

A Right Farce



or a funny thing happened on the way to the privy

by Stuart Orford

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The Horse Feathers Inn is renowned for its warm welcome, good food and finely brewed ale. Yet not all is well at the inn. A heady mix of infidelity, derangement, pregnancy, rivalry, paranoia, arrogance and plague is about to boil over in a night of fun and deadly intentions.

Introduction

Thunder rolled around the deep grey sky leaving booming echoes to dance back and forth through the trees. In compliment, eye watering bursts of lightning lanced from the raging storm clouds that had tumbled across the sky all day. A seemingly oceans worth of rain had drenched the countryside, turning the road into a quagmire of mud.

Then there it was, starkly highlighted by a dramatic lightning flash, the sign. The sign that meant this dreary sodden journey was nearly at an end. The sign that soon you would be dry and warm. The sign that meant a platter of good roast and a tankard of frothy ale would just be a kind smile away. The sign that meant a full stuffed, goose feather, mattress was yours for the asking. The sign that had just a single word, written in peeling white paint, Hachenwald.

Beyond the sign buildings loomed out of the

rain lashed night. The road stretched on between them with one building in bright contrast to the others, windows glowing with a warm flickering light. Above the door a wooden board depicting a rampant white horse swung alarmingly in the wind.

At last you are at the doorstep of the celebrated Horse Feathers Inn.

Hachenwald

The town of Hachenwald nestles happily off the main road, bordered by a small swathe of fields and encircled by the greater forest. Picturesque and quiet, Hachenwald would have gone unnoticed by the rest of the Empire if it had not been for its coaching inn, The Horse Feathers.

Hachenwald can be placed anywhere in the Empire but does need to be just off one of the main roads. Ideally, the road from Altdorf to Middenheim would be the most favourable location. The main produce of Hachenwald is wool but this is supplemented by some farm produce and venison hunted in the forest. Supplementing this is the small-scale export of Prancing Ale from the Horse Feathers Inn to patrons in Nuln, Altdorf and Middenheim.

The town itself is located on the edge of the province of Budingen, whose ruler, Baron Jossgrund's, lives in Anhausen, further north into the forest from Hachenwald. The Baron takes his position very seriously and it is only through his vigilance that the area of Budingen remains relatively free of outlaws and other vile creatures.



The Horse Feathers Inn

The Horse Feathers Inn has long been renowned for the warm welcome and fine fare that it provides to travellers. The current innkeeper, Ernst Hoffman, was previously one such traveler. So impressed he was by one night's stay that the good burgher decided to buy the inn and move his family from the hustle and bustle of Middenheim.

With the popularity of the inn already established Hoffman has expanded the premises to accommodate further guests. This had not sat well with some of the local regulars of the inn but had been welcomed by Baron Jossgrund. However, the regulars became somewhat mollified by Hoffman employing Stefan Siegal, a talented halfling cook and brewer.

The only blot on the recent history of the inn was the Storm of Chaos whose tendrils of destruction reached the town of Hachenwald. A raiding party of mutants and beastmen attacked the area foraging for food and fun.

The raiding party split with the beastmen attacking the town of Budingen whilst the mutants descended on Hachenwald. The townsfolk fled into the forest but Hoffman was captured as he tried to secure the inn. It was up to Welfhard Krause, an old retired witch hunter and Stefan Siegal, the cook, to rally the men folk of the village to drive off

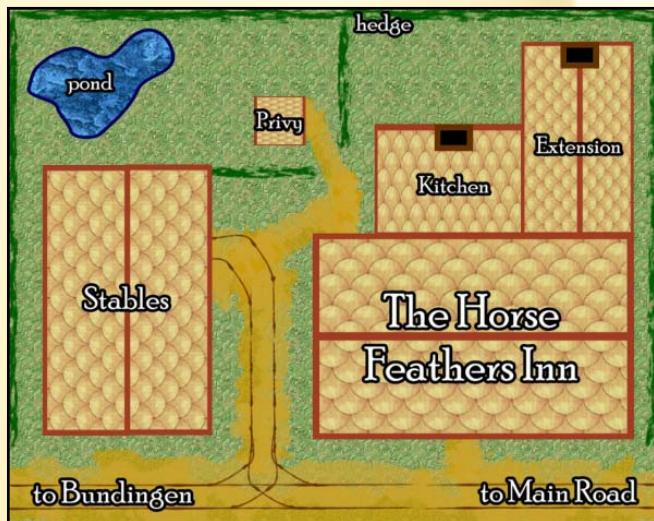
the mutants. To this day Hoffman will not say what went on that night but it is obvious to all that his pleasant and happy manner has become somewhat strained as a result.

A complete plan of The Horse Feathers Inn can be found in Appendix A.

Gossip at the Inn

Like inns everywhere The Horse Feathers has gossip and tales going around. Anyone attempting a gossip test will get one of the below on a random d10 roll. Burkhard Bauer, Welfhard Krause and Baldernero will never gossip.

- 1) I've heard one of the hunters say that there's a camp full of soldiers in the forest away south and another to the east. I'm sure that Baron Jossgrund will soon see off these brigands. (TRUE and FALSE – the camps are those of The Glorious Revenge and Moretti's Blades, two mercenary companies)
- 2) Strange shapes have been seen in the forest (TRUE – some hunters have spotted Snikthet on his way to or from meetings with Burkhard Bauer)
- 3) There's something not quite right about the minstrel, Giselbert Fuchs, he's far too happy a person, what's his secret? (TRUE and FALSE – Giselbert has no secrets, he just genuinely enjoys his life as a minstrel)
- 4) Despite their outward display of a loving family, it's obvious to anyone with a good eye and a good ear that the Hoffman's are not getting on (TRUE – see Tale of Insane Infidelity. Re-roll again if the player is talking to any of the Hoffman's)
- 5) Old Krause is writing his life story. They do say that an Altdorf printer has already bought the rights to publish it. The problem is that he will let no one read it. (FALSE – Krause is making notes on what he considers to be evidence of chaos corruption in the village. Ironically his notes do not make any mention of the two chaos



- cultists who do live in Hachenwald, Burkhard Bauer and Ewald Hahn)
- 6) You're in what room? I wouldn't sleep in there, they say it's haunted (FALSE – pick any one of the players rooms. Re-roll again if the player is talking to Ernst)
 - 7) That Halfling is a damn fine cook and an ever better brewer but it is somewhat unnerving the accuracy with which he can throw his kitchen knives into their slots (TRUE – Stefan Siegel's ability at throwing knives comes from his past work as a spy and an assassin)
 - 8) If you come across a really smelly person, don't worry that's just Burkhard, he is the harmless local handyman. The only offensive thing about him in his reek (FALSE – Burkhard is a cultist of Nurgle with connections to Skaven see The Tale of the Strange Brew)
 - 9) That stableman Ewald is a one for the ladies. They say that he has girlfriends in all the surrounding villages (FALSE – Ewald has no time to see women from other towns as he is too busy seeing all the women in Hachenwald)
 - 10) It's about time Ernst threw out that peddler Klein. (TRUE – many of the townsfolk consider that Gorch Klein has outstayed his welcome. Re-roll again if the player is talking to Ernst or Gorch)

For the Game Master

A Right Farce can be placed anywhere in an existing campaign and can be easily tuned to three or more players with one to three careers. It could also be used as a starting point for other escapades as covered in Appendix D - The Morning After the Night Before. The ideal time to use this scenario is when the players are least expecting it.

The purpose of the scenario is on the night the players visit The Horse Feathers Inn they get caught up in a storm of wild accusations and mistaken identities. The inn and its residents are full of mini-plots that are all about to come to an unfortunate head. The objective is to target each player with at least

Horse Feathers Inn Prices

- ❖ Stabling: 1s per night
- ❖ Single room: 12s per night
- ❖ Double room: 15s per night
- ❖ Superior double room: 17s per night
- ❖ Double room (no fire): 13s per night
- ❖ Bath: 3s
- ❖ Clothes washed: 2s
- ❖ Standard evening meal: 1s
- ❖ Good quality evening meal: 3s
- ❖ Cooks specialty: 5s
- ❖ Ale: 10p
- ❖ Special Ales: 1s
- ❖ Wine: 1s
- ❖ Tilean Wine: 4s
- ❖ Estalian Heavy Wine: 5s
- ❖ Brandy: 2s
- ❖ Bretonnian Brandy: 4s
- ❖ Kislevian Spirit: 3s

one mini-plot (maybe more if you feel that they can handle it or if time allows). This should lead to players not knowing who to help, what to sort out and whether to fight or talk.

The mini-plots are separate from each other but depending on the player's actions over the night can tumble together. It is up to you as the Game Master to decide which and how many of the mini-plots you want to confuse your players with. All of the plots can be resolved by talking and role-playing (do not let the players have an easy life with a few charm or intimidate rolls) or by fighting. However, each of the plots are weighted to being only properly solved in one way. For example, unless the players are really clever, The Tale of a Contract too Far will almost always end up with a fight.

There are four main mini-plots, The Tale of Insane Infidelity, The Tale of Blind Faith, The Tale of a Strange Brew and The Tale of a Contract too Far. Added to this are some smaller ones, The Tale of the Cook, The Tale of the Dashing Blade, The Tale of a Purse,

The Tale of Singing for your Supper and The Tale of Grumpy Old Men. However, The Tale of Insane Infidelity should be always used, as Ernst Hoffman is a central character.

Please note, text marked set out between *[square brackets and in italics]* is for specific game master notes at that point in the narrative. To aid the game master keep a track of events please see Appendix B A Right Farcical Timeline. For non-player character profiles please see Appendix C A Cast of Thousands.

A Right Farce is intended to be fast paced and fun. As the Game Master is your job to keep the players on their toes and second-guessing. If they get stuck down in one mini-plot do not be afraid to close it quickly and then throw another at them. In addition, please feel free to slot in other mini-plots or characters that you could see paying a visit to the inn that night. Maybe your players have some sort of arch-nemesis; maybe this arch-nemesis could have a look-alike that is just by chance to be staying at the inn?

Remember, as Ernst Hoffman would say;

“Welcome fine guests, leave your troubles at the door and seek your rest by my hearth”

On any other night it would have been true

The cast of A Right Farce

- ❖ Ernst Hoffman - innkeeper of the Horse Feathers Inn
- ❖ Ada Hoffman - wife of Ernst
- ❖ Wendelin Hoffman - daughter of Ernst and Ada
- ❖ Stefan Siegel - Halfling cook at the Horse Feathers Inn
- ❖ Ewald Hahn - stableman at the Horse Feathers Inn
- ❖ Burkhard Bauer - handyman for the town of Hachenwald
- ❖ Snikthet - skaven Plague Monk
- ❖ Welfhard Krause - retired witch hunter and regular at the Horse Feathers Inn
- ❖ Guy du Gascony - Bretonnian leader of the Glorious Revenge mercenary troop and guest at the Horse Feathers Inn
- ❖ Salvatore Moretti - Tilean leader of Moretti's Blades mercenary troop and guest at the Horse Feathers Inn
- ❖ Baldermero - Estalian Diestro and guest at the Horse Feathers Inn
- ❖ Gorch Klein - charlatan and guest at the Horse Feathers Inn
- ❖ Gislebert Fuchs - minstrel and guest at the Horse Feathers Inn
- ❖ Walter, Herwin and Emerich - regulars at the Horse Feathers Inn

The Main Plots

The Tale of Insane Infidelity

Background

The Hoffman's are known as a happy family and are generally well liked in Hachenwald, even though they are outsiders. The family is made up of Ernst Hoffman who was previously an investor and trader in Middenheim, his goodly wife, Ada Hoffman and their fair daughter Wendelin.

Ernst Hoffman became enamored of the Horse Feathers Inn during a stay three years back and promptly decided to buy the establishment. The move was an unqualified success in his eyes and he has since expanded the premises to allow for extra guests and brought in a Halfling cook from one of the more reputable Middenheim restaurants. Ada was a bit more skeptical at first but has since grown to love the inn, the town and the money that they are making. Wendelin, however, has not settled and yearns still for the city life and her friends of old.

The only blight upon the idyllic translocation was the recent Storm of Chaos. During the invasion a party of mutants raided Hachenwald for food and loot. Luckily the town was forewarned by a shepherd and was quickly evacuated by retired Witch Hunter, Welfhard Krause. Without knowing the exact number of raiders he knew that the town was not easily defensible and led folk to safety in the forest.

Unfortunately in the confusion Ernst was left behind and got captured as he tried to secure the inn. Cheated of any other prey, the mutants enjoyed some sport with Ernst, taking perverse pleasure in torturing the poor innkeeper. With the women and children safe, Welfhard Krause and Stefan Siegel gathered together a number of townsfolk villages and drove the mutants off. They found Ernst, battered and bleeding, hanging by his feet in the main bar. It took sometime

for Ernst to get over that night but when he did all swear that a haunted look still remained in his eyes.

Since then, behind the good for business, happy façade of the Hoffman family all has not been well. Ernst has become almost fanatical about the business spending more time with the customers and the balancing of the books. Ada, somewhat perplexed and unhappy about this change in her husband, has fallen for the amorous advances of Ewald Hahn, the stableman. Unfortunately for Ada, so has her daughter Wendelin, who is now pregnant with Ewald's child. Some months later when it became obvious that their daughter was pregnant both Ernst and Ada flew into a rage, made worse by the fact that she refused to name the father.

The twist to this is that Ewald is not just a simple stableman, but in fact a follower of Slaanesh. He has been seeing all of the women in Hachenwald, each conquest being dedicated to the chaos god. So far his rugged charm and wit has meant that this promiscuity has gone unnoticed.

That night

Like many days since Wendelin's revelation Ernst has been getting more and more paranoid about the identity of the baby's father, even to the point of suspecting the halfling cook. Up till now he has managed to keep this in check, biting his tongue in public and berating his daughter in private.

Ada, however, has been subtler and has been watching her daughter carefully. Today, that scrutiny has borne a fruit that has left a sour taste in her mouth. Earlier on she spotted Wendelin with Ewald. This revelation has made her more determined to punish Ewald for cheating on her and she will pick on a player to make him jealous. She will select the player that looks the most physically strong. Although she will draw the line at a dwarfs or a halfling, a warrior elf would be perfect.

Wendelin meanwhile has been plotting maliciously to confuse her parents and escape from the dreaded inn. She has decided to tell Ernst that one of the inns residents is the father of the child. She hopes this will lead him into an uncontrollable rage and allow her to elope with Ewald to Middenheim. Tonight is the time to act, although she hasn't told Ewald yet, she is actively looking out for an ideal sap. Knowing that her father is getting more stressed by the situation she will pick out one of the players. To make matters worse if any of the players are non-human she will choose one of them, preferably an elf first, then a dwarf and finally a halfling. Other than that she will pick out the physically weakest person of the players. Her aim is to cause the greatest amount of shock and confusion to her father.

That night Ernst is serving behind the bar and greeting any guests that arrive, introducing them to the inn and his family. Ada is also serving and will show the players to their rooms, offering them a hot bath. Wendelin is taking drinks back and forth in the bar and clearing tables while Ewald is sitting with the oldsters (see The Tale of Grumpy Old Men).

[The main problem for the game masters is keeping at least two or more of the players downstairs in the bar. There are tactics that you can use to make sure they stay downstairs. No food or drink will be provided to the rooms, Ada giving the reason that the smell upstairs can be off putting for other guests. If the players seem to want to stay in their rooms you can always use the option to have Ada or Wendelin approach them there. They will be more obvious in their attentions here but will both try and convince the players to come downstairs with promises of fun later]

Ada and Wendelin will over the night gradually flirt with their chosen players. As the flirtation continues Ada will cast sly glances over to Ewald to see if the attempts are making him jealous *[Hard perception test*

*to spot these glances]. Unfortunately, for her this will not work on Ewald. Ernst will not spot his wife's blatant flirtation, as he remains preoccupied by his daughters equally obvious courting of her player. As the night continues, Ada's frustration will mount till she can stand it no more, at which point will soundly kiss the player while looking at Ewald. *[Routine perception test to spot this]*. With still no reaction from Ewald, Ada will go up to him, slap him around the face and storm off upstairs.*

A stunned silence will follow and that is when Wendelin, taking full advantage of the situation, will tell everyone that the player is the father of her child. Ernst, bewildered by Ada and now confronted with this revelation will finally crack.

[Dependent on how each of the players act is how soon the confrontation with Ernst occurs. However, if the players are coy or deliberately trying to avoid Ada and Wendelin then it will occur at around 10 o'clock. Give the player or players a chance to talk their way out of this. While Ernst is angry and confused, there is no obvious violence in him. A challenging Tactics test will spot this. Each few turns will require a roll for him to see if he suffers from his insanity, see his profile. Ernst needs to be calmed down and a successful hard Academic Knowledge (Science) can be made to detect his insanity, which may help]

As Ernst shouts at the unfortunate players and possibly slips into a flashback, Wendelin will attempt to drag Ewald out of the bar. *[With everything that's going on this will require a hard perception test to spot]*. A few short words from Ewald will leave Wendelin in tears and fleeing upstairs. At this point if Ernst is not yet suffering from a flashback then one will start.

To make matters worse as the players attempt to deal with Ernst, Welfhard Krause will rise to his feet and denounce one of the players as a follower of chaos (see The Tale of

Blind Faith). *[Obviously if you are not including The Tale of Blind Faith plot line then this will not occur. However, you can always use the Oldsters to annoy the players instead – see Tale of the Grumpy Old Men]*

Solution

There is no real solution to The Tale of Insane Infidelity, but don't let that stop the players thinking that there is one. Ewald can be confronted if the players spot his involvement and he will admit to seeing both of the Hoffman's with undisguised zeal in his voice. *[Average fellowship test to spot that his enthusiasm and casualness about the situation does not seem right]* Both Ada and Wendelin will finally realise that they have been made a fool of but are both too proud to admit it publicly. Lastly, poor Ernst will retreat to his study with a bottle of fine Bretonnian brandy and not come out again that night. After this other events in the inn will overshadow the tragic story of the Hoffman's.

Experience Points

- ❖ Not killing Ernst: 20
- ❖ Confronting Ewald: 20

Plus points for good role-playing as appropriate.

What if?

What if there are no or too few male player characters in the group? If this is the case then the target characters will be; for Ada, Baldermero (see The Tale of the Dashing Blade) and for Wendelin, Giselbert Fuchs (see The Tale of Singing for your Supper). Female player characters can always be drawn into the action in the ensuing chaos.

The Tale of a Strange Brew

Background

Burkhard Bauer, the town handyman is a fragrant person. His passion has always been dirt, mould and things that rot. Many have questioned this unpleasant

fascination but his unnatural passion has led him to be invaluable to the town as the person for the dirty jobs. While not the most intelligent of people, Burkhard is very good with his hands, and is never happier than when emptying a privy, replacing rotten wooden boards or doing other generally grubby jobs.

Apart from his unique foul body odour, Burkhard is covered in all manner of boils of various sizes and shades of yellow. Many of the town accept this to be a side effect of his job; however the truth is somewhat nastier. Burkhard is a follower of Nurgle and the boils are a small gift from the chaos god for years of dirty devotion. Beneath his hovel he has dug out a small shrine to the chaos god. Here he dumps selected prime chunks of waste as offerings, capering in delight through knee high rubbish, excrement and rotting animal corpses.

This dedication to all things putrid drew the attention of the Skaven Clan Pestilens. In Burkhard's natural resilience they saw a perfect host for various awful concoctions. All the time though the Skaven have been cooking up a new plague, slowly experimenting on their pet human. Their aim



is to find the next great plague after the Black Death and the Red Pox. Tonight is going to be the final test and the Plague Monks final batch, Brew 13, is going to be released upon the unsuspecting townsfolk of Hachenwald. To make sure that no Skaven could get caught in the spread they've persuaded Burkhard to release Brew 13. The handyman is only eager to help as they have told him that any victim of the plague dies from rotting away from the inside. This is something he would really like to see.

That night

Burkhard is waiting patiently for Plague Monk Snikthet to bring Brew 13. Despite his excitement about using Brew 13 he does have some misgivings about its deployment. Snikthet has told him before that Brew 13 needs to have at least skin contact with the victim but more ideally needs to be ingested. The Skaven plan is for the Brew 13 to be added to the inns food. The mixture itself is tasteless but does have an odour of mildew, but this shouldn't be noticed in the glorious food served up by the Inn. Unfortunately, Burkhard is scared of the inns cook, Stefan Siegel, who has sworn before now that he would slice him up like a carrot if he brought

his filthy foul body anywhere near the pristine kitchen. So Burkhard has come up with an ingenious plan to coat the surface of the privy seat in Brew 13, as he knows that everyone in the inn has to pay a visit there sometime.

As the players arrive at the inn Burkhard is lurking to the side of the inns privy waiting for Snikthet to arrive. *[Challenging sight perception test to see him. When nearer, an easy smell perception test to catch his reek].* If anyone spots him he'll pretend to be picking though a pile of rubbish. To anyone local this would be normal; however, the players may find this rather strange. *[Any player will have to make a challenging toughness test on approaching him to avoid gagging from the smell].* If questioned Burkhard will babble away that he's lost his lucky chicken wishbone. *[Successful fellowship rolls will give the players a hint that he seems to be acting suspiciously. Although searching through a mound of rubbish in a thunderstorm for a chicken bone is enough of a hint anyway!].*

The players can, if they wish, keep an eye on him either from the inn or from by the

Brew 13

Brew 13 needs either skin contact or ideally ingested for it to infect the victim. Skin requires an average toughness test to resist the plague. Ingestion requires a challenging toughness test to resist. If resisted the player is considered immune. Once infected the victim has only 5 days before they die. An attempt to heal by mundane means can be made in the first two days. This will require a hard Academic Knowledge (Science) test, followed by a hard Heal test. The test level can be reduced by one level for each successful heal. A Cure Disease spell will automatically cure anyone in the first two days. For day 3 and 4 the victim must make a routine toughness test to see if he is cured. If he fails he will suffer a relapse.

- ❖ Day 1- on infection insides feel all churned up, one moment tight, next very loose, throaty cough, sweating. -5% on all Agility and Strength rolls.
- ❖ Day 2 - severe case of belching, hiccups and indigestion. -10% on all Agility and Strength rolls. -10% on any Fellowship rolls.
- ❖ Day 3 – diarrhoea. -15% on all Agility and Strength rolls.
- ❖ Day 4 – vomiting. -20% on all Agility and Strength rolls.
- ❖ Day 5 - insides collapse into a rotting mess, victim dies.

The plague can be transferred from person to person by touch or by airborne contagion (coughing, belching and sneezing). A routine toughness test is required to resist.

stables. There are rooms available to book that look over the rear of the inn where the privy is located. Whilst there is some cover from the rain by the stables there is more chance that the players could be spotted by Burkhard or Snikthet.

If the players decide to keep an eye on Burkhard they will have a chance to see his meeting with Snikthet. The Plague Monk will arrive around 8 o'clock and is dressed in traditional hooded robes. *[Challenging perception roll required to see a short hunched over figure skitter across to Burkhard, a second very hard perception to spot a tail that flicks back and forth from beneath the robe]*. Burkhard and Snikthet will talk for a few seconds before the skaven hands over a bottle of Brew 13 and scuttles away. Burkhard will then dart in the other direction, hopefully fooling the Plague Monk into thinking that he is going to use the Brew 13 in the kitchen. If the players keep watching they will see him double back and go into the privy. If the players are watching from the inn by the time get downstairs and outside the privy is empty and there's no sign of Burkhard. If they are watching from the stables Burkhard goes in and comes out around half a minute later. If investigated, the privy looks the same as ever and although it appears to be cleaner than most, it remains horribly smelly. There's no chance of the players spotting any residue of Brew 13. From here they can try and track down Burkhard or go back into the inn.

Burkhard can be found in his one room hovel on the outskirts of town eagerly waiting for Brew 13 to begin its deadly work. *[Again any player will have to make a challenging toughness test to enter the hovel. The shrine of Nurgle beneath the place has never been found as all locals carefully avoid the place]* Burkhard will attempt to flee into the woods if threatened and will make no move attack anyone, relying on his babbling to persuade players that he is worthless. All the time he is clutching a bottle marked with a series of strange sigils. *[The sigils read Brew 13 in*

Skaven. It is unlikely that any player will have Speak Language (Queekish) and Read/Write but a successful hard Academic Knowledge (Empire History) will let the players know that it is Skaven writing. An easy search roll will reveal the entrance to the shrine beneath. Any player wishing to go into the shrine will need to make a hard toughness test in order to do so. If any player does go in they will need to make another challenging toughness test or catch a random disease as selected by the game master. The shrine itself does not contain any worthwhile items]

If the players do not consider Burkhard's initial actions as strange enough to warrant watching then the above still takes place in the same time frame.

Snikthet, meanwhile, will watch Burkhard and if necessary the players investigations before acting. Disappointed, but not surprised by Burkhard's actions, the Plague Monk will wait until midnight before attempting to slip into the kitchen and spread the Brew 13 (see The Tale of the Cook).

Solution

The ideal solution would be to stop Bauer poisoning the privy. An easier solution would be to find out from him about Brew 13 and the Skaven connection. Burning the privy down will destroy the Brew 13 spread there. Killing Bauer without a proper trial or condemnation from a suitable authority figure (witch hunter, grey wizard, a priest) will not gain any points.

Experience Points

- ❖ Spotting that Bauer is acting suspiciously and watching him: 20
- ❖ Finding Bauer's shrine, about Brew 13 and the skaven connection: 20
- ❖ Identifying the possible dreadful spread of Brew 13: 10
- ❖ Burning the privy down: 30
- ❖ Bauer on trial or condemned: 20

- ❖ Diagnosing anyone that has caught Brew 13: 10
 - ❖ Healing anyone of Brew 13: 10
- Plus points for good role-playing as appropriate.

The Tale of Blind Faith

Background

Welfhard Krause retired to Hachenwald many years ago. The story he tells is of a dangerous and successful life as a witch hunter of Sigmar. Yet the true tale is that his senior officers in the service had forced his retirement. Concerns had grown that Krause's once sharp mind and judgment had been seriously affected by too many encounters with the forces of chaos. Krause had started to see everyone as tainted by the ruinous powers. This had culminated when his attempt to purify by flame an inn that he had wrongly judged full of cultists was only thwarted by a timely church intervention. Krause's seniors, conscious that they could not retire him in his current frame of mind and not wanting to permanently imprison him, decided to try and cure him of his paranoia. Without more ado Krause was interred for treatment in Professor Wilhelm Wundt's University Asylum in Altdorf. Six months later and Krause was released. Professor Wundt hailed his experimental therapy a complete success, even though the process seemed to have robbed Krause of his ability to cast spells.

A much more contented Krause chose to live in Hachenwald as he knew of Baron Jossgrunds diligence in his duties as protector. Once there he soon got to love the quiet and laid back life in the town, becoming a fixture in the Horse Feathers Inn, often regaling visitors with tales of his deeds and offering advice on matters of faith. The latter soon saw him adopted as an unofficial priest in the town, a role he gladly accepted.

The perfect retirement was rudely interrupted as The Storm of Chaos forced

him back into his martial role when rampaging mutants raided Hachenwald. The townsfolk, aware of his time as a witch hunter, turned to him for help and he soon successfully organised the evacuation into the forest. With the news of Ernst Hoffmans capture the old Witch Hunter rapidly brought a group of men together and aided by Stefan Siegel, the Horse Feathers cook, they drove off the mutants. The final fight between Krause and the mutant leader is still a favourite fireside tale in Hachenwald. Yet as Krause stood victorious over the mutant's corpse he lost his fight with his sanity. It finally became obvious that chaos was rife in the Empire and something must have drawn the mutants to Hachenwald as like attracts like. From that point on Krause has begun to see signs of taint in people. All he needs now is to find the architect behind the towns' slippery slide into chaos.

That night

Krause is at his usual spot in the inn sitting with the oldsters and Ewald Hahn. Since the mutant attack on the town Krause has taken to writing in a leather bound journal and tonight is no different. He sits, back to the fire, scratching away with a quill; face hidden is the shadow of his long grey hair. Anyone entering the inn will be subjected to a long hard and very obvious *[Very easy perception test]* stare before he returns to his book.

However, tonight is different and the stare stays longer as his fevered eyes finally find the person who he judges is the town's nemesis. Unfortunately, the supposed nemesis is one of the players. Krause will select the one player that looks beyond the norm, a wizard would be perfect but anyone that looks different will work.

If the player returns the stare he will narrow his eyes and then return with applied vigour to writing his journal. If questioned he will not look up but will quite calmly reply "Brazen mouths betray brazen thoughts" and if asked to clarify this comment will continue

with “Pure in heart and mind was Sigmar, remember his deeds”. After that the Oldsters will interject telling the player not to bother

[The Krause Questions	
Roll	Set A
1	Have you seen colours that are not there?
2	When did you last wash?
3	Have you ever read the works of Professor Wagstav?
4	What do you hear in the whispers?
5	Have you had any impure thoughts?
6	When you look in a mirror do you see a beast?
7	Do you realise that your glow is the colour of blood?
8	Have you ever spoken to Morrslieb?
9	If I were to blink three times would you understand?
0	Do you often change your mind?
Set B	
1	Have you seen the light of Sigmar?
2	How often do the snotlings bring you these messages?
3	Your friends say that you chant in a strange language while you sleep, whom are you summoning?
4	Why do your footprints smoulder?
5	Do you often send your prayers to the wrong God?
6	Does fire burn you?
7	Do you like to pick other peoples boils?
8	If you stand in a dark room what do you see?
9	What is your hidden purpose?
0	Why do you laugh when you kill?

There are two ways to play the interrogation. You can either use the questions in the order above or roll randomly each time taking it in turns from each set. If you select the latter do not worry if the same question comes up more than once. This will only help make the exchange seem even more bizarre. Krause will ask only the 20 questions (that is if the player lets him get that far).

the hero of Hachenwald and will retell the tale of the mutant attack yet again.

Whether Krause is approached or not he will study the player during the early evening *[Routine perception test to spot this]* and continue making notes. If the player acts furtively (as in if they get involved in Tale of a Strange Brew) he will feel vindicated and attempt to listen at any doors or overhear any conversations.

At some point in the night he will ask the player if he can speak to him. Krause will not be concerned if any other players or people are there. In his eyes the more that can here the conversation the better. He will state that it is a matter of urgency and that all will be revealed. In fact Krause is hoping that the player will damn himself as he attempts a skilful line of questioning. The problem is that the questions are weird and have no connections at all with each other (see table to the left).

For each reply have Krause go “ah” or “I see” or “hmmm” whilst making notes in his journal. If the player tries a question of his own Krause will ignore him and continue on. If anyone attempts to look over his shoulder to read the musings Krause will violently shut the book shut and announce to the snooping person “blessed words are not for unblessed eyes”. The players should be led to think that Krause is some sort of local idiot and it is obvious to all that the regulars consider him to be a hero. If the player or players interrupt him, start to raise their voices or threaten violence he will slam his book shut and say “damnation follow those that stray from the hammers light” before going to sit back down by the fire.

Krause will not move from that spot or talk to anyone until after the revelations of Ada and Wendelin Hoffman (see Tale of Insane Infidelity). As soon as Ernst breaks down in tears Krause will leap to his feet *[Routine perception test to spot]* and denounce *[Krause must try a public speaking test]* the

player he has identified is a follower of one of the ruinous powers.

"Thus does the corruption of your soul, the canker in your heart, the antithesis of all that is good make itself known. I denounce thee in the name of Holy Sigmar for leading this town of Hachenwald into the yearning maw of chaos. Prepare thyself for the purifying fire!"

[At this point he will reach into the fireplace, pull out a burning brand and attempt to set light to the curtains by table A. After this he will advance on the nominated player. Obviously he is beyond reasoning with and will need to be stopped. All other members in the bar will stand in shock as this occurs. If the nominated player is not in the bar he will denounce the players that are there as his minions and will then start to move towards the players room, setting light to anything easily flammable in his way. If all the players have left the bar his progress will go unstopped until he gets to their room, however, the oldsters will be behind him attempting to put out any fires]

The people of Hachenwald will be grateful if Krause is stopped without being killed, as he is obviously not well. However, his death will not be blamed on the players if it occurs. In the aftermath of the Hoffmans breakdown and Krause's breakdown Stefan Siegel will take over and offer a round of drinks on the house. If Krause is alive he will be locked in the bathhouse till morning or if he is dead his body will be placed in a spare room.

Solution

Whatever the players do Krause will pick on one of them enough to warrant an official challenge and fight. The best resolution would be to defeat Krause and not kill him. After all he is sick rather than evil.

Experience Points

- ❖ Defeating Krause without killing him: 30
- ❖ Defeating Krause by killing him: 15

Plus points for good role-playing as appropriate.

The Tale of a Contract Too Far

Background

Mercenary companies exist everywhere in the Empire acting in useful roles as diverse as caravan escorts, to bodyguard duty, to troops for local lords. The life of a common mercenary is poor pay, risk and drudgery. For those rare few though it can be very profitable, with even some companies leading celebratory life. The recent Storm of Chaos has drawn many companies from lands other than the Empire, eager to satisfy the demand for experienced troops. Two such companies are the Glorious Revenge, from Bretonnia and Moretti's Blades from Tilea.

After a plague killed his village and his Lord, Antoine saw the opportunity to escape from his life of serfdom. Stealing as much of his lords' sword, armour and warhorse, he made his way to Estalia. Since then Antoine has pretended to be the bastard son of the Lord du Gascony, wrongly exiled by his father and bidding to lead an army back to reclaim his home. As he travelled through Estalia he managed to gather a fair number of Knight Errants and runaway serfs, all enchanted by his woeful tale to form a company called The Glorious Revenge. Antoine has managed to persuade the band that they need to do some mercenary work in order to prepare them for the fight to come. The truth of the matter is that Antoine is slowly building up enough money from various contracts in order to settle comfortably somewhere in south Tilea.

Moretti's Blades are a band of mercenaries from Tilea who have come north seeking opportunities in the wake of the Storm of Chaos. Salvatore Moretti, an arrogant crime lord, leads the band and has designs on becoming a real power in Tilean criminal circles. Unfortunately for Moretti, the other crime lords consider his band a joke and of no threat to them. Moretti though has big

plans. Together with making a profit from any mercenary work, Moretti has begun to make contacts in the Empire criminal fraternity seeking alliances and other business opportunities.

Both bands have arrived by mistake in Hachenwald because of an erroneous poster advertising for mercenaries *[in the nearest city to where you are setting the scenario]*. The poster had been put up on behalf of the Lord of Zudningen asking for any mercenaries to meet him at the Cock Feathers Inn in Lachenwald. Unfortunately, it had been written as the Lord of Budningen asking for mercenaries to meet him at the Horse Feathers Inn in Hachenwald. *[The poster also states the date of the meeting, which by chance will be the night that the players arrive at the inn]*. By the time the blunder was spotted both du Gascony and Moretti had seen the original and had left.

To make sure that they did not miss the contact the two companies had arrived early, setting up camps in the surrounding forest. Each aware of the potential competition du Gascony and Moretti choose to stay in the inn with two men just to make sure that they did not miss the contact. As the last few days have gone by the tension has risen to near breaking point.

That night

As for each of the last few nights du Gascony and Moretti have settled themselves down in the bar, with tonight, the night, for the contact to arrive and discuss terms. Both groups sit in silence nursing their tankards with one eye on the door, one eye on each other and a nervous hand on their sword hilts. When the players arrive at the inn both du Gascony and Moretti will mistakenly assume that they are the contacts. They will wait for the players to get cleaned up before making an approach as they sit down to eat. Wherever the players sit in the bar the nearest leader will make the first approach.

Antoine du Gascony – “I would like to promote myself and my others for the treaty that you are donating. The Glorious Revenge are all stringy fighting men with countless years of familiarity. We will do your treaty with pride and you can be sheltered in the prudence that our blades will be at your dominion. I would like to debate the requisites and conditions with you if I may please.”

Salvatore Moretti – “Moretti’s Blades are the most excellent that there is and I, Salvatore Moretti, pronounce this to be true. We have arrived here in this celebrated Empire to exert ourselves for any fine person who needs the relief. Please, let us discuss facts now, I would hear of what expense you are taking into consideration.”

[Unfortunately Antoine’s and Salvatore’s Reikspeil is poor and they will need to make an intelligence test for any questions that the players ask to see if they understand. If they fail then they will misinterpret the question and respond with a completely different answer]

Most likely the players will plead total ignorance to them. If they do, both will sit back down now convinced that the supposed contact is attempting to play the two groups off of each other in order to get the lowest price. *[Easy perception test to spot the venomous glares between the two groups]*.

The two will remain silent for the rest of the night and will not get involved in any other events that occur. They will approach again after the conclusion to the debacle with Welfhard Krause (see Tale of Blind Faith) has seen everyone invited back downstairs for a drink to sooth the nerves. While all are supping the free round both groups at the same time and confront the players, demanding that they choose. When obviously the players still plead ignorance the frustration and perceived humiliation will boil over into a fight. *[Both groups will fight with their fists unless the players pull*

any weapons at which point they will do the same. If the players do not pull any weapons then one member will pull a dagger five turns in]

Solution

A fight is inevitable; whether or not the players get caught up in it is another matter.

Experience Points

- ❖ Defeating Antoine du Gascony: 20
- ❖ Defeating Salvatore Moretti: 20
- ❖ Avoiding the fight: 10

Plus points for good role-playing as appropriate.

The Smaller Plots

The Tale of the Dashing Blade

Baldermero is an Estalian whose aim in life is to become a renowned Diestro. Bored with the same old duels and the same old adversaries he has journeyed north to test his worth against the best the Empire has and also to try his blade against the forces of chaos. So far he has failed to do either. Baldermero can only speak and understand a few phrases of Reikspiel (see his profile for the list) and has so far not seen anyone worthy enough to try his blade against. That is until the players turn up at the inn where he is sitting brooding on this uncultured Empire and its unsophisticated people.

That night

After eating his evening meal Baldermero will challenge any of the players that are either dressed in fine clothes or are elven. He will not debase himself to speak to a dwarf, considers halflings funny and will treat any female players with extreme graciousness. Anyone wearing any armour is considered to be cowardly and therefore unworthy of his challenge (unless they remove it).

If any player accepts his challenge Baldermero will clap him on the shoulders talking away in Estalian and then lead them to the first floor landing. He will then

attempt to describe the challenge in a mixture of a few phrases and a lot more Estalian. The loser of the duel is decided by first blood shed. *[First to score a wound wins]*

If Baldermero wins he will excitedly embrace the defeated player, offer a healing salve, and buy drinks to celebrate. If he loses he will salute formally with his blade to his forehead and then retire to his room.

Experience Points

- ❖ Defeating Baldermero: 20

Plus points for good role-playing as appropriate.

The Tale of the Cook

Stefan Siegel is a talented cook, an outstanding brewer, a brilliant spy and a deadly assassin. Now the last two do not normally go with cook and brewer but they were his one time profession and are now something that he has happily been retired from for many years.

Even those that know him by his old line of work do not know the full extent of his dealings working for the Empire. However, those days are long behind him and he has managed to pick up his cooking and brewing hobby, putting the same amount of dedication as he did his more deadly trades. He met Ernst Hoffman as he worked in a top class Middenheim restaurant. Ernst was a regular at the restaurant and greatly appreciated the delicacies that Stefan created.

One evening Ernst mentioned to Stefan that he had bought the Horse Feathers Inn and stated that the only thing that would surpass his dreams would be to have Stefan working there. Much to the surprise of Ernst, Stefan readily agreed as he felt he needed a change of scenery. Since then the Horse Feathers Inn has gone from strength to strength.

That night

Stefan will be in his kitchen as usual. Every now and again he will walk out of the kitchen to see if everyone is happy with the fare. After the debacle with the Hoffmans and Krause (see the Tale of Insane Infidelity and the Tale of Blind Faith) he will serve drinks on the house before returning to his kitchen to sort out some supper. While he is doing that the mercenary fight will break out in the bar. *[Stefan can be used to help the players if things start to go bad or he can appear just as the last combatant falls to the floor]*

Stefan will want to know what is going on but the story from the players should mollify him enough. If there are any dead bodies he will want them moved to the stables. Survivors can be tied up and placed in their rooms so that Baron Jossgrund can be summoned on the morrow to deal with them. He will suggest to all in the bar that it would be best for all and for the inn that everyone retires to their beds.

As people slowly start to filter out Stefan will return to the kitchen, discovering that there has been an intruder and that cellar door is open. The intruder is none other than Snikthet (see Tale of a Strange Brew) who taken the opportunity to spread Brew 13 onto the food in the kitchen and is currently investigating the brewery in the cellar. Stefan will challenge the skaven before he has chance to contaminate the beer. *[The resultant fight will make enough noise to be heard in the inn above; average perception on the ground floor, challenging on the first floor and hard on the second].* Snikthet will try to spray Brew 13 on anyone who he is in contact with by shaking the bottle in front of him. *[The Skaven does not need a roll to make this attack but the target has an average agility chance to avoid. If they have dodge blow this becomes a routine test. Anyone in an adjacent square to the target has a chance of being hit at the same time and will need to make a routine agility test to avoid. Snikthet has enough in his bottle to make 10 attacks.]*

Anyone hit by the liquid form of Brew 13 has more of a chance of being infected and will need to make a hard toughness to resist]. Stefan and Snikthet will still be fighting when any of the players arrive. If no one hears then eventually Stefan will kill Snikthet but in turn will be infected by Brew 13.

Experience Points

- ❖ Helping Stefan defeat Snikthet: 30
 - ❖ Diagnosing that Stefan has been infected: 10
 - ❖ Healing Stefan: 10
- Plus points for good role-playing as appropriate.

The Tale of a Purse

Gorch Klein is a well-traveled, expert businessman, or so he would like his customers to believe. Klein is in truth a con artist and peddler of junk to the gullible. His wares range from the totally useless to over priced rubbish. He currently has on his packhorse;

- ❖ **Ever sharp cooking knife set:** *the blades never loose their edge. All that you need to do is sharpen them once a month.* This is true of any knife but Klein makes it sound like these are unique. Starting price 10s
- ❖ **Hot hand stone:** *on a cold night what you need is a special stone that can be used to keep your hands warm. Just heat it up in the camp fire for 10 minutes, then pick up and feel the soothing warmth.* The only drawback is that the stone can cause burns to any exposed skin (1 wound). Starting price 10s
- ❖ **Quick draw scabbard spring:** *just place the special spring in any scabbard and never get caught out in a fight again.* The demonstration scabbard always works but any bought will not. If installed the item acts as if the player has the quick draw talent. However, each time the player wants to use the item

there is a chance that the spring will malfunction. Roll d100;

- 01-50 blade comes out with a raspy boing. Draw counts as a free action.
- 51-75 the blade sticks. Another attempt can be made next turn. Player loses half an action.
- 76-100 the blade pops out of the scabbard one square in a random direction. Roll d10 for direction with the square directly in front as 1 and number clockwise from there. A result of 9 or 0 means that the blade fell in the players square. Player loses half an action.

Starting price 1gc

- ❖ **Wunthbad Estate for sale:** *I have the deeds right here, a nice walled mansion, with spectacular views and very quiet neighbours.*

The deeds to the property are in fact genuine; unfortunately the estate is on the border with Sylvania, a fact that Gorch will gloss over. *[Hard Common Knowledge (Empire) test to know location]*

Starting price 4000gc

That night

Klein will attempt his tricks to get a sale and, after trying all the others in the bar, the players offer new blood. Any player who splits off from the group as they go to the bar, the stables, their rooms or the privy will be waylaid as they pass his table.

Experience Points

- ❖ Avoid buying anything off Klein: 10
- Plus points for good role-playing as appropriate.

The Tale of Singing for your Supper

Giselbert Fuchs is a traveling minstrel of some talent. Dressed in garish clothes and displaying an air of extreme happiness Fuchs is in love with his art. His joy at performing has often been remarked upon as being

rather unnatural. Indeed his exuberant personality does tend to grate on peoples nerves with many claiming that no one should be that cheerful all the time.

Fuchs only asks for food and board for his performances but he does keep any tips that are thrown his way. He is known along all of the main routes in the Empire where innkeepers see him as a cheap form of entertainment.

That night

Fuchs has decided that this evening he would have a mixture of songs and gentle lute playing, as the mood in the inn has seemed somewhat strained of late. In between sets he will circulate through the bar spreading joy to anyone who cares to listen and anyone who ignores him will get a pinch of the cheek and a "now, now, mister grumble face".

He will react with horror at any sort of conflict and will try vainly to interpose himself between any combatants.

Experience Points

- ❖ Listening patiently to any happy prattling from Fuchs without telling him to go away: 10
- Plus points for good role-playing as appropriate.

The Tale of Grumpy Old Men

Walter, Herwin and Emerich are regulars of the Horse Feathers Inn. Now in their dotage, they are as much of a fixture in the bar room as the tables and chairs. They have sat at exactly the same table every night for as long as anyone in the town can remember, ruminating on anything and everything. Nothing escapes their gaze and nothing escapes their caustic comments. Hachenwald locals have long since learnt to ignore the three grumpy old men and Ernst believes that they add character. They are often joined at their table by Ewald Hahn who

they tolerate as he brings juicy gossip from other towns around Hachenwald.

That night

Walter, Herwin and Emerich are on fine form discussing the merits of the Empire as compared to Tilea, Estalia and Bretonnia. They have been working on the subject over the last few nights as a response to the tavern being full of ill-mannered outsiders, namely Baldermero, Antoine du Gascony and Salvatore Moretti. Unfortunately, these three have been ignoring the comments, concerned as they are with other more important matters.

If any of the players come from anywhere other than the Empire (this will include dwarves and elves) they will also be picked on. If the party is all Empire then the grumpy old men will try and get them to agree with their sarcastic observations. As always Walter, Herwin and Emerich are really harmless and will promptly shut up if directly confronted with any sort of intimidation. They are however totally impervious to any attempts at charm as they will not be mollified by anyone trying to obviously win them over.

Experience Points

- ❖ Not losing temper and reacting to the oldsters: 10
- ❖ Attempting to placate them: 10

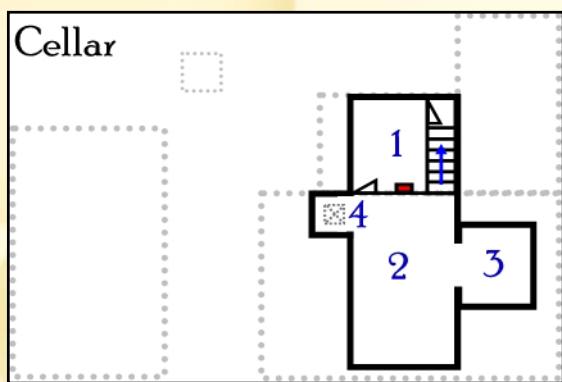
Plus points for good role-playing as appropriate.

Appendix A - The Horse Feathers Inn

The Horse Feathers Inn is located in the middle of Hachenwald along the town's main road.

The inn is a three-storey building and has been extended in the last few years by the current owners. Outside the inn there is a large stables capable of holding two coaches and a privy hidden behind some shoulder high hedging.

The inn has two main entrances, one at the front and another at the rear; a third entrance is off the kitchen. Beneath the inn is a large cellar used as a brewery and for stores.



Cellar

The only entrance to the cellar is from the kitchen down a set of stone stairs. The door to the cellar is always kept locked, the keys being held by Ernst Hoffman, Stefan Siegel and a third locked in a safe in Ernst's study. The cellar is stone lined and is on average about 7' high.

1) Stefan Siegel's room

This room is rather austere considering its occupant is a Halfling. A single bed lies next to a large table that is untidily covered in various herbs, bottles and other brewing equipment. A large bookcase holds various works ranging from Empire history to cookbooks to scientific scrolls. A small fireplace provides heat during the winter and is part of the main chimney stack that includes the kitchen fireplace above. There is a small hidden alcove located in the wall beneath the stairs [*Hard search test to find*] where Stefan keeps his savings [*random d100 worth*] together with the scrolls detailing his food and brewing recipes.

2) Cellar brewery and ale store

The main part of the cellar is taken up with various brewing vats bubbling and simmering away. Around the edge racks hold full casks marked with the names of the various ales that the Inn makes. Pipes and tubes extend back and forth across the room at average human head height and anyone over 5'8" will have to duck up and down as they explore. The room exudes a marvellous smell of hops, malt, honey and spices.

3) Wine rack and food store

This used to be the inns main wine cellar. However, since the inn has become famous for its ales the wine now only takes up one wall and the rest is full of food stores.

4) Trapdoor to bar

The trapdoor allows for barrels to be quickly moved up and down to the bar via a small pulley system.

Ground Floor

1) Bathhouse

The bathhouse can be reached either from the guest quarters on the first floor or via the storeroom behind the bar. The door to the guest quarters can be locked by a dead bolt from the inside while the door to the storeroom has a normal lock, the keys being held by Ada and Wendelin. The room is heavily decorated in Tilean style (anyone from Tilea will realise that

	Door (opening left)
	Door (opening right)
	Window (man sized)
	Window (narrow)
	Fireplace
	Stairs (going up)
	Stairs (going down)
	Table
	Bar
	Bushes/hedge
	Trapdoor (floor)
	Trapdoor (ceiling)
	Building roof

this has been very badly done) with fake windows showing scenes of waterfalls and majestic scenery. A large round wooden tub, which can seat upto three people at a squeeze, dominates the bathhouse. Water is fed in via a pump and a large copper hangs over the fire for heated water. The room is also used to wash the linen for the inn.

2) Storeroom

The storeroom contains all the spare linen and other items. Shelves line the walls to either side and extend back under the two closed staircases that sit either side of the room.

3) Kitchen

The kitchen is the domain of Stefan Siegel and unlike his own disorganised room is kept extremely tidy. A large fire is constantly kept burning over which hangs the roast of the day, while a pot of soup bubbles nicely on the side. A small oven next to the fireplace is used to bake breads, cakes and pastries, both savory and sweet. Cooking utensils and pans of all sizes hang from the ceiling above a large oak table that is at Halfling height. A set of step ladders lean against the small cupboard that holds spices, cooked meats, breads and vegetables. A large ceramic sink, again at Halfling height lies beneath the kitchens only window. The kitchen has a door that leads out the back; all of the Hoffmans and Stefan have a key.

4) Bar

The bar is an impressive affair of dark oak beams and large solid oak tables. Two large fireplaces warm the room during winter, with one of them normally having a large pot

holding gently bubbling mulled wine. The bar itself is again made of study oak and shines with many years worth of spit and polish. Behind the bar are two doors that lead to the kitchen and to the Hoffman family quarters. The room is kept as tidy as possible. The two main entrances into the bar are through two small porches. The porch at the back includes the stairs that leads to the first floor guest quarters. Ernst Hoffman will be behind the bar, whilst Ada busies herself in and out of the kitchen and Wendelin clears tables.

- A. **Giselbert Fuchs**: attempting to entertain
 - B. **The Oldsters, Welfhard Krause and Ewald Hahn**: in their traditional drinking spot by fire
 - C. **Salvatore Moretti**: sits with his two men glaring at Antoine du Gascony
 - D. **Antoine du Gascony**: sits with his two men glaring at Salvatore Moretti
 - E. **Gorch Klein**: near the bar and ready to accost anyone who comes near

5) Trapdoor to cellar

The trapdoor allows for barrels to be quickly moved up and down to the cellar bar via a small pulley system.

6) Privy

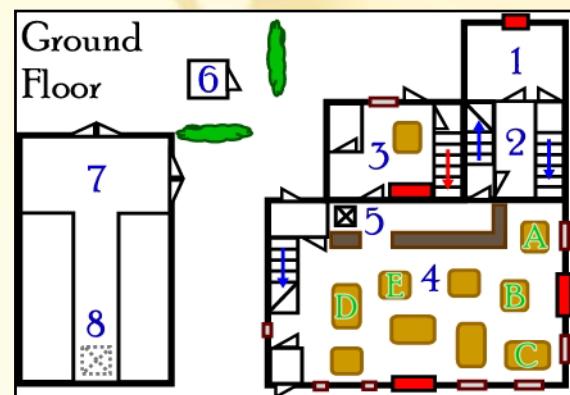
The privy looks the same as at any other inn and although it appears to be cleaner than most, it remains horribly smelly.

7) Stables

The stables have room for 12 horses and 2 coaches

8) Trapdoor to Hayloft

Access to the hayloft is by a large trapdoor and ladder.



First Floor

1) Ernst and Ada's bedroom

Ernst and Ada's bedroom is packed with furniture. A large bed sits beneath one window with all the other walls hidden by wardrobes. [A successful hard search test will find a small locked box that contains $d100 \times 2$ worth of GC's. A second hard search test will find Ada's jewelry box, the contents of which are worth $d100$ GC's which will require a hard evaluate roll to estimate]

2) Family Landing

The stairs leading up to the guest quarters from the bathhouse are blocked out so that this part of the inn remains separate.

3) Kitchen roof

The roof is gently sloping away from the building.

4) Guest Landing

5) Double room

Two single beds, fire and wardrobe.

- A. Giselbert Fuchs
- B. Salvatore Moretti
- C. Gorch Klein

6) Single room

Single bed, fire and wardrobe. Another portable bed can be brought in if required.

7) Double room

Two single beds and a wardrobe. Another portable bed can be brought in if required.

- C. Two of Salvatore Moretti's men

8) Privy roof

9) Open to stables below

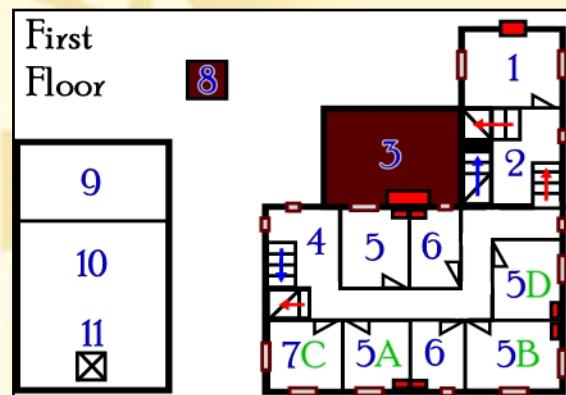
This area of the stables is open to the ground floor below.

10) Hayloft and Ewald Hahns bedding

The hayloft contains all the hay bales and general tools and equipment for the inn. It is home to Ewald Hahn who sleeps on a small bed surrounding by walls made of hay bales. The hayloft is also sometimes used for extra sleeping places for servants and coachmen.

11) Trapdoor to stables

Access to the stables below is by a large trapdoor and ladder.



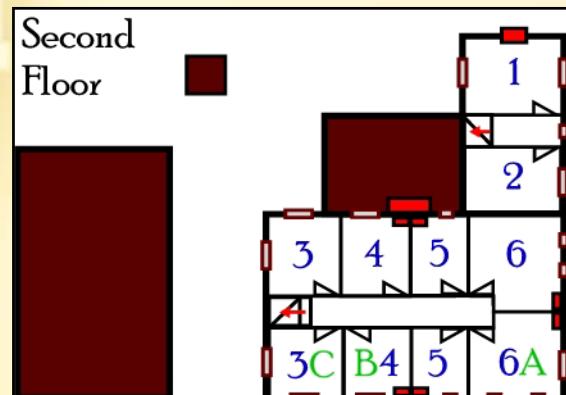
Second Floor

1) Wendelin's bedroom

This bedroom is overflowing with red velvet and, like her parents bedroom, seems to have more wardrobes than would normally be necessary. Wendelin makes no effort to hide her jewelry, which is spread out on her dressing table. [Jewelry worth $d10 \times 5$ GCs which will require a hard evaluate roll to estimate]

2) Study

The study holds Ernst's small collection of novels and plays from the Empires leading literary lights. [A hard evaluate roll is required to pick out any items of worth. If succeeded it will identify four old first editions of some classic works]. A single small desk sits beneath



- the window and here Ernst maintains the inns books (which are stored on a shelf to the side).
- 3) **Double room**
Two single beds and a wardrobe. Another portable bed can be brought in if required.
C. Two of du Gascony's men
- 4) **Double room**
Two single beds, fire and wardrobe.
B. Antoine du Gascony
- 5) **Single room**
Single bed, fire and wardrobe. Another portable bed can be brought in if required.
- 6) **Superior Double room**
Four poster bed, fire, wardrobe, writing table and leather chairs
A. Baldermero

Appendix B - A Right Farcical Timeline

Time	What's going on
6 to 7 o`clock	The players arrive and are greeted by Ernst. They are shown to their rooms by Ada, offered the use of the bathhouse and then invited back down for evening meal. Ada and Wendelin pick out two players to be their unfortunate saps. Welfhard Krause spies the chaos leader disguised as one of the players. In the bar ... Ernst Hoffman, Wendelin Hoffman, the Oldsters, Welfhard Krause, Gorch Klein, Antoine du Gascony (plus two men), Salvatore Moretti (plus two men), Ewald Hahn (who will be sent out by Ernst to deal with the players' horses or pack animals if they have any), plus 2 – 5 other townsfolk.
7 to 8 o`clock	Ada Hoffman starts flirting. Baldermero will come down from his room for evening meal. Gorch Klein will attempt to sell things to the players. Stefan Siegel will come out of the kitchen and do a tour of the tables. In the bar ... Ernst Hoffman, Ada Hoffman, the Oldsters, Welfhard Krause, Gorch Klein, Antoine du Gascony (plus two men), Salvatore Moretti (plus two men), Ewald Hahn, Baldermero, Stefan Siegel, plus 2 – 5 other townsfolk.
8 to 9 o`clock	Giselbert Fuchs will come down from his room to perform in the bar. Snikthet arrives for his meeting with Burkhard Bauer. Burkhard Bauer spreads Brew 13 in the privy and returns to his hovel. Baldermero will issue his challenge. In the bar ... Ernst Hoffman, Wendelin Hoffman, the Oldsters, Welfhard Krause, Gorch Klein, Antoine du Gascony (plus two men), Salvatore Moretti (plus two men), Ewald Hahn, Baldermero, Giselbert Fuchs, plus 2 – 5 other townsfolk.
9 to 10 o`clock	Welfhard Krause will attempt to interrogate his target player. Ada Hoffman continues to flirt. The Oldsters get more offensive. Giselbert Fuchs will do a round of the tables. In the bar ... Ernst Hoffman, Ada Hoffman, Wendelin Hoffman, the Oldsters, Welfhard Krause, Gorch Klein, Antoine du Gascony (plus two men), Salvatore Moretti (plus two men), Ewald Hahn, Baldermero (dependent on the result of his challenge), Giselbert Fuchs, plus 2 – 5 other townsfolk.
10 to 11 o`clock	Ada creates a scene, slapping her target player and storming out. Wendelin makes an announcement of who the father is. Welfhard Krause accuses the player who he believes is the chaos leader. In the bar ... Ernst Hoffman, Ada Hoffman, Wendelin Hoffman, the Oldsters, Welfhard Krause, Gorch Klein, Antoine du Gascony (plus two men), Salvatore Moretti (plus two men), Ewald Hahn, Baldermero (dependent on the result of his challenge), Giselbert Fuchs, plus 2 – 5 other townsfolk.
11 to midnight	Guy du Gascony and Salvatore Moretti will start a brawl with each other and the players. In the bar ... Stefan Siegel, the Oldsters, Gorch Klein, Antoine du Gascony (plus two men), Salvatore Moretti (plus two men), Ewald Hahn (dependent on any actions taken in the previous hour), Baldermero (dependent on the result of his challenge), Giselbert Fuchs, plus 2 – 5 other townsfolk.
After Midnight	Snikthet breaks into the inn, poisoning the food with Brew 13 and attempting to pour the mixture into the beer in the cellar at which point Stefan Siegel finds him. In the bar ... no one.

Appendix C - A Cast of Thousands

Ernst Hoffman – Innkeeper, ex-Burgher							
WS	BS	S	T	Ag	Int	WP	Fel
36	33	32	29	45	45	36	52
A	W	SB	TB	M	Mag	IP	FP
1	15	3	2	4	0	0	0
Skills: Blather, Common Knowledge (Empire), Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Breton, Reikspiel)				Talents: Dealmaker, Etiquette, Resistance to Poison, Savvy, Street Fighting, Strike to Stun, Super Numerate			
Trappings: Normal clothes, towel, apron, keys (all doors).				Armour: None Weapons: Cudgel (behind the bar)			
<p>Ernst Hoffman looks like the cliched innkeeper found everywhere in the Empire. Short, balding and overweight, he works behind his bar and greets all visitors wearing the standard innkeepers white apron with a hand towel permanently draped over his left shoulder. The one thing making him different to others though is that the apron is spotless and the towel shows no signs of stained beer. Ernst takes a fierce pride in his appearance and extends that to the inn believing it helps with business.</p> <p>While once an amiable and happy soul, a good listener and an even better raconteur he is now a man beset by nightmares after his capture and torture by mutants. Ernst will make every effort to put on a good display to all guests of the inn, playing the gracious host as well as he can (anyone with Performer (Acting) will be able to spot this straight away).</p> <p>Ernst suffers from a mild form of the insanity Knives of Memory. In any stressful situation he will need to make a will power test. On a failure he will suffer from flashbacks to his night of capture and will babble incoherently for d10 minutes. During this seizure he will react violently with his fists if anyone touches him. If no one touches him during this time his babbling will lessen and grow into sobs of tears. As soon as the tears start he will not react with violence to anyone touching him</p>							

Ada Hoffman – Servant, ex-Camp Follower							
WS	BS	S	T	Ag	Int	WP	Fel
34	30	30	40	43	44	36	51
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	0	0	0
Skills: Charm, Common Knowledge (Empire), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Sleight of Hand, Speak Language (Breton, Reikspiel), Trade (Herbalist)				Talents: Acute Hearing, Dealmaker, Flee!, Hardy, Seasoned Traveller, Sixth Sense, Strong Minded			
Trappings: Normal clothes, towel, apron and keys (bathhouse, front door and side door).				Armour: None Weapons: None			
<p>Ada Hoffman is a physical opposite to her husband being tall and slim with long dark hair. She exudes an air of calm elegance, which seems to be a nice foil for Ernst's jovial nature. In all matters Ada is very businesslike and does not often chat with guests. Most attempts to draw her into a conversation will be met with perfunctory replies.</p>							

Wendelin Hoffman – Servant							
WS	BS	S	T	Ag	Int	WP	Fel
35	25	32	32	44	33	35	28
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0
Skills: Blather, Common Knowledge (Empire), Gossip, Speak Language (Reikspiel), Trade: Cook				Talents: Ambidextrous, Lightning Reflexes, Night Vision			
Trappings: Normal clothes, towel, apron and a key (bathhouse).				Armour: None Weapons: None			
Wendelin takes after her mother in a lot of ways. Equally tall and attractive she radiates the same sort of elegance. However, where Ada comes across as businesslike Wendelin comes across as aloof and pretentious. She makes no secret of the fact that she does not like living in Hachenwald.							

Welfhard Krause – Witch Hunter, ex-Initiate, ex-Priest, ex-Anointed Priest							
WS	BS	S	T	Ag	Int	WP	Fel
45	44	41	42	39	53	55	61
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	0	0
Skills: Academic Knowledge (History, Theology, Chaos), Channeling, Charm, Common Knowledge (Empire, Halflings), Gossip, Heal, Magical Sense, Perception, Read/Write, Ride, Speak Arcane Language (Magick), Speak Language (Reikspiel, Classical, Kislev, Breton)				Talents: Armoured Caster, Divine Lore (Sigmar), Lesser Magic (Magic Alarm, Dispel), Lightning Reflexes, Meditation, Menacing, Petty Magic (Divine), Public Speaking, Seasoned Traveller, Sixth Sense, Stout Hearted, Strike to Stun, Suave			
Trappings: normal clothes, leather writing book, quill and ink, silver chain and small hammer of Sigmar and purse containing d10 shillings.				Armour: Leather jack: Body 1, Arms 1 Weapons: sword, dagger			
Welfhard Krause dresses in severe clothes of heavy black wool and leather making him appear far bigger than he actually is. Long steel grey hair hangs lank on his head and his face appears to be set in a permanent scowl, his brow heavily creased, his eyes a soul piercing blue. His mood often matches his face and yet despite this gruff manner the folk of Hachenwald still seek Welfhard's wisdom as a former priest of Sigmar, always acting on any advice he offers. The eminent Professor Wundt of Altdorf treated Welfhard Krause only a few years ago in an effort to restore his mind. As part of his treatment Krause lost the ability to cast any spells. Recently though Welfhard's sanity has shattered once more; his mind descending into a fragmented state of paranoia. Seeing madness and depravity in the most harmless of events or things, Krause has found Hachenwald guilty of being in league with chaos. All he now needs is the leader.							

Stefan Siegel – Assassin, ex-Camp Follower, ex-Spy							
WS	BS	S	T	Ag	Int	WP	Fel
32	62	33	39	52	48	70	70
A	W	SB	TB	M	Mag	IP	FP
2	15	3	3	3	0	0	0
Skills: Academic Knowledge (Genealogy), Charm +10%, Common Knowledge (Empire, Halflings, Kislev, Wastelands), Concealment, Disguise, Drive, Gossip, Haggle, Lip Reading, Perception, Performer (Actor), Pick Lock, Secret Language (Battle Tongue, Thieves Tongue), Shadowing, Silent Move, Sleight of Hand, Speak Language (Reikspiel, Halfling, Kislevian), Trade (Cook) +10%				Talents: Flee!, Hardy, Linguistics, Marksman, Night Vision, Resistance to Chaos, Schemer, Seasoned Traveller, Sixth Sense, Specialist Weapon Group (Sling), Specialist Weapon Group (Throwing), Street Fighter			
Trappings: Normal clothes, towel and keys (kitchen door, cellar door and his room).				Armour: Leather apron: Body 1 Legs 1 Weapons: dagger, 4 throwing daggers			
Stefan Siegel is a Halfling thoroughly enjoying his retirement. Once a spy and assassin, now a cook and brewer, Stefan likes to keep the past to himself. His time is now split between cooking for the guests of the Inn and developing new ales. Stefan will only talk to guests about the meals or ale that they have consumed and will only rarely go away from this topic. Note. Stefan is the one NPC that can be used to help out the players if they get into trouble during a fight, if you are feeling generous.							

Ewald Hahn – Servant, ex-Peasant							
WS	BS	S	T	Ag	Int	WP	Fel
29	32	38	39	43	30	25	50
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0
Skills: Animal Care, Animal Training, Blather, Charm, Charm Animal, Common Knowledge: Empire, Concealment, Drive, Gossip, Outdoor Survival, Performer (Singer), Row, Silent Move, Speak Language (Reikspiel)				Talents: Etiquette, Hardy, Specialist Weapon Group (Sling), Strong Minded, Suave			
Trappings: Normal clothes, knife in boot, sling hanging off his belt with a small bag containing 15 stones, purse containing d10 shillings.				Armour: None Weapons: Dagger			
Ewald Hahn is the picture of rugged handsomeness. He is a tall, strapping man with a smile to melt the frostiest of hearts. Ewald seems to have a way with everyone leading him to be adored by the women and befriended by the men. Ewald speaks in a calm, assured manner, carefully choosing his words and listening with intense patience. Whilst not having the greatest range of vocabulary he always seems to choose the exact words that his listener wants to hear.							

Burkhard Bauer – Bone Picker, ex-Peasant							
WS	BS	S	T	Ag	Int	WP	Fel
32	28	31	60	36	28	26	23
A	W	SB	TB	M	Mag	IP	FP
1	14	3	6	4	0	0	0
Skills: Animal Care, Common Knowledge (Empire), Concealment, Drive, Evaluate, Gossip, Outdoor Survival, Search, Set Trap, Silent Move, Speak Language (Reikspiel), Swim, Trade (Cook)				Talents: Flee!, Hardy, Resistance to Disease, Very Resilient			
Trappings: Rotting clothes, bag of putrid vegetables and bottle of Brew 13 (dependent on when he is searched)				Armour: None Weapons: None			
Burkhard Bauer is repulsive. From a distance his shabby unwashed clothes and furtive manner makes anyone who does not know him suspicious. This though palls into insignificance when he gets nearer as the smell that pervades the air around him is truly appalling. Burkhard's body is a mass of colourful boils and pustules, some achingly ready to explode and others leaking horrible pus. As no one can stand his presence for any length of time Burkhard tends to babble rapidly when spoken to, tripping over words and getting sentences mixed up.							

Snikthet – Plague Monk							
WS	BS	S	T	Ag	Int	WP	Fel
50	29	33	49	40	34	31	29
A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	5	0	0	0
Skills: Academic Knowledge (Theology), Common Knowledge (Skaven), Concealment, Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish, Reikspiel), Swim				Talents: Fearless, Frenzy, Night Vision, Resistance to Disease, Tunnel Rat			
Trappings: Plague monk robes and three bottles of Brew 13				<i>Note: Snikthet has been created using the Plague Monk template found in the Skaven Source book, plus Speak Language (Reikspiel)</i>			
Snikthet's foul robes hide a scabby hide of knotted fur, this, together with rheumy eyes and a persistent snivel, marks him as a plague monk of potential. Snikthet decided long ago to make himself invaluable to the Brew 13 scheme, worming his way into his superiors machinations and despite his own revulsion, cultivating his dealings with the pet human Bauer. When Brew 13 was successful then the time would come for Snikthet.				Armour: None Weapons: sword, dagger			

Baldermero – Estalian Diestro														
WS	BS	S	T	Ag	Int	WP	Fel							
51	31	39	41	39	29	32	33							
A	W	SB	TB	M	Mag	IP	FP							
1	12	3	4	4	0	0	0							
Skills: Academic Knowledge (Science), Common Knowledge (Empire, Estalia), Dodge Blow, Gossip, Read/Write, Speak Language (Reikspiel, Estalian)	Talents: Lightning Reflexes, Luck, Quick Draw, Specialist Weapon Group (Fencing), Strike Mighty Blow, Sturdy													
Trappings: High quality clothes, purse containing 4d10 gold crowns and 4d10 shillings. In his room a The Empire by Luiz Gonzales, 3 sets of quality clothes, 1 set of travelling clothes and 5 pots of healing salve (1d10 wounds).	Armour: None Weapons: Rapier, dagger, sword (in room)													
Baldermero oozes self-confidence. Tanned, with neatly trimmed blue-black hair and a well-greased moustache he holds himself with a noble grace. Despite the cooler conditions in the Empire, Baldermero still dresses in the clothes and style of his Estalian homeland. While one hand rests casually on the hilt of his fencing foil, the other always seems to end up teasing and twirling the ends of his moustache.														
Baldermero only knows a few badly translated phrases of Reikspiel that he says in a heavily Estalian accent. Together with “Yes” and “No” these are;														
<ul style="list-style-type: none"> ❖ Do have you room? ❖ Do have you food? ❖ How much? ❖ I seek the challenge of myself. ❖ You are worthy enemy. 				<ul style="list-style-type: none"> ❖ I challenge you to a contest by duel decided by first scratch. ❖ I have salve that will help graze. ❖ I would not disgrace myself with such pitiful challenge. 										
Intermingled with these phrases he will talk away in Estalian, all punctuated with expressive hands, shrugging shoulders and heavy sighs. Any other question to him will require an Int roll to see if he understands.														

The Oldsters – Official Whiners
No stats are required for Walter, Herwin and Emerich as they will always act opposite to what anyone wants or says, are immune to charm and are cowed by any form of intimidation. They should be played as annoying old men with grating voices and an exasperating ability to find fault with anything.

Giselbert Fuchs – Minstrel, ex-Entertainer							
WS	BS	S	T	Ag	Int	WP	Fel
38	35	35	31	43	34	44	58
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	5	0	0	0
Skills: Charm, Common Knowledge (Empire), Evaluate, Gossip, Perception, Performer (Actor, Storyteller, Singer, Musician), Ride, Speak Language (Reikspiel), Swim				Talents: Fleet Footed, Public Speaking, Trick Riding, Warrior Born			
Trappings: High quality clothes, musical pipes, purse with d10 gold crowns and d10 shillings. In his room d10 books of poetry, d10 books on plays, travelling clothes.				Armour: None Weapons: Sword, dagger (in his room)			
Giselbert Fuchs is a man extremely happy and satisfied with his lot. A singer, actor and musician, his job is his life. Hailing from Marienburg and of Bretonnian parents, he is a flamboyant man with an extravert personality that he is more than delighted to spread around. Many cannot cope with his gaudy clothes and grandiose behaviour, to which he is unfortunately oblivious. Despite being from Marienburg Giselbert has adopted a faint Bretonnian lilt to his voice, believing that it adds to his performances.							

Gorch Klein – Charlatan, ex-Rogue							
WS	BS	S	T	Ag	Int	WP	Fel
42	35	31	32	43	41	39	59
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0
Skills: Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Story Teller), Search, Sleight of Hand, Speak Language (Reikspiel)				Talents: Coolheaded, Luck, Public Speaking, Schemer, Streetwise, Super Numerate			
Trappings: Fine quality clothes, deed scroll for Wunthbad, purse with 2d10 gold crowns and 3d10 shillings. In his small cart in the stables boxes of ever sharp cooking knives, hot hand stones and quick draw scabbard springs. In his room 2 sets of clothes.				Armour: None Weapons: Dagger, sword (with quick draw spring)			
Gorch Klein gives all the appearances of being a well off merchant. Conversations with Gorch always lead to business and always lead to any goods that he has. To quote an old adage Gorch would sell his grandmother if there were was a profit in it. His sales patter moves at a pace where the buyer cannot keep up with the facts or the conversation thread. Often the recipient of a Gorch sale will find himself confidently clutching a product that he is convinced he has always wanted. The problem is that many of the goods or investments that Gorch peddles are worthless or useless. This leads to him living a busy life on the road, forever seeking a sale in the next town whilst escaping customers from the last.							

Antoine du Gascony – Demagogue, Ex-Peasant, ex-Outlaw							
WS	BS	S	T	Ag	Int	WP	Fel
41	40	36	48	33	35	35	57
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	0	0	0
Skills: Animal Care, Animal Training, Charm, Charm Animal, Command, Common Knowledge (Bretonnia), Concealment, Dodge Blow, Drive, Gamble, Gossip, Perception, Ride, Scale Sheer Surface, Secret Signs (Thief), Set Trap, Silent Move, Speak Language (Breton, Reikspiel), Swim Trade (Farmer)				Talents: Etiquette, Flee!, Hardy, Master Orator, Rover, Streetwise, Strike to Stun, Very Resilient			
Trappings: purse with 2d10 gold crowns. In his room are set of travelling clothes.				Armour: Sleeved chain shirt, breastplate, mail leggings leather jack, leather leggings: Body 5 Arms 3 Legs 3 Weapons: sword, dagger			
Antoine du Gascony makes an imposing figure in his elaborate armour. The Bretonnian adopts a noble air, treating anyone that he considers beneath him with a disdainful sneer. The problem is that Antoine has started to forget his life as a peasant and is starting to believe in his own magnificence, just like his hated former lord. Antoine speaks Reikspiel with a heavy accentuated Breton accent to those who he considers worthy, tossing demands and orders around with total disregard for the recipients feelings.							

Glorious Revenge Mercenary – based on Sell Sword (from main book p235)							
WS	BS	S	T	Ag	Int	WP	Fel
35	30	33	35	30	25	35	28
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0
Skills: Common Knowledge (Bretonnia, Estalia), Dodge Blow, Drive, Gamble, Gossip, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel, Breton, Estalian)				Talents: Coolheaded, Disarm, Marksman, Rapid Reload, Sharpshooter			
Trappings: purse with 2xd10 shillings				Armour: Full leather: Body 1, Arms 1, Legs 1 Weapons: sword, dagger			
Antoine du Gascony has two men with him, both using the same profile.							

Salvatore Moretti – Crime Lord, ex-Thief, ex-Fence							
WS	BS	S	T	Ag	Int	WP	Fel
53	34	47	40	50	38	39	51
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0
Skills: Charm, Command, Common Knowledge (Tilea), Concealment, Evaluate, Gossip, Haggle, Intimidate, Perception, Pick Lock, Search, Secret Language (Thieves' Tongue), Silent Move, Sleight of Hand, Speak Language (Reikspiel, Tilean)				Talents: Mimic, Savvy, Streetwise, Strike to Stun, Super Numerate, Trapfinder			
Items: Fine quality full leather armour, chain shirt, one-handed sword, dagger and purse with 2xd10 gold crowns 2d10 shillings. In his room are several sets of clothes.				Armour: Full leather, chain shirt: Body 3, Arms 1, Legs 1 Weapons: Sword, dagger			
<p>Salvatore Moretti cuts a dashing figure in his leather armour. He is a small man with dark hair swept back off his hawk like face that is adorned with a neatly trimmed goatee beard. Moretti is always brash and boastful of his company, liking to constantly remind everyone that they are a force to be reckoned with.</p> <p>He has a mean streak and rules the Blades with an iron thumb, letting his sadistic second-in-command, Tibalt, do the dirty work.</p>							

Moretti's Blades Mercenary – based on Sell Sword (from main book p235)							
WS	BS	S	T	Ag	Int	WP	Fel
35	30	33	35	30	25	35	28
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0
Skills: Common Knowledge (Tilea), Dodge Blow, Drive, Gamble, Gossip, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean)				Talents: Coolheaded, Disarm, Marksman, Rapid Reload, Sharpshooter			
Trappings: purse with 2xd10 shillings				Armour: Full leather: Body 1, Arms 1, Legs 1 Weapons: sword, dagger			
Salvatore Moretti has two men with him, both using the same profile.							

Appendix D - The morning after the night before ...

There are various plot threads that can be extended to further scenarios for use in your campaign. Alternatively, A Right Farce could be used as a starter scenario for a new set of players or characters.

The Tale of Insane Infidelity

- ❖ Ewald Hahn could be a member of a larger network of cultists in the area. Maybe his conquests of women are part of a sinister plot to convert people to Slaanesh.
- ❖ Maybe his conquests are part of a ritual to raise a demon or a search for suitable sacrifice for his dreadful god.

The Tale of a Strange Brew

- ❖ There is always a possibility of Brew 13 spreading back to a nearby city. The players could be caught up in the city as the gates are shut to stop the spread. The thread could be extended to have the players holed up defending a tavern or plotting an escape as the city descends into mayhem and anarchy.
- ❖ Burkhard Bauer could be used as a host of Brew 13 and instructed by Nurgle to visit a city. As only the players know of his involvement they have to hunt him down before he reaches his destination.
- ❖ Clan Pestilens will be gnashing their teeth if Snikthet is killed and Brew 13 stopped. The enmity of the Skaven is easily earned and hard to eradicate.

The Tale of Blind Faith

- ❖ If Welfhard Krause is still alive the players could be asked to escort him back to Professor Wilhelm Wundt's University Asylum in Altdorf. However, not all is what it seems in the Asylum.

The Tale of a Contract Too Far

- ❖ Both leaders have their main mercenary forces nearby who will be happy to take out their revenge on the players.
- ❖ Salvatore Moretti has a map on his body showing something in the Border Princes. The problem is the map and its notes are all in Tilean.

The Tale of the Dashing Blade

- ❖ Baldermero could be impressed with the players and ask to join them on their journey. An untimely challenge to someone important could land the players in all sorts of trouble.

The Tale of the Cook

- ❖ During the early hours Stefan Siegel gets assassinated as his past finally catches up with him. However, the players could find a mysterious document in his room hinting at some conspiracy in the corridors of power.

The Tale of the Purse

- ❖ Seeing the players in action prompts Gorch Klein into offering them a job. He has a shipment of goods that needs moving from one city to another. However, the players will not be told that the shipment is illegal and not only do the authorities want it stopped but a rival of Klein wants it for himself. Additionally the shipment itself could be dangerous.

The Tale of Singing for your Supper

- ❖ Giselbert Fuchs impressed with the players asks for their help in traveling to a Bretonnian Festival called the Chorus Feast, but strange things lurk within the city of tents.

The Tale of Grumpy Old Men

- ❖ There is no chance of any plot line extending from these miserable old men.

Acknowledgments

The Monday Nighters who were the first to be afflicted with the scenario from which A Right Farce was developed. For sake of anonymity and just in case they decide to sue I'll present their alternate identities.

- The sneaky and underhanded halfling tomb robber, Axel Knotweed
- The splendid and much confused Estalian diestro, Don Diego Rodriguez Paolo Jimenez Del' Oroso
- The staunch and brutal thug, Wolfgang Vogel
- The graceful and aloof kithband warrior, Arandur Tharsirion

Additional thanks to the real life counterpart of Don Diego for the proof reading, exposing places where my typing fingers got ahead of my brain.

Lastly, thanks to my better half for putting up with me acting like a kid for many years ☺.

Stuart Orford, 27th October 2006.

Note

Hachenwald town map created from a Google maps satellite image of a town in Germany. It was then amended in graphics program to add sections of forest and filtered to make it look hand drawn. The sign and the layout of the Horse Feathers Inn created in the same package by hand. Watermark blatantly taken off the Black Industries web site ☺.