



A Warhammer Fantasy Roleplay Scenario

Introduction

A Forgotten Foe is an investigative adventure for three to six characters, preferably in their first or second careers. Though some events in the scenario are episodic, much of what happens will unfold in a non-linear fashion. It is therefore important for the Games Master to be familiar with the various clues that the characters may unearth, the locations they may visit and the motivations of the NPCs embroiled in the plot.

The adventure is set in and around the town of Fluchaven, but could easily be transposed to any isolated town in the Empire.

Background

A little after first light this morning, the body of an unconscious man was found on the grounds of Baron Schadenfreude's estate. He was armed with an exotic array of weapons and carried several doses of poison. Although he bore no visible signs of injury, it was almost an hour before the man could be wakened and he has no memory of who he is or what he was doing on the estate.

Ordinarily, the Baron's Captain of the Guard, Sigismund le Bon, would have no hesitation in handing the suspicious intruder over to his interrogator, Otto, and letting him worm out the truth. However, there is something about the man's amnesia which strikes the Captain as genuine and makes him wonder whether torture will produce the information he is looking for. What is more, these are not ordinary circumstances – tonight, the Baron hosts a ball which will entertain many of the area's important nobles and dignitaries. The captain needs to know

who the intruder is and what he was up to. What is more, he needs to know before the ball begins at seven o'clock.

It is the Captain's belief that the intruder is an assassin and that his target is one of the guests. However, he has so far told only the Baron about his suspicions. The Baron's guards – who have dubbed the amnesiac man *Klaus* – have been instructed to make the man feel welcome and to not mention the strange weapons he was carrying when he was found. Captain le Bon has promised Klaus that he will do everything he can to help him recover his memory.

In truth, Klaus (whose real name is Janic Mehder) is an Imperial witch hunter. Along with his companion, Adolphus Lenke, he was scouting the Baron's estate for signs of a witch or warlock that he believed was operating in this area. A little before dawn this morning, Janic came upon his quarry but was transfixed by a spell that sent him into a deep slumber. Before the warlock could finish his work, he was interrupted by a guardsman making his rounds and was forced to leave the witch hunter's body to be discovered. It is an after-effect of the warlocks's spell that has temporarily robbed Janic of his memory.

The warlock being searched for was none other than Baron Schadenfreude himself. Now, almost certain the man he transfixed with his spell is a witch hunter, the Baron is biding him time in order to learn more about his enemy. In particular, he wishes to know whether the man was operating alone and if he has informed his superiors of his investigations in Fluchaven.

The Baron's Plan

Baron Schadenfreude is determined to learn all he can about the man sent to kill him. To this end, he has instructed Captain le Bon to hire a group of adventurers who can help 'Klaus' to recover his memory. They will have only a matter of hours to piece together the man's recent past and work out what he was doing on the estate.

The Baron realises that he is playing a dangerous game. However, he is determined not to cancel the ball. It represents both a large feather in his social cap and is the key to his plans for furthering his mastery of the dark arts. Attending the ball is a Lady Veronique de Rigueur. A heavy gambler, Lady Veronique has run-up extensive debts in recent years and has been persuaded by the Baron to sell a prized family heirloom. This item – a magical brooch – will give Baron Schadenfreude the power to summon undead creatures that will do his bidding.

Once in possession of the brooch, the Baron is confident that he will be able to deal with any threat the witch hunter might present. He also intends to use the brooch's power to put an end to one of his guests at the ball, Sir Wilhelm Getz, having learned that the knight is having an affair with his wife, Baroness Henrietta.

An Offer of Work

The opening to the adventure will work best if the characters are reasonably short of cash and if the idea of hob-nobbing with the local nobility

is something that appeals to at least one of them.

Captain le Bon dispatches one of his soldiers to recruit adventurous types who can help 'Klaus' recover his memory. Either by word of mouth or reputation alone – individual GMs will know what is most suitable for his or her group – the soldier will be directed towards the PCs. He will seek them out at around 9 o'clock on the day of the ball.

The Baron has chosen not to use any of his own men to help 'Klaus' in his search for his identity for two reasons. Firstly, he wishes to distance himself from whatever might befall the witch hunter. Secondly, he has considered the possibility that the characters will learn something they should not and need to be eliminated. He has no wish to put himself in a position where he has to murder some of his own men.

Once the soldier has located the characters, read the following:

A rather serious looking fellow in a soldier's uniform advances towards you and hops to attention. Rummaging in his pack, he produces a rolled parchment, sealed with wax.

Extending this towards you, he states, "With the compliments of Baron Schadenfreude."

Please give the players **Handout One** and allow them a moment to read it.

If the PCs question the soldier, he can confirm that he is a member of Baron Osrich Schadenfreude's Household Guard. He states that the PCs come highly recommended and that the Baron is in need of their talents. He has no more information than that and is not privy to the contents of the note.

The soldier's instructions are to escort the PCs directly back the estate. It has been stressed to him that time is of the essence.

Chapter One:

Upon arrival at Baron Schadenfreude's estate, the PCs will be taken directly to Captain Sigismund le Bon. The Captain sits at the far end of a dark, narrow room, poring over a sheet of parchment. A few guttering candles provide the only illumination in the room.

Read the following:

The Captain looks up as you are escorted in, dismissing the guard with a flick of his hand. Without a word, he motions for you to sit. In the candlelight, his weatherworn features have the look of granite, rough and unyielding.

"Thank you for coming. Before we begin, I must stress that this is a matter of some delicacy. Whatever transpires after this conversation, I trust that I can rely upon your discretion."

The Captain pauses for a moment, allowing his words to sink in.

"Last night or, more accurately, first thing this morning, a man was found unconscious in the grounds of the Baron's estate. We have no idea who he is or where he came from. What is more significant, neither does he. What we do know is that the man was carrying various unusual weapons, a crowbar and several doses of what we are fairly certain is poison."

The Captain glances warily around the narrow chamber.

"This evening, the Baron is hosting a ball, attended by a number of

important people. It is our belief that this man was here to kill one of them.

"Ordinarily, I would hand this suspicious individual over to our...interrogator. However, the man's amnesia seems oddly convincing and the manner of his discovery – he was just lying there unconscious – is most peculiar. I am not convinced he would be able to tell us anything of use. Certainly not before this evening's ball.

"Therefore, we have devised an alternative: I would like you to accompany this man as he tries to recover his memory. He has a token from the town stables; you can begin your enquiries there. You may also want to talk to the guard who found this man – perhaps even other members of the household. Generally, I trust our people, but you can never be sure.

Also, Two of the Baron's guests have arrived early – Lady Veronique de Rigueur and Sir Wilhelm Getz. It may be that you will wish to talk with them. Discreetly – of course."

The Captain is willing to pay each character 50 gc for a single day's work. Some shrewd negotiating might force him to go a little higher.

Alternatively, if there is something that you know your players are especially keen to get their hands on – information, special equipment, etc. – it may be that the Captain can offer them that.

In addition to this, the PCs receive an invitation to the ball. The Baron has decided that this is a good way to keep an eye on them and that it will give him a chance to find out what they have learned during the day. Captain le Bon will tell the PCs that they will need to sort out their own costumes – everyone at the ball will be wearing fancy dress. He recommends *The*

Pomp and Ceremony, a costume shop in Fluchaven.

Once negotiations about a fee are settled, the Captain adds:

“One final thing. This man – we’re calling him Klaus for now – does not know the circumstances surrounding his discovery. It must remain that way – at least for now. He thinks he was found unconscious just outside the main gate. Once you – and he – discover the truth, then let me know and, if necessary, force him to return here.”

“The ball begins at seven this evening, gentleman. If there are no further questions, I shall send for this man, ‘Klaus’.”

The Captain will hand the PCs the token for the Grey Mare Stables in Fluchaven that ‘Klaus’ was carrying when he was found. He also tells them that the soldier who discovered ‘Klaus’ is called Geoffrey and that he can be found in the barracks if they wish to question him.

There is little more that Captain le Bon can tell the PCs, however much they might badger him. He will insist that their best bet is to head into town or to begin questioning the house staff.

Meeting ‘Klaus’

Once negotiations are concluded, Captain le Bon sends for Klaus.

Read the following:

You hear the sounds of voices in the corridor outside, then the chamber door opens and one of the Baron’s soldiers ushers another man inside. The soldier salutes and the second man

smiles a little awkwardly, half-raising a hand in greeting to your characters.

“Thank you, Garyth.” With a nod, Captain le Bon dismisses the soldier who takes a moment to pat Klaus reassuringly on the shoulder.

“Klaus.” The Captain gestures towards your characters. “These men are trusted employees of the Baron. They are going to help you re-trace your steps and recover your memory.”

“My thanks.” Klaus offers his hand to each of your characters in turn.

“Good luck, gentlemen.” With that, the Captain opens the doors and ushers you outside.

The Baron’s Mansion (Map One)

Baron Schadenfreude’s estate is situated about a mile outside Fluchaven. A well-worn road leads from the eastern edge of town through an arched iron gate to the imposing mansion that has been the seat of the Schadenfreudes for more than twelve generations. Between the two wings of the house, and surrounded by a tall brick wall, are a collection of immaculate lawns, each permanently tended by a small army of gardeners.

Beyond the house itself are several dozen square miles of forest and meadow where the Baron and his guests like to ride and hunt. One of these forests – the Schwarzenwald – is a place cursed in local legends.

The Baron’s mansion is far too large to describe in its entirety but there are certain key locations that the PCs are

likely to visit during their investigation.

Note that the PCs will be given relatively free reign within the grounds whilst they are conducting their investigation. However, access to the Baron's Private Chambers is strictly prohibited. Details of these rooms are provided nevertheless as a 'keep out' sign is often like a red rag to a bull when it comes to adventurers.

At this stage of the scenario, the PCs will have no opportunity to speak with the Baron personally. It is explained that he is far too busy ensuring that everything is prepared for this evening's ball.

The Art of Questioning

Throughout the course of this adventure, the characters will question various NPCs in an effort to discover what they know about 'Klaus'. The information that each character can provide will be listed as a series of bullet-points. However, it is important that, as GM, you avoid simply reading out a list of everything the character knows. Encourage the players to roleplay these exchanges so that information can be provided during the ebb and flow of a conversation. Remember, if there is something important that it seems the characters are going to miss, you can always have the NPC remember at the last moment and tell them before they leave. Alternatively, you may decide it is more appropriate to let the characters miss a few clues or have to come back and talk to an NPC a second time. It is much better to challenge your players than to make things too easy for them.

The Barracks – Geoffrey

Besides the mansion itself, this is the largest building on the grounds, housing a compliment of fifty soldiers. Most of the time, these men act as guards for the estate and as escorts for the Baron and his wife. Occasionally, they are called upon to perform more militaristic roles such as rooting out bands of beastmen that have been known to reside in the Schwarzenwald.

Geoffrey is a veteran of twenty years service. A loyal if rather unimaginative man, he has never risen in the ranks and seems content to remain a member of the common soldiery.

If questioned, Geoffrey is happy to provide the following information in a very matter of fact way:

- Just after dawn this morning he found a man lying unconscious in the orchard.
- He had initially thought that he had seen a second figure, but is now unsure. It may have been a trick of the poor light.
- The man he found seemed unharmed, but could not be wakened for almost an hour.
- The man was carrying a very strange selection of weapons: a crossbow pistol, throwing stars, a knuckleduster, a finely crafted sword and some strange liquid in a vial – since identified as poison.

If the PCs ask Geoffrey general questions about possible strange events on the estate, he simply stares at them blankly. As mentioned, he is a rather unimaginative fellow and has nothing else to share.

The Servants' Quarters

Always a good source of rumours and gossip, the PCs may elect to question some of the Baron's servants.

All of the servants have heard about the unconscious man discovered on the grounds. With only a little coaxing, the maids, gardeners and the like are happy to share their gossip:

- The man is a thief, caught in the act of trying to steal from the house.
- The man is the Baron's long-lost son. As the Baron is only forty and 'Klaus' appears to be at least thirty, this is particularly unlikely.
- A dark figure has been seen moving around the grounds late at night.

This last rumour is the only one which has any truth to it. The Baron is the dark figure that has been seen by servants sneaking in and out of the mansion grounds in the dead of night. More than once, he has ventured into the Schwarzenwald looking for ingredients for his spells and potions.

If the servants are asked about how the Baron occupies his days, it can be learned that he spends much of his time out hunting, often on his own.

The Baron's Chambers (Map Two)

The corridor leading to the Baron's chambers is guarded night and day by two members of his household guard.

The audience chamber (Room 1) is kept locked unless the Baron is inside his chambers. The door has T6 and 25

damage points; the lock can be picked with a **Pick Locks Test**.

This room is wood-panelled and hung with tapestries depicting the previous triumphs of the Schadenfreude family. A character with the Academic Knowledge (History) skill who scrutinizes these tapestries can pass a Skill Test to determine that the scenes depicted are fabrications. It seems that the illustrious history of the Schadenfreudes is, at least in part, a fiction.

The Baron's Study and Library (Room 2) is home to more than 2000 books – a quite extraordinary collection for an individual to possess. Most of these books are quite innocent, though a careful examination of the library will turn up a copy of *The Secrets of the Schwarzenwald*. Some fifty years old, this tome covers the history of the forest that resides on the Baron's estate. According to this text, the forest has been a popular site for runaway mutants, witches and all manner of dark creatures. There are detailed lists of the plants and animals that can be found in the forest which are believed to be of use to those employing the dark arts.

The Baroness's dressing room (Room 3) is bedecked with ornate furniture, mirrors and an enormous dressing table. However, there is little of interest for the PCs in here.

The Baronial bedroom (Room 4) contains a large four-poster bed and suitably grandiose décor. Hung on the wall is the Baron's ancestral sword, *foe-reaver*. This weapon is a Best Craftsmanship Gromril sword. It strikes for SB+1 damage, bestows a +5% bonus to the wielder's WS and has the Defensive quality. Its value is 560 gc.

Room 5 is a small dining room where the Baron and Baroness sometimes elect to eat in privacy. Several of the Baron's hunting trophies adorn the walls.

Early Arrivals

Two of the Baron's guests have arrived ahead of the ball, each having already spent one night in the mansion.

Lady Veronique de Rigueur

Always happy to receive guests, Lady Veronique will happily conduct an audience with the PCs.

If shown an appropriate amount of respect for a noblewoman – and certainly if flattered regarding her (fading) beauty, Lady Veronique will be most helpful.

She can reveal the following:

- The Baron's ball is an annual event.
- She is surprised that Sir Wilhelm is invited: it is well known that he and the Baron do not get on.

Sir Wilhelm Getz

If approached by the characters, Sir Wilhelm will not be very helpful, claiming that he is simply too busy to answer their questions.

If watched, the PCs will observe that he meets with Baroness Henrietta several times during the day by means of carefully contrived coincidences. He spends the rest of his time out riding.

Baroness Henrietta

Just like her husband, the Baroness will have no time for the PCs, and any attempts to interview her will prove fruitless.

Note that The Great Hall is described in Chapter Three, as this is the setting for the Baron's ball which will host the climax of the adventure.

Questioning 'Klaus'

Until such time as he regains his memory, there is very little that 'Klaus' can tell the PCs – about who he is or anything else for that matter. However, they are likely to ask him at least a few questions about who he thinks he might be.

'Klaus' speaks with a slight Altdorf accent that might hint at his origins.

An examination of his body – and there are limits to what Klaus will allow the characters to look at – will reveal that he is in excellent physical condition, though he does have quite a few scars, apparently from injuries inflicted by both weapons and animal attacks.

Klaus's demeanour is quite friendly. Whilst he is unsettled by the loss of his memory, he admits to feeling strangely relaxed – as though he is less troubled by things than he once was.

If faced with danger, he will find that he is quite brave and whilst he shows no particular skill with a weapon at this stage, he will do whatever he can to aid the characters should the need arise.

Chapter Two

Once the PCs make the short journey from the Baron's estate into Fluchaven they have the chance to follow up a number of leads.

The environs of the town can be seen on **Map Three**.

Piecing it Together

As the PCs help Janic Mehder to retrace his steps, they will acquire clues which will help him to recover his memory.

There are certain key pieces of information that Janic needs to recall who he is and what he was doing at the Baron's estate. Each of these keys bits of information will be marked in the text (**Clue**). Once Janic has acquired 5 clues – in any order – his memory will be restored.

At this point, you will need to refer to the section *I Remember Everything*.

The Grey Mare Stables

If the PCs present the token found on Klaus' unconscious body to one of the stable-hands, they will be presented with two fine horses. The stable-hand will also mention that 'Klaus's' companion tried to collect one of the horses early this morning but did not have the token and so was unable to do so.

If questioned about this, the stable-hand can reveal:

- 'Klaus' and a companion stabled their horses yesterday

morning and paid for three nights.

- They asked for the name of a good inn on the eastern edge of town and were recommended The Frothing Jug Inn.
- 'Klaus's' companion was a younger man, in his mid-twenties, with short black hair and a crooked nose.
- Both men arrived wearing travel-stained clothed and mentioned that they had journeyed a long way.
- Each man had a number of items concealed inside a pack when they headed into town.

If the PCs really squeeze the stable-hand for information, he will also recall that when 'Klaus's' companion came for his horse this morning he seemed rather anxious and walked with a pronounced limp.

The Frothing Jug Inn

If the PCs arrive at 'The Jug' accompanied by 'Klaus' – whom the landlord, Harald Gerner, refers to as Herr Schmidt – they will find that their questions are answered without any bother.

Should they turn up without 'Klaus' they will find that Harald is reluctant to discuss the comings and goings of his guests with nosy strangers. No amount of bribery or coercion will change his mind.

When Harald sees 'Klaus' he will admit to being surprised to find him gone from his room so early this morning. Harald was up before dawn and 'Klaus' had already set out.

Harald is a stout man with huge pork-sausage fingers and a bald head that disappears into his shoulders with

virtually no sign of a neck. He originally hales from Albion and – should the GM wish to do so – he should be played with a gruff cockney voice that suggests he was not always a landlord.

He can reveal the following:

- Herrs Schmidt and Johanus – as they called themselves – checked in yesterday just before lunch and paid for three night's room and board.
- 'Klaus' was given room 5, and his companion room 6.
- Herr Johanus did not spend the night in his room.
- Yesterday 'Klaus' asked Harald if he knew anything about the guests attending Baron Schadenfreude's ball. Harald was unable to tell him anything.
- Yesterday, the two men asked about the best route into the Schwarzenwald. Harald told them that the north road leads directly there, but warned them that it is a dangerous place.
- Herr Johanus asked where he could acquire some weapons and was directed to Bernard's Blades in town.

Once Harald has been questioned, 'Klaus' will want to visit the rooms he and his companion are checked into.

'Klaus's' Room

Like all of The Jug's single rooms this one has a bed, a small table and a wardrobe.

'Klaus's' travel-stained coat is hung in the wardrobe. A silver Sigmarite pendant is stashed inside a pocket. 'Klaus' will recognise this item and place it around his neck (**Clue**).

Herr Johanus's Room

This room is identical to the one next door.

In the bottom of the wardrobe, wrapped inside an oiled cloth, is a loaded pistol. If the ammunition is checked it is found to be silver shot (**Clue**). 'Klaus' will find the pistol familiar, though he will not be sure whether or not it is his. It actually belongs to Adolphus.

A Change of Pace

Once the PCs have had a chance to investigate two locations in town (most likely the stable and inn), they will encounter someone who has clearly met 'Klaus' before.

Read the following:

A few paces in front of you, a dirty looking man stops suddenly and stares at 'Klaus'. Stifling a scream, the man turns and sprints away.

Assuming that the PCs have the good sense to try to apprehend this individual, they will have to pursue him through Fluchaven.

The man – Vim Fleischman, a local thief – will scabble up onto the roof of a nearby building and try use to his knowledge of the area to shake off his pursuers.

The GM should run this encounter as a desperate chase, requiring a series of leaps from roof to roof. Rules provided below enable the pursuit to be run in an abstract manner, where the exact distances between characters is not

important. Nevertheless, **Map Four** provides a sample area of rooftops which may be used to help the players visualise the scene if you so desire.

You should try to make the jump to each new roof seem as a precarious as possible. Mention roof tiles sliding off, startled birds screeching into the air and crumbling brickwork that may or may not be safe to cross and it will help create a real sense of peril.

Jumping from roof to roof is as much about nerve and balance as it is raw speed, so the rules for this chase are a little different. As each character approaches a gap, he must test against either his **Ag** or **WP** characteristic. Talents such as Fleet Footed and Swashbuckler each provide a +10% modifier to this test. If the test is successful, the gap is cleared and the character has kept his feet. If unsuccessful, the character falls to the ground, suffering a Damage 3 hit.

The progress of those involved in the chase is measured by counting up the degrees of success that each achieves as he jumps from roof to roof (see *WFRP Rulebook*, page 89 for more on degrees of success). As the difference between the chasers' cumulative degrees of success increases, this represents them pulling away from each other. As the difference decreases, it represents a chaser closing in on Vim.

Vim starts off with three degrees of success more than his pursuers. If Vim ever accumulates a total of six degrees of success more than all of his pursuers, he gives them the slip.

A PC can catch up with Vim if he acquires as many degrees of success as the fleeing thief. At this point, Vim immediately surrenders.

A character who falls from a rooftop may rejoin the chase (assuming his injuries do not prevent him from doing so). His fall costs him three degrees of success in terms of his position in the chase.

If Vim can elude his pursuers, he will leave town for several days and will not be seen again during this adventure.

If the PCs capture him, he will be only too willing to answer any of their questions, in between repeated apologies to 'Klaus' for having not left town:

- Vim first encountered 'Klaus' an hour before nightfall yesterday. Vim was in the process of breaking into a house on the eastern edge of town when 'Klaus' stopped him.
- 'Klaus' removed Vim's crowbar, gave him a thrashing and told him that if he did not have something more important to do, he would have the thief arrested.
- After this encounter, 'Klaus' headed east (towards the Baron's estate).

If 'Klaus' has yet to learn from the PCs what he was carrying when he was found on the Baron's grounds, Vim's comments about the crowbar will prompt him to ask. If the PCs are honest and tell him about the unusual weapons he had in his possession, this will help to jog his memory and provide a **Clue**.

The Schwarzenwald

If the PCs learn that 'Klaus' and his companion journeyed into the

Schwarzenwald yesterday afternoon, they may choose to go there themselves and look for clues.

The north road leads directly into the forest, about two miles from the edge of town.

The Schwarzenwald seems pleasant enough at first, stands of leafy oaks and beech creating a canopy of green above the rough track. About half a mile into the forest, things change quite suddenly.

Read the following:

Where the edge of the Schwarzenwald is airy and light, the forest ahead is dark and gloomy. The density of trees chokes off the sunlight, thick branches fighting for space. Even the birdcalls seem less frequent here, and there is a strange stillness to the place that seems somehow unwholesome.

If the PCs press on, take a moment to rifle through your notes and roll a few dice in a purposeful seeming fashion. Then read the following:

Further into the forest and your nerves are on edge. Every rustling branch has you scanning the woods for signs of movement. There is something not right here.

Without warning, a voice echoes through the trees. "Two days running. Must be you've a taste for danger."

A little way ahead a large man steps out onto the track. By his appearance it would seem he was hewn from the trees themselves: his face is almost hidden behind a bristling beard strewn with leaves and twigs. His rough skin, smeared as it is with grime and sweat has the consistency of bark. And his

clothes are a strange hotchpotch of buckskin and furs.

The man advances, his stout axe resting on his shoulder, and what you hope is a grin splitting his hairy face.

The man, a forester by trade, is Karl Kreutz. He will greet Janic as if they are friends and ask what brings him back to the forest so quickly.

Karl Kreutz can reveal the following:

- Yesterday, Janic and Adolphus journeyed into the forest looking for signs of dark magic. **(Clue)**
- Janic and Adolphus used their real names, trusting Karl because they first encountered him praying at the small Sigmarite shrine outside his cabin.
- Karl guided the men into the forest, to a pool that is a gathering place for chaotic creatures of the forest.
- Beside the pool, Karl, Janic and Adolphus fought and slew a powerful mutant – a 7 ft. woman with the head of a fox.
- After burning the body, Janic and Adolphus thanked Karl for his help and then headed back into town. They made it clear to the forester that this creature was nothing to do with their primary investigation in the area.
- Adolphus was quite badly injured in the fight with mutant.

In talking to Karl, Janic will be addressed by his real name and will recognise it as such. From then on, he will ask the PCs to address him as Janic.

A Grudge to Bear

The PCs will not yet have a chance to learn everything that Karl knows as after a minute or so they will be interrupted.

Read the Following:

A wailing sound echoes through the woods, fading and then rising as it reverberates from the trees. An instant later it is joined by other voices. In moments, there is a chorus of howls as if all the beasts of the forest have taken up the cry.

The forester looks solemnly at your companion. "It seems that your return to the forest has not gone unnoticed. We can hold them at my cabin but we must hurry."

Karl Kreutz will try to usher the PCs the short distance back to his cabin (Map 4). The continued howling in the forest should make it clear that a large number of creatures are now moving in on the party.

If the PCs decide that they would rather try to flee from the forest, Janic will refuse to go with them, preferring Karl's idea of seeking refuge in his cabin. If the PCs waste time subduing Janic, the mutants in the woods will quickly be upon them. An initial wave of three mutants will attack the party and then, assuming that these can be dispatched, there will be a brief lull giving the adventurers one last chance to seek refuge in the cabin. If not, the full force of the mutant pack will come upon them in the open.

Karl's Cabin

The forester's home is no ordinary log cabin. Living within the Schwarzenwald, he needs to be able to protect himself against all sorts of dangers. To this end, he has rigged a series of lethal traps and snares.

As the characters approach the cabin, Karl will warn them to watch out for the shallow moat in front of the entrance and for the bear traps beneath the windows.

Once inside, Karl will quickly lock the window-shutters and the front door. He will give one character a flaming arrow and bow and instruct him to fire it through the shutter in the door to ignite the oil-trench once the creatures are close enough.

Karl himself will take up a blunderbuss and tell the PCs to help themselves to anything useful that they can find lying around.

Dotted about the cabin in boxes and on shelves are the following:

- 1 bomb with a 10 second fuse.
- 1 Incendiary – actually a bottle of moon-shine with a rag stuffed inside (*Old World Armoury*, page 45)
- 1 javelin
- 1 net
- 1 mail coif
- 1 leather jack
- 1 rusty pick (will shatter the first time it is used, inflicting an additional 1D3 damage)
- 2 throwing knives

- 17 arrows
- 1 shield
- 1 skinning knife (counts as a dagger)
- 50 ft. rope
- 1 bear trap
- 2 healing poultices

Backs Against the Wall

During this encounter you should encourage players to adopt a siege mentality. Once they are inside the cabin they have a very defensible position. However, they are also trapped. Commend players whose characters take stock of what equipment they have or that check around the cabin for useful items.

The player's moods should veer between fear and excitement, claustrophobia and grim determination. They will no doubt enjoy using Karl's traps against the attacking mutants – and maybe devising some of their own – but they should also be unsure whether they will be able to hold back the tide.

The Mutants Attack

A pack of renegade mutants dwells in the forest. Yesterday, it was their leader's mate that Janic and the others killed by the pool. Now, her brethren have come seeking revenge.

The mutants will encircle the cabin, out of sight beyond the tree line. The PCs will be able to hear them communicating in low growls and guttural barks. Allow the tension to build as the characters wait for them to attack, then the first wave will move in, attacking from all sides. Two

mutants will head for the front door, two for the east window and two for the west.

The mutants will try to smash their way inside. If the PCs do nothing to prevent this, the window shutters will be destroyed in 2D6 rounds, the front door in 3D6.

If the window shutters or door are destroyed, the mutants will attempt to fight their way inside. The PCs will still have the advantage of defending a bottleneck. Only one mutant may clamber through a window each round, during which time he is unable to attack or defend himself.

Karl's Traps

The bear traps beneath the east and west windows will each claim a mutant during the first wave. The ferocious iron jaws can almost sever a victim's leg, leaving him to bleed to death in 1D6 rounds.

The oil-filled trench outside the doorway will burn for 5 minutes once lit. Any creatures within 1 yard of the trench when it ignites – or that subsequently tries to cross it – will be engulfed in flames and after running around for a bit, will collapse and die.

Each of these traps should be played for narrative effect – hence the fact that there are no statistics provided for each.

Assuming that Karl, Janic and the characters are able to fight off the first wave, there will be a brief lull before the main force of mutants moves in. Give the PCs a chance to patch up a

few wounds, ready their weapons and so on.

The second wave consists of twice as many mutants as there are PCs, plus their leader – a monstrous man-bear. This creature leads from the front and will make straight for the doorway. The others will try to get at the PCs any way they can.

This encounter, perilous as it is, should not be a fight to the death. If the PCs can slay half of the mutants in the second wave or their man-bear leader, the others will retreat.

Once the mutants have been dealt with, the PCs are free to question Karl as much as they wish.

Bernard's Blades

Located in the centre of Fluchaven, this shop deals in all forms of weaponry from blades to firearms.

If the PCs visit this store it will almost certainly be to try and track down 'Klaus's' companion who was directed here by Harald, landlord of The Frothing Jug Inn.

The owner of the shop, Bernard, is a Bretonnian (and may therefore be played with an outrageous French accent if you so desire). Lamenting the lack of good food in Fluchaven, Bernard spends much of his money on delicacies that he has shipped over from his homeland. When the PCs encounter him, he is picking at a tray of broiled squid in aromatic garlic sauce.

Before the PCs can get Bernard to answer any of their questions, they will have to soften him up in some way. A bribe (5 gc or more), purchasing an item from his shop or displaying a

knowledge of fine cuisine will all do the trick.

Bernard will recognise a description of Adolphus Lenke, recalling that he sold him a silver dagger only yesterday (**Clue**).

The shopkeeper will also remember that Adolphus had a bad limp and that he asked for directions to a surgeon. Bernard told him to go and see Herr Bowman at Bowman's Barbers.

Bowman's Barbers

Franz Bowman is a barber-surgeon who has earned a good reputation about town. He has a large droopy moustache which he huffs whilst talking in order to keep it out of his mouth.

One of his most recent customers is Adolphus Lenke. Having been injured fighting a mutant in the Schwarzenwald, he was forced to leave his friend, Janic Mehder, and seek medical help. It is for this reason that Janic was alone when he sneaked onto the Baron's estate last night.

Herr Bowman has done a reasonable job patching up Adolphus' leg, and the witch hunter's assistant has now paid for additional aftercare; he has decided to stay put as he has no idea where Janic might be. He will spend the day waiting nervously in a back room of the barber's shop.

If the PCs bring 'Klaus' to this location and reunite him with Adolphus this counts as a **Clue**.

If this is not enough to restore 'Klaus's' memory (remember – he needs 5 Clues to achieve this), Adolphus can reveal the following:

- Klaus's real name is Janic Mehder.
- Janic is an Imperial witch hunter, dispatched from Altdorf to investigate rumours of witchcraft after an anonymous tip-off from someone on Baron Schadenfreude's estate. (**Clue**)
- Janic and Adolphus ventured into the Schwarzenwald yesterday to look for signs of witchcraft. They found the place riddled with the stench of chaos, but discovered nothing directly related to their assignment.
- Adolphus was wounded during the foray into the forest and has been recovering since then at the Bowman's Barbers.
- Janic was due to meet Adolphus at the barber's this morning, but did not show up. Adolphus tried to retrieve his horse and go looking for him but did not have the stable token required.

The costumes available are:

- A Bretonnian Knight
- An Estalian Diestro
- A Bright Wizard
- A Kislevite Kossar
- A High Priest
- A Pirate
- A Harlot
- A Minstrel
- A Highwayman
- A Troll Slayer
- A chaos spawn (Janic – if he has his memory back – really will not approve of this one!)
- A King
- A Druid

All of the costumes cost 1 gc for a day's hire.

The Pomp and Ceremony

The proprietor of this costume shop is a man who introduces himself as Frederique Ramirez. Each morning, Frederique picks one of his costumes and wears it for the day. When the characters encounter him, he is wearing a matador's outfit. He will 'Oh-lay!' them as they enter his shop.

The PCs should be allowed to have some fun in here, sifting through the different costumes available and deciding what to wear to the ball.

Particularly shrewd PCs might anticipate the 'no weapons' policy that will be in place and select costumes that will give them the opportunity to secret one about their person or pretend it is part of their costume.

I Remember Everything

Once Janic and the PCs have acquired 5 **Clues**, the witch hunter will regain all of his lost memories.

These include:

- Janic is witch hunter from Altdorf.
- His superiors received an anonymous tip-off that someone on the Schadenfreude estate is a witch. Janic was sent to investigate.
- Last night (with Johanus receiving treatment for his injuries at Bowman's Barbers), Janic sneaked onto the grounds of the Baron's estate. He was following a dark-cloaked figure when the thing surprised him and subdued him with a spell.

Janic does not simply want to tell Captain le Bon about his mission as he is still unsure who the witch might be.

If Janic recovers his memory before the party has been to Bowman's Barbers and found Adolphus, the witch hunter will remember his arrangement to meet his companion there and will want to do so immediately.

Chapter Two ends when Janic has recovered his memories and re-established contact with Adolphus.

Chapter Three

By this stage of the adventure, Janic should have recovered his memories and been re-united with his bodyguard, Adolphus Lenke.

He now wants to complete the mission that brought him to Fluchaven and he will need the characters' help to do so.

Janic will ask the PCs, who by now should have won his trust, to accompany him to the Baron's masque ball so that he can discover who the witch is. If the return of his memories can be kept a secret, he sees the ball as a perfect opportunity to snoop around. The PCs have invitations already so it will simply be a matter of gaining admittance for Janic and Adolphus.

Remember, Janic must have proof – or at least reasonable suspicion – before he can arrest anyone.

The Masque Ball

From 6.30 onwards, Baron Schadenfreude's estate will be a hive of activity. A succession of coaches will be pulling up to the house, delivering guests who are escorted inside by fawning doormen. In the gathering dark, hundreds of lanterns line the walls, lending a fairy-tale appearance to the ancient house.

Captain le Bon's Questions

As soon as the PCs return to the estate, they will be escorted to Sigismund le Bon. The Captain will be eager to speak with them in private and discover all that they have learned during their day's investigations.

The Captain is a shrewd man and the PCs should have the sense that their answers are being closely scrutinised as they are asked the following:

- What have you learned about 'Klaus's' identity?
- Do you know why he was on the estate?
- Is he operating alone?
- What do you intend to do now?

When answering these questions, the PCs will need to strike a delicate balance. If they suggest that they have learned nothing at all about 'Klaus' then the Captain will accuse them of having wasted their time. If they portray themselves as entirely inept, he will pay their fee and dismiss them from the Baron's service.

If the PCs reveal too much about what they have learned they will be rigorously cross-examined, as the Captain seeks to uncover the truth. If he learns that Janic is a witch hunter he will immediately report this fact to the Baron. The PCs and Janic will be escorted from the grounds and the Baron will feign outrage. Without any proof, Janic cannot make an arrest and his mission will be a failure.

If the PCs can convince the Captain that they are close to a discovery but that, as yet, they have nothing concrete, he will encourage them to continue their investigation.

If you deem that the PCs answers are enough to only partially satisfy Captain le Bon, he will allow the PCs to continue their investigation – which can include attending the ball – but he will insist that 'Klaus' remains outside the hall.

The Great Hall

When the PCs enter the Hall where the banquet is being held, read the following:

The great hall of Baron Schadenfreude's mansion is an impressive sight. Overhead, a vaulted wooden ceiling is carved with the likenesses of the Baron's ancestors, numerous panels displaying a succession of accomplished hunters.

Around the edge of the room are some twenty tables, bedecked with an array of pastries, pies and other fancies. There are several huge silver bowls filled with punch that the servants have already begun to ladle out in generous helpings.

The guests are adorned in every manner of costume imaginable, dazzling colours and textures woven into an elaborate procession of garments.

Here, a mock queen glides across the floor, there a faux high priest mimes a blessing for a companion then laughs heartily and drains his goblet.

Amidst the swirl of guests, you recognise Lady Veronique and Sir Wilhelm Getz. Two other figures catch your eye: one can be none other than the Baron himself, dressed to resemble the emperor, Karl Franz. The second man, a fellow of impressive stature, dons the black robes and hood of a necromancer. In contrast to his clothing, his manner is extremely jovial and a small circle of guests stands listening avidly as he talks.

Like all of the guests, the characters will be expected to not carry any obvious weapons into the hall. They will not be searched, but any noticeable items of weaponry must be left with the guards outside.

Objects that are part of a costume will be exempt from this rule – the guards will assume that they are purely decorative.

By 7 o'clock – the time that the ball officially starts – the hall will be thronged with masked revellers. The PCs will have a chance to mingle and to ask a few questions.

Baron Schadenfreude

If the PCs do not quickly make their way over to speak with the Baron, he will come over and talk to them.

After a brief introduction, the Baron will want to know what the PCs have discovered about 'Klaus'. The Baron will make no attempt to feign concern for the man, describing him as a vagabond and an intruder. He figures that he is less likely to attract suspicion from the PCs if he acts in as arrogant a way as most other nobles.

The Baron will provide vague and unhelpful answers to most questions he is posed. Only a direct question about his trips into The Schwarzenwald will make him uncomfortable. The Baron can still brush off any accusations about his time in the forest – he owns the land upon which it sits, after all. However, knowledge of his trips will clearly rattle him.

The Baron will keep his visit short, sizing up his potential enemies, before returning to the business of entertaining his guests.

Baroness Schadenfreude

The only way that the PCs can get the Baroness to even talk with them is if they pretend to have a message from

Sir Wilhelm. Otherwise, she will shoo them away.

If the PCs do pretend to be acting on behalf of Sir Wilhelm, they may be able to trick the Baroness into revealing the fact that she and the knight are having an affair.

Lady Veronique de

Rigueur

Assuming that the party have done nothing earlier in the adventure to offend this noblewoman, the PCs will have another opportunity to talk with her now.

Any character who takes the time to look at her outfit will notice that it is a ball gown hired from *Pomp and Ceremony* in town. For a noblewoman to spend only a single gold crown on her outfit for such a prestigious ball is rather surprising.

Observant PCs will also notice that few of the other guests converse with Lady Veronique, having heard rumours about her gambling and lack of cash.

Sir Wilhelm Getz

Sir Wilhelm, whilst engaging half-heartedly in the frivolities of the evening, will be clearly distracted. He is hoping to find a chance to meet with the Baroness, as this is the last evening he will have on the estate before the guests leave in the morning.

Sir Wilhelm can be tricked into revealing his affair with the Baroness in the same manner that she can.

Lord Nicolai Romonov

A character sure to attract the attention of the PCs is this large Kislevite,

adorned as he is in a necromancer's robe.

He has lived all his life in the Empire after his family fled their hereditary home. He affects a hint of a Kislevite accent and has the piercing eyes and stature of his people.

Lord Nicolai is a red herring, but a potentially useful one. If the PCs know anything at all about his homeland, he will take an immediate liking to them and if the opportunity presents itself later on, he will aid them in battle.

Other Guests

There are more than two hundred guests at the ball. A character with the appropriate skills and background should have plenty of opportunities to schmooze with the upper classes, discussing everything from the latest fashions to courtly gossip. This could be a perfect opportunity to introduce a contact that will lead to further adventures for the characters.

The Plan is Set in Motion

Once the PCs have had some time to mingle and ask a few questions, events will begin to unfold which will lead up to the climax of the adventure.

Assuming that the PCs do nothing to drastically derail proceedings, events will unfold as follows:

- ❖ Baroness Henrietta and Sir Wilhelm will sneak out of the hall into the Flower Garden. They will exchange vows of love and several passionate kisses, and then return – separately – to the ball.

- ❖ Baron Schadenfreude and Lady Veronique will leave the ball and make their way to his chambers. Once within, the Baron will purchase the spider brooch. Once she has her payment, Lady Veronique will leave the party, her servant carrying a chest containing the cash down to her coach. If confronted, she can be coerced into revealing that she has sold the Baron a family heirloom.
- ❖ Remaining in his chambers, the Baron has one of the two guards outside his room summon his wife and then deliver a fake message to Sir Wilhelm, inviting him to meet Baroness Henrietta in the Flower Garden.
- ❖ Baroness Henrietta arrives at her husband's chambers but is denied access.
- ❖ Sir Wilhelm receives the fake note and goes out to meet the Baroness.
- ❖ In the Flower Garden, an undead Giant Spider, summoned by the Baron using the spider brooch, will attack Sir Wilhelm. The drawn curtains in the hall obscure guests' view of the incident.
- ❖ The Baron will watch the attack from his chamber window, before making his way down the garden to hide Sir Wilhelm's dead body.

What can the PCs do?

The PCs may intervene at any number of points, but it is unlikely that they

will have any proof of foul play before the attack on Sir Wilhelm begins. It is only through the characters' help that the unarmed knight has any chance of surviving.

If the guests become aware of a fight or a murder (let alone the presence of a giant undead spider), things will turn very nasty, very quickly. In a general panic, most of the guests and their retainers will flee, though some of the hardier nobles will stand their ground and prepare for a fight. A befriended Lord Nikolai, who carries a concealed hammer beneath his robes, will aid the PCs if he can.

The Giant Spider

Unless prevented from doing so, Sir Wilhelm will go out into the Flower Garden and wait for the Baroness (see point A on **Map Five**, The Flower Garden).

The spider will approach from behind the cover of the monument (B), first biting the knight and then drinking enough of his blood to kill him. This entire encounter will take 10 rounds. If the spider is stopped before it can drink its fill, Sir Wilhelm will be left unconscious for a few days but will eventually recover.

If he is still conscious at the end of this encounter (because he has not been bitten at all), Sir Wilhelm will forcefully declare his suspicions that the Baron was somehow responsible for the attack.

A Watcher at the Window

Any PC who is in the Flower Garden at the time of the attack on Sir Wilhelm may take a Perception Test to notice the Baron watching proceedings from his chamber window. The

Baron's rooms are located directly above the Flower Garden.

Any character who specifically states that he is looking around for anyone hidden should be allowed to pass this test automatically.

If spotted, the Baron will hastily draw back from the window and tell the guards at his door that he is not to be disturbed.

Confronting the Baron

Things will finally come to a head when the PCs have unearthed the source of the witchcraft and try to locate the Baron.

As many of the Baron's household guard as are required to give the PCs a brief fight will remain loyal to the nobleman, and try to prevent any attempt to arrest him. Janic's status as a witch hunter is enough to curb most resistance, however.

The Baron's first choice of refuge will be his chambers, behind locked doors. If aware of an impending attack he will take up his family sword, *foe-reaver*, and prepare to defend himself.

If unable to get to his rooms, he will flee into the Schwarzenwald.

Only if it seems his Household Guard will not be enough to protect him, will the Baron use the spider brooch to summon a quartet of skeletons and set them on the PCs. Using the brooch in front of witnesses will mean the end for the Baron's position as a nobleman – something he prizes highly.

When it becomes clear that his practises as a witch have been discovered, the Baron will be at his most dangerous. He should be played

as a man driven suddenly to edge of madness and desperation, using every weapon he has against his enemies. He will fight to the death.

No Proof?

If for some reason the PCs fail to discover that the Baron is a witch, Janic will be forced to return to Altdorf in shame. The Baron will go on increasing his knowledge of the dark arts and will soon be able to start secretly recruiting the mutants of the Schwarzenwald to further his schemes for power.

If the PCs have been sufficiently annoying, he is unlikely to simply forget them...

Ending the Adventure

If the PCs have helped Janic to complete his mission then they will really have stirred things up. Baron Schadenfreude, a respected local noble, will be dead or heading for a witch pyre.

In Fluchaven, they can expect to be treated with a mixture of suspicion and awe – especially if tales of a giant undead spider have got out.

In Janic Mehder, they will have made themselves a useful ally, and they should certainly look him up if they are ever in Altdorf. Janic will also see to it that the PCs bargain with Captain le Bon is honoured, and will add a bonus of between 10 and 50 gc per character depending on how helpful the PCs have been. This will all come directly out of the Baron's coffers which have been confiscated and are under Janic's control for the time being.

Experience Point Awards

The following experience points may be awarded either at the end of each chapter or gaming session.

Players should be awarded between 30 and 50 points per session for roleplaying. Characters who are resourceful in their questioning and the piecing together of clues should score towards the top end.

- **Each clue that is discovered:** 10 XP each
- **Recovering Janic's Memory:** 25 XP each
- **Adopting a siege mentality when fighting the mutants in the forest:** 10 XP each
- **Discovering Baroness Henrietta and Sir Wilhelm's affair:** 10 XP
- **Learning that Lady Veronique has lost all her money:** 10 XP
- **Saving Sir Wilhelm from the giant spider:** 10 XP
- **Defeating Baron Schadenfreude:** 30 XP each
- **Handing over the spider brooch to Janic Mehder:** 10 XP each

Non-Player Characters

Janic Mehder

Aliases: 'Klaus', Herr Schmidt

Career: Witch Hunter

Race: Human

Age: 32

Main Profile (as 'Klaus')							
WS	BS	S	T	Ag	Int	WP	Fel
33%	29%	35%	40%	38%	44%	45%	42%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	4	0	0	1

Skills: None

Main Profile (as Janic Mehder)							
WS	BS	S	T	Ag	Int	WP	Fel
56%	54%	44%	46%	56%	53%	65%	42%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	14	4	4	4	0	2	1

Skills: Academic Knowledge (Magic), Academic Knowledge (Necromancy), Academic Knowledge (Theology), Common Knowledge (The Empire), Concealment, Intimidate, Perception, Ride, Scale Sheer Surface, Silent Move

Talents: Lightning Parry, Specialist Weapon Group (Crossbow), Specialist Weapon Group (Throwing), Strike Mighty Blow, Strike to Injure

Janic has been a witch hunter for more than two years. Before this, he travelled extensively across The Old World hunting down the vampires that murdered his mother and sister.

When Janic regains his memories, he will remember the death of his family along with his skills and talents. Accordingly, his demeanour will change to reflect the burden of pain and anger that he once more must bear.

Adolphus Lenke

Aliases: Herr Johanus

Career: Bodyguard

Race: Human

Age: 29

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	42%	45%	38%	37%	39%	44%	39%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	1	0

Skills: Dodge Blow, Intimidate, Perception, Ride

Talents: Quick Draw, Strike Mighty Blow, Strike to Stun, Very Strong

Armour:

Armour Points:

Trappings:

A former mercenary, Adolphus met Janic during the latter's travels across The Old World. Whilst stationed in Kislev, Adolphus was attacked by ghouls and only Janic's swift intervention saved him from a sticky end. Since then, the two have travelled together, hunting down witches and other black-hearted fiends wherever they can find them.

Baron Osrích Schadenfreude

Career: Hedge Wizard

Race: Human

Age: 42

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	45%	38%	43%	36%	54%	55%	59%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	?	1	0

Skills: Academic Knowledge (Necromancy), Charm, Intimidate, Channelling, Charm Animal, Hypnotism, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Strike Mighty Blow

Talents: Etiquette, Schemer, Hedge Magic, Petty Magic (Hedge), Public Speaking

Armour: None

Trappings: Dagger

When Baron Schadenfreude stumbled across a copy of *Secrets of the Schwarzenwald* in his library, he became fascinated by dark magic. Since then he has paid many nocturnal visits to the forest and is gradually building his knowledge of witchcraft and hedge magic.

With the acquisition of Lady Veronique's brooch, he hopes to greatly increase his power and is willing to rich a great deal to get hold of it. His first experiment with the

brooch will be murder the irksome Sir Wilhelm having discovered the knight's affair with his wife.

Baroness Henrietta Schadenfreude

Career: Noble

Race: Human

Age: 47

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	29%	28%	33%	40%	36%	35%	40%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	0	0

Skills: Command, Charm, Gossip, Read/Write, Ride

Talents: Etiquette, Luck, Schemer

Armour: None

Trappings: Many fine clothes and jewels

Henrietta has been married – rather unhappily – to the Baron for more than twenty years. She was forced to do so by her family to cement a political alliance.

It was, in fact, Baroness Henrietta that sent the anonymous note to the witch hunters in Altdorf, tipping them off about her husband's suspicious activities. In truth, she finds it hard to believe that the Baron is really a warlock – it just seems so common – but she is hoping to get him out of the picture so that she can be re-united with her old flame, Sir Wilhelm Getz.

Captain Sigismund le Bon

Career: Captain

Race: Human

Age: 43

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55%	51%	43%	48%	46%	41%	46%	50%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	15	4	4	4	0	1	0

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (The Empire), Dodge Blow, Intimidate, Perception, Read/Write, Ride, Secret Language (Battle Tongue)

Talents: Disarm, Quick Draw, Specialist Weapon Group (Two-handed Weapon), Strike Mighty Blow

Armour: Full Mail Armour

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Trappings: Great Sword, Shield, Dagger, 30 gc

Captain Sigismund is a weathered veteran who has served the Baron for more than ten years. He is extremely loyal and would need to be presented with irrefutable evidence of the Baron's witchcraft in order to turn against him.

Karl Kreutz

Career: Woodsman

Race: Human

Age: 39

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	33%	43%	41%	35%	30%	36%	29%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	0	2	0

Skills: Concealment, Follow Trail, Set Trap, Perception, Silent Move

Talents: Very Resilient, Specialist Weapon Group (Two-handed Weapon)

Armour: Leather Jack

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Trappings: Two-handed Axe

Karl has been a woodsman for many years, carving out a living on the edge of the Schwarzenwald. He bears a fierce a hatred for all forms of chaos, and refuses to retreat before the mutant outlaws.

Sir Wilhelm Getz

Career: Knight

Race: Human

Age: 46

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50%	33%	42%	44%	40%	37%	45%	35%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

Skills: Academic Knowledge (Heraldry), Dodge Blow, Ride, Speak Language (Breton)

Talents: Etiquette, Luck, Specialist Weapon Group (Cavalry), Strike Mighty Blow

As a knight with an undistinguished career, Sir Wilhelm sees the prospect of being reunited with his first love – Baroness Henrietta – as his best chance to hop a few rungs up the social ladder.

With an impressively thick head of hair for a man his age, Sir Wilhelm grows it long and spends much of his time flicking it out of his eyes.

Sir Wilhelm is not so reckless as to consummate his affair in the Baron's house, though he will arrange numerous accidental meetings with Henrietta so that they can talk and flirt.

Lady Veronique de Rigueur

Career: Noble

Race: Human

Age: 50

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	30%	27%	30%	36%	45%	22%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	2	0

Skills: Blather, Consume Alcohol, Gamble, Read/Write, Ride, Speak Language (Breton)

Talents: Etiquette, Savvy, Schemer

Armour: None

Trappings: Silver Spider brooch

This aging noblewoman resembles an over-manicured poodle. She has red frizzy hair, piled high atop her slender, powder-white head. Though apparently dressed in finery whatever the situation, a closer inspection reveals the frayed hems of her dresses and the fact that her jewels are paste.

Lady Veronique has squandered her family fortune through an addiction to gambling. She has but a single heirloom left – a spider brooch. During the ball, she intends to hand this over to the Baron in exchange for 2000 gc.

The Baron has pursued her for some time to try to acquire this item, leading her to believe that it holds some special significance. She is shrewd enough not to have discussed this with the Baron or with anyone else.

Lady Veronique's Brooch

Originally forged in the undead infested lands far to the south of The Empire, this brooch bestows upon its wielder the ability to summon the walking dead.

Once each day, the Wielder may summon and command an Undead Giant Spider. This creature emerges from the ground at a location selected by the wielder. This location must be within 100 yards of the wielder and must be a place that he can mentally picture, though he need not be able to see it directly.

In addition, the wielder may summon four skeletons each day to do his bidding. These appear in the same way as the giant spider.

Using either of the brooch's summoning abilities requires a full action.

Creatures summoned by the brooch survive for a maximum of ten minutes. Unlike with spells such as *Re-animate*, a fresh supply of corpses is not required for the use of the brooch's summoning abilities.

The final ability of the brooch is to duplicate the effect of a *Hand of Dust* spell. No casting roll is necessary, but the wilder must always roll on Table 7-6: Side Effects when this ability is used.

Giant Undead Spider

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	46%	54%	50%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Concealment +10%, Perception, Silent Move +10%

Talents: Frightening, Keen Senses, Natural Weapons, Night Vision

Special Rules:

- *Armoured Skin:* 2 Armour Points on all locations
- *Poisonous Bite:* A target bitten by this giant spider must make a Toughness Test or be paralysed for 1d10 rounds. Paralysed characters can take no actions and are considered to be helpless.
- *Wall Climbing:* Giant Spiders can clamber up and down walls with their sticky feet, just like normal spiders. They can climb walls at their normal movement rate.

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Mandibles

Lord Nicolai Romonov

Career: Noble

Race: Human

Age: 36

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	40%	40%	35%	38%	35%	42%	50%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Blather, Consume Alcohol, Read/Write, Ride, Speak Language (Kislevian)

Talents: Etiquette, Public Speaking, Quick Draw

Armour: None

Trappings: Hammer (hand weapon)

When his family was driven from their home in Erengrad, Nicolai's family sought refuge with relatives in The Empire. Fiercely proud of his heritage, Nicolai hopes one day to return to his homeland.

Mutants of the Schwarzenwald

Career: Outlaw

Race: Various

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	31%	35%	45%	25%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Animal Care, Concealment, Intimidate, Outdoor Survival, Perception, Silent Move, Scale Sheer Surface, Speak Language (Dark Tongue), Torture

Talents: Flee!

Armour: None

Trappings: Hand weapon (club or axe)

These wretches have fled to the depths of the forest and banded together for safety. Spurned by society, they nurse a multitude of grievances and show little mercy to those foolish enough to enter the Schwarzenwald.

The GM may elect to use the chaos mutations table 11-1 on page 229 of the WFRP Rulebook to personalise each of the mutants. However, as the PCs may encounter quite a large band of these renegades it is recommended that you assign quirks that individualise them – reptilian eyes, a beak, etc. – but do not worry about altering their characteristics.

Man-Bear Mutant Chief

Career: Outlaw Chief

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52%	25%	52%	45%	25%	30%	35%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	5	4	4	0	4	0

Skills: Animal Care, Concealment, Intimidate, Outdoor Survival, Perception, Silent Move, Scale Sheer Surface, Speak Language (Dark Tongue), Torture

Talents: Menacing, Natural Weapons, Night Vision, Strike Mighty Blow, Will of Iron

Armour: None

Armour Points: Head 1, Arms 1, Body 1, Legs 1

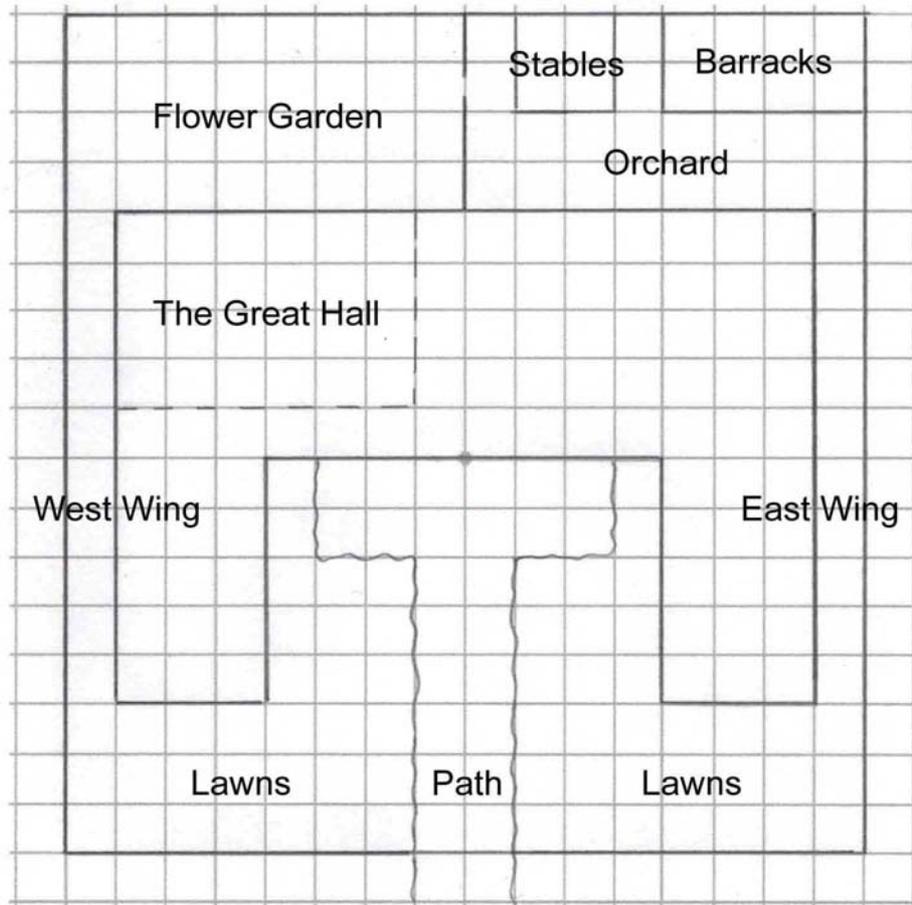
Trappings: pouch of assorted rings, necklaces and other trinkets, worth 55 gc

Mutations: Thick Fur (1 AP on all locations)

This monster's last shred of humanity was ripped from him when his mate was killed. He now burns with the desire for revenge against all 'normal' humans.

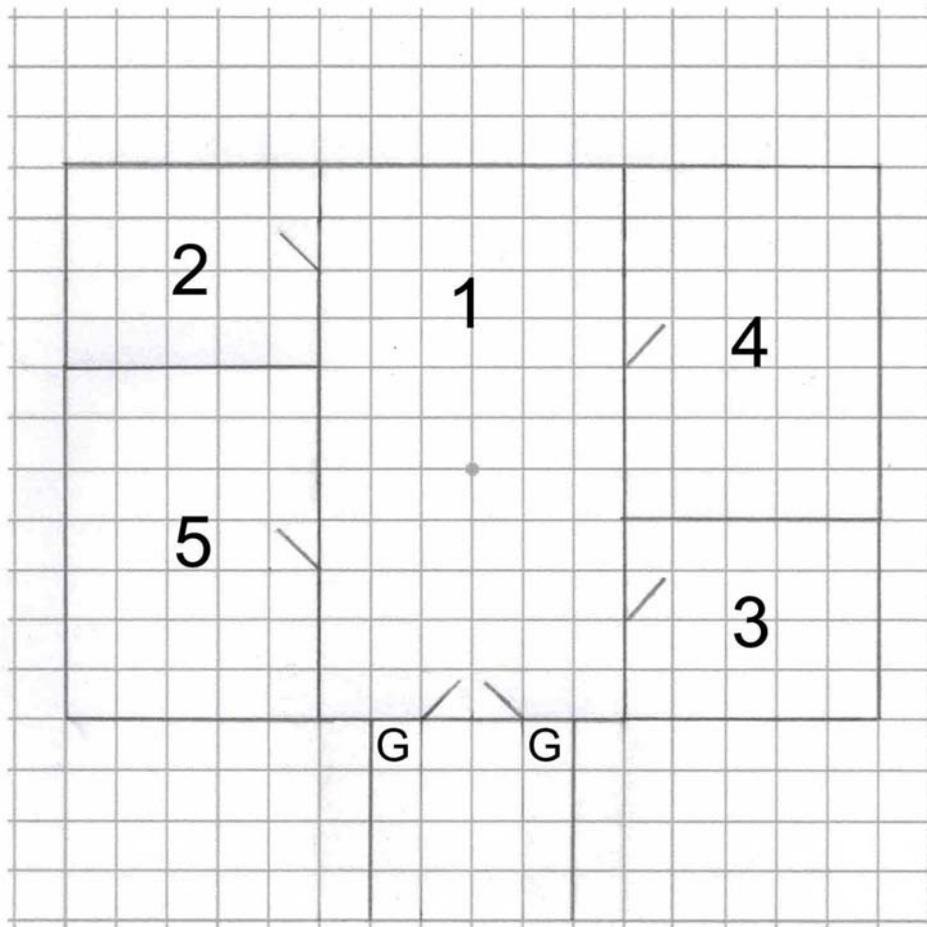
Maps

Map One - The Baron's Mansion



Scale 1 square = 5 yards

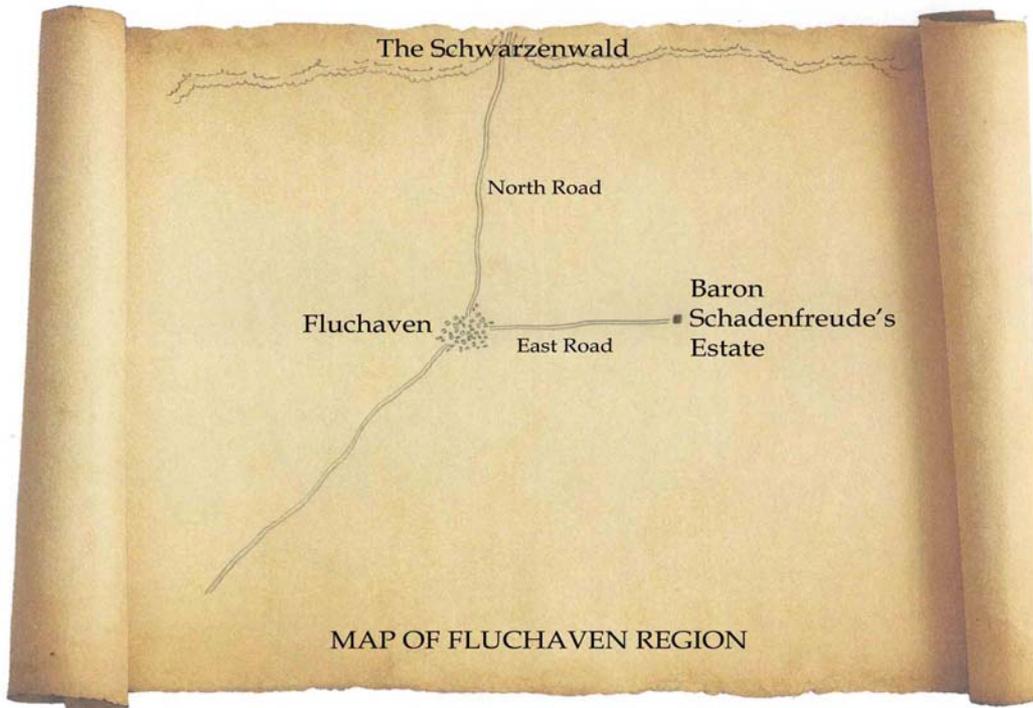
Map Two - The Baron's Chambers



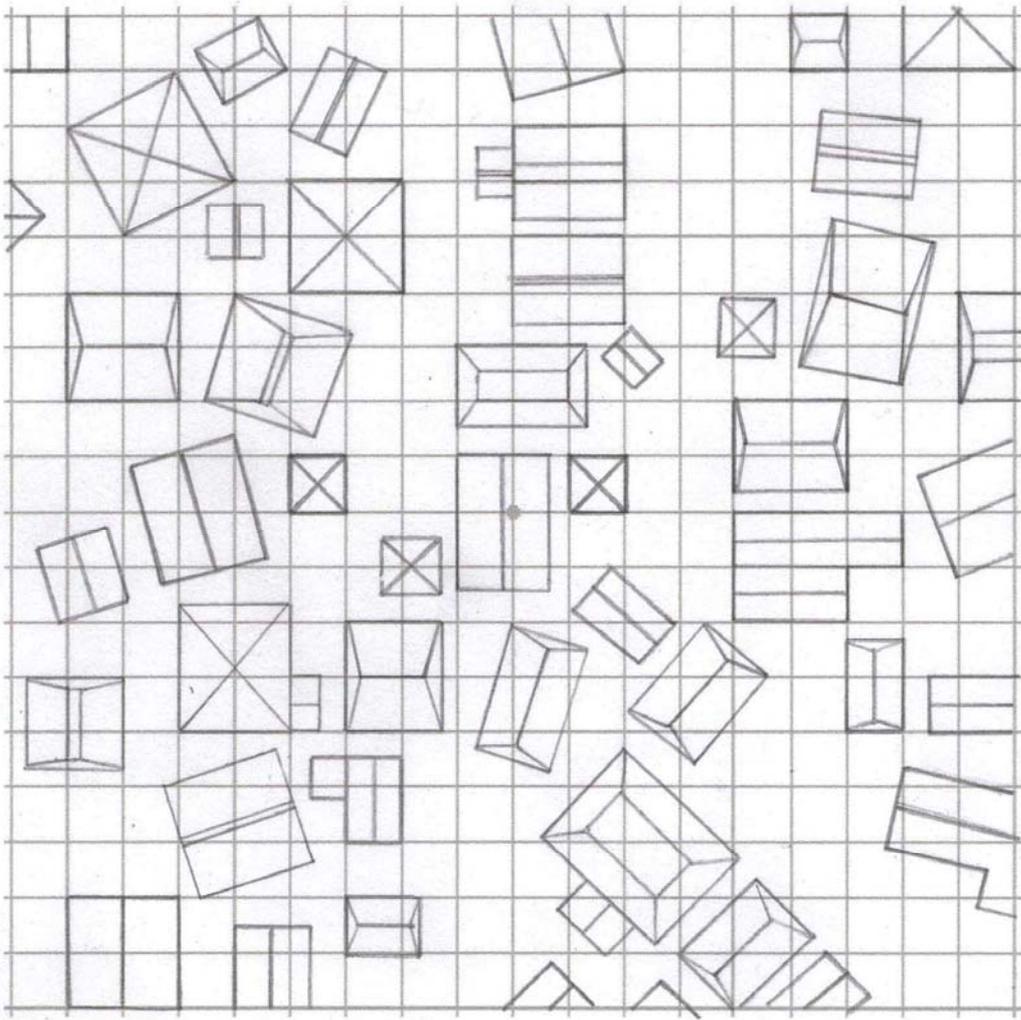
G= Guard

Scale 1 square = 1 yard

Map Three - The Environs of Fluchaven

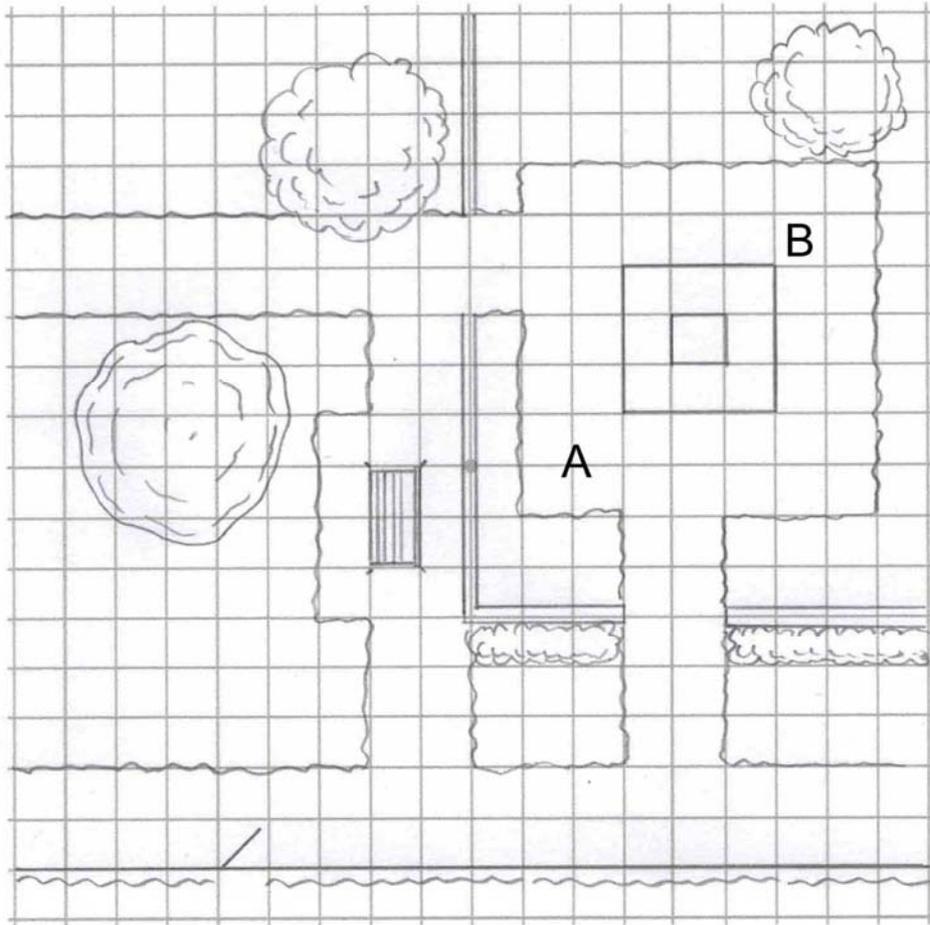


Map Four - Rooftops of Fluchaven



Scale 1 square = 5 yards

Map Five - The Flower Garden



A - Sir Wilhelm's meeting place

B - The undead Giant Spider

Scale

1 square = 1 yard

Handout One

Dear Sirs,

On a matter of great importance, I request that you accompany the bearer of this note. I regret that I cannot at this time divulge the nature of this summons other than to say, amongst other things, you are invited to attend Baron Schadenfreude's annual ball.

My servant will escort you, with all haste, to the Baron's estate. I will meet you there and discuss the details of a venture that will, I am sure, be of interest to you.

Yours faithfully,

Captain Sigismund le Bon.

