

Talents - Seasoned Traveler, Strike Mighty blow, Strike to Stun, Suave, Quick draw.

Provisions - Sleeved chain shirt, chain leggings, long sword, and crossbow with 20 bolts.

Stephan Shaw is a tall dark man in his middle years. He is long dark hair is peppered with gray hairs and his movements are stiff and weary. Stephan was a soldier and mercenary in his youth and has several scars on his wiry frame. Stephan is an Assistant Hound Master to Baron Otterbaugh and is currently the Reeve of Dunkelbild. He has lived in the village with his wife for over twenty years and he does his best to keep the place safe.

The hound problem has caused Stephan some conflict, as he is very loyal to the Baron but also thinks the freedoms the Baron granted the hounds are a bad idea. He enforces the Baron's will however although he seeks an indirect answer to the hound problem. When the Baron left in the service of Karl Franz, Stephan was left to manage the affairs of the village and look after the Baron's son. When the Baron left, the hound's temperament began to get out of control and Stephan desperately seeks an answer without slaying the valuable Middenland Wolfhounds.

Stephan will do his best to have the PCs capture any Wolfhounds alive. If many were to be slain,

it would surely raise the Baron's ire and Stephan would likely loose his position and livelihood. However, with the many attacks on the village Stephan will do what is ultimately necessary to save the village.

Victor Otterbaugh, Noble

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	28%	31%	32%	30%	33%	26%	29%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	11	1

Skills - Blather, Consume Alcohol, Gossip, Read/Write, Animal Care, Ride.

Talents - Luck, Etiquette, Savvy, Schemer.

Provisions - Leather jerkin, leather leggings, *crescent moon necklace*, and a quarter staff (dog stick).

Disorders - The Fear, Profane Persecutions (WFRP p.205-206).

Victor Otterbaugh is the Baron's son and his only heir. Victor spent a good deal of his youth learning the courtly ways of nobility in Altdorf. He is relatively unfamiliar with the harsh life of managing a small village deep in the woods and he dreads his stays at home. Victor is now become of age and has returned home to learn the ways of a Hound Master from his father.

Victor is just over five feet tall and his thin frame is sickly. His rich cloths and fair appearance are a contrast to most villagers and he generally keeps to himself. In Victor's youth, he was attacked by a pack of wild dogs while riding and was thrown from his horse. He thought himself to be slain by the wild dogs, but a large grey wolf saved him. As a young lad he thought this mystical beast was sent by Ulric to save him. Over the years the beast occasionally came to him and they spoke of the Baron's affairs.

As Victor grew older he knew his childish thoughts of the beast were not realistic and he confronted the beast. When he did so the grey wolf transformed into a man, one who looks very much like his father. This was Nigel, his uncle; and he attempted to manipulate Victor into stealing the crescent moon necklace. Victor refused, and they have not spoken since. When the Baron left to serve the emperor the hounds started to terrorize Victor. Over many months he was constantly stalked and mock attacked. Victor now lives alone in the manor house with shredded nerves and a paranoid demeanor. He only wants the hounds to stop harassing him and will gladly aid the PCs once he comes to know them.

Turned Villager, Lupine

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	31%	32%	45%	39%	18%	21%	7%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	5	0	2	0

Skills - Concealment, Scale Sheer Surface, Perception, Silent Move.

Talents - Dodge Blow, Frenzy.

Provisions - Nothing.

Many of the villagers have been wounded by Nigel in the past several weeks. Although no one was killed by the attacks, many have been unknowingly infected with lycanthropy. Upon the full moon they will transform into werewolves and attack anyone in their wake. This transformation will take a mere 90 seconds and will start with itchiness on the victims wound. They will fall to the ground, convulse similar to epilepsy and painfully change from human to a half-man half-wolf. Once they have sprouted thick fur and a dog-like maw, they will attack anyone in their wake.

Klid D'Mur, Witch Hunter

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
56%	45%	43%	40%	38%	35%	50%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	5	1

Skills – Knowledge (History, Empire, Necromancy, Elves), Concealment, Dodge Blow, Follow Trail, Ride, Animal Care, Perception, Scale Sheer Surface, Silent Move, Shadowing, Search.

Talents – Mighty Shot, Rapid Reload, Master Gunner, Strike Mighty Blow, Strike to Injure, Stout Hearted, Tunnel Rat.

Provisions – Sleeved chain shirt, chain leggings, chain coif, long sword, riding horse, keg of ale, and two pistols with 20 shots.

Disorders – Terrible Thirstings (WFRP p.207).

Klid D'Mur is an albino Witch Hunter in the service of the Cult of Sigmar and Emperor. He is fanatically loyal and has a true desire to hunt down chaos where it lay. Klid D'Mur, formerly named Stannis Von Hubin, was attacked early in his career by a Vampire. His injuries were most foul and they including draining much of the vitality and color from his body. As such, he is now albino and the other witch hunters are somewhat suspicious of him, not only because of his albino appearance but also because he has taken an Elven name from his past acquaintances with them. In his years of fighting evil Klid D'Mur has taken to the bottle in a terrible way and often drinks in great excess (see Disorder, Terrible Thirsting page 207 WFRP). Klid D'Mur knows that one day he may fall completely from favor of his superiors and it is his desire to prevent this by gaining a reputation that could not be questioned.

Nigel Otterbaugh, Lupine

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45%	31%	54%	42%	48%	28%	46%	12%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	19	5	4	5	0	13	0

Skills – Animal Care, Animal Charm (+20%), Animal Training, Concealment, Scale Sheer Surface, Perception, Silent Move.

Talents – Frenzy, Frightening*, Perception, Tunnel Rat, Dodge Blow.

Provisions – Nothing.

Nigel is the younger brother of Baron Vornamen Otterbaugh and uncle to Victor. Like his brother, he was cursed with lycanthropy in his youth, though he lacked the control of his transformation that his brother has. Nigel was exiled before he could damage the family name and now seeks revenge and to end the curse. Nigel falsely thinks that returning the crescent moon necklace to the grave site of the gypsies will end his curse and this strives for its return. This is a false assumption, although Nigel is unaware of this. Nigel knows that Victor has the necklace and terrorizes the boy to get it returned.

Nigel is usually seen as a large gray wolf with filthy coat, unnatural eyes and fetid breath. He never takes human form but will transform into a lupine, half-man half-wolf, when he has taken more than 10 wounds of damage. In this state he will be considered to have the Frightening talent and he will also Frenzy. Nigel is usually beyond reasoning with and he only desires the necklace at all costs. He will immediately attack once he is aware of the necklace's location. At the GM's discretion, PC's that are seriously wounded by Nigel (3 wounds or less), may contract Lycanthropy.