

THAT WAY MADNESS LIES!

A Short Adventure for Warhammer Fantasy Roleplay



By Sebastian Hickey

That Way Madness Lies! is a short adventure designed for characters in their first or second careers. The starting location of the adventure is intentionally vague and the rudiments

straightforward: One of the characters should be moderately wounded from battle and keen for treatment.

— GM SUMMARY —

The story opens as the characters rush to the ramshackle town of Klimgart in search of medical attention. An austere physician warns the afflicted character that his wounds are grave. They've been fouled by a dreadful malady; one that will doom him before the week is out. There's not much he can do, he whispers, but slow the effects.

He directs the characters to Wolvingwut House, an isolated and well reputed hospital just over a day's ride to the East. On the short journey they have an odd encounter and arrive past dark at the eager hamlet of Wolvingdorf.

Under the guardsman's arch, at the entrance to the village palisade, the characters receive a friendly welcome and are directed to a Dwarven inn not far up the street.

Amid the revelry of a town betrothal, the owner of the tavern introduces the players to Mrs. Avery, wife to one of the 'sanatorium' staff. Spurred by nostalgia, she asks the players to courier a worthless keep-sake to her husband in the fortress, a memento of their once happy marriage.

Enquiries for the medicine they seek lead them to Wolvingwut House. It is a grim and oppressive place. During the hunt for the medicine, the players have the opportunity to uncover an eerie volte-face.

The doctors at the sanatorium are no longer in charge.

The patients, suffering years of terrible experimentation, revolted against their tormenters several weeks before. Although they imprisoned their masters after the bloody coup, the surviving patients pretend a medical guise to keep a watchful eye over their captives. And so they should.

Long ago, Wolvingwut House became devout to the dark god Tzeentch. Its cruel walls have housed the Order of the Worm for generations. Within the asylum the dreadful doctors lurk and wait and pray to their infernal master.

The patients fear retribution and bite their fingernails in the shadows of doorways, waiting for the characters to act. Will the players misunderstand the patients' revolution and

release the servants of Chaos? Or will they uncover the deeper truth?

Which way madness lies?

BACKGROUND

Wolingwut House is situated at the crest of a hill deep within The Wolingwut – a dense canopy that takes its name from the unsettling howl of the local gale. People suppose it was intended as a hospital for the Church of Shallya. However, it was later completed by a patron of the sciences some one hundred years after. Now it serves as a sanatorium for the dangerously insane.

During war times the infirmary was packed and a reputation soon spread for its mercy and efficiency. Its remote location, intimate privacy and defensible position exposed it to the desires of a sinister cult, known among some as the Order of the Worm. Terrible experiments were executed under false pretence.

Things changed last year with the arrival of a new patient, the indomitable Antonius Reik, ex-witch hunter from the Order of the White Hammer. Witness to all the horrors of the Dark Gods he interred himself voluntarily to treat his waning condition, a terrible rage he had before then reserved only for the minions of chaos. His

mysterious disappearance had provoked scandal among the church and still now the clergy wonder at his whereabouts.

Reik suffered intensely in Wolingwut House. The doctors invented new and crueller ways to satisfy their depraved urges. However, it was to be Reik who won the final victory. He had observed these kinds of folk countless times before and he knew their motives well. Noticing the wilting loyalty of Dr. Falkenheim, an incompetent conjurer fallen in the ranks of the order, he whispered of regrets and promises broken. Slowly the worm turned and Falkenheim took his side. Last month it came to a head.

The patients were freed and a bloody coup ensued. The surviving members of the staff were locked inside the tower while the dead were piled in the kitchen stores. The patients toasted their freedom but the revelry was to be short. The Order of the Worm, locked deep inside the sanatorium, began an unholy ritual. Under the shade of The Wolingwut scattered herds of Beastmen gathered, drawn to the fortress like a beacon, thirsting for the presence of their imprisoned masters. Every evening since the victory at Wolingwut House, the patients have suffered siege from the Beastmen. Reik and Falkenheim believe they can break the link by exorcising their old doctor and razing the sanatorium.

– STARTING THE ADVENTURE –

The action for this adventure begins in the town of Klimgart, a village of thatched cottages and stout mills tucked in the meander of a fast flowing river. To provide versatility, this village can be situated anywhere in the Empire, so there is little in the way of provincial positioning.

One of the characters, still wounded from battle, has developed flu like symptoms along with troubling purple marks on his palms and wrists. Characters with Heal, on a successful Very Hard (-30%) Intelligence Test can diagnose the ailment as Bloodpox (See Diagnosis).

If this is the first adventure you are running with your PCs you will need to get them into a fight. Perhaps the players are travelling to Middenheim from Altdorf, looking to find opportunity in the aftermath of the Storm of Chaos. You might have them ambushed on the road by a pair of hungry Beastmen. Whatever way the wounds develop, make sure to concentrate on the blade that does it. You could remark on the distinct smell, its clotted, oily finish or the strands and pieces of fleshy things that dangle from it. Be explicit with the filth.

– A DREADFUL MALADY –

The PCs should arrive at Klimgart around midday to find the town bustling with activity. A rider bearing Middenlander livery pounds out of the gate in a terrific rush, leaving a mist of dust for several minutes. If the PCs dilly-dally at all, they will be approached by ordinary citizens, some of

them carrying baskets of bread or knitted goods, all asking the same questions; 'Any news from the City of the White Wolf?', 'Heard 'out from Middenheim?', 'Is it true the siege has fallen?'. Everyone wants to know if and when things will get back to normal.

DIAGNOSIS

If the PCs ask for a medical attention they will be directed to Dr. Hirtzel, the town physician. The doctor's cottage sits in the centre of the town, up a shallow cobbled rise. The smooth white walls and neatly arranged flower beds are fenced with a waist high black railing. You may read aloud or paraphrase the following:

As you lift your hand to knock on the door, a grey looking man with a grey looking smile swings it open briskly. "Don't stand there all day, come in!" he orders, pointing inside. Some moments later you are standing in a cluttered surgery, the ground covered in fresh straw.

Dr. Hirtzel will demand 3 gc for his attention although he will accept 2 gc with a successful Hard (-20%) Haggle Test. With repetitious questions, vapid conversation and a room full of sighs, Dr. Hirtzel completes his examination.

"The doctor scratches behind his ear and looks up. I'm afraid your wounds are terribly grave. You have been fouled with a dreadful malady, one that will doom you before the week is out. There's not much I can do but slow the effects." He coughs, scratches his ear again and looks at the floor. "Will there be anything else?"

The wounded PC may heal 1d10 wounds at this point. Also, the character will probably want some clarification from the doctor. An Easy (+20%) Intimidate Test or perhaps a Routine (+10%) Charm Test should do the trick. If successful, you may read aloud the following:

"It is the Bloodpox, you see, a rare affliction and devilish to cure. You should feel fine for a few days, though heavy strain is likely to accelerate the onset. After that you will notice some itching along with the emergence of hard, red blisters the size of eyeballs around the wrists and throat. After a day at most, these will spread over most of the body followed by bloody expectoration. With respect, I shall not illuminate any further. It is an odious subject."

Turning to you all with a concerned expression, "I recommend that you take your friend to Wolvingwut House, an isolated and well reputed hospital just under a day's ride to the East. They may have stores of the Eastern ingredients. Take a Four Seasons coach this afternoon. More than this I cannot give. Good day."

Dr. Hirtzel has a queue of patients at the front door so he is anxious to return to his duties.

BLOODPOX

Description: As described by Dr. Hirtzel, the ailment is contracted from a dirty wound, though it is exceptionally rare in the Old World. The victim suffers flu like symptoms which pass quickly as purple lesions form on the palms and wrists. Several days later, hard red blisters emerge over the body accompanied with progressively more volatile coughing. There will be some bleeding from the nose and throat followed by painful convulsions and death.

Duration: 1 Week

Effects: On the first day, the afflicted loses -10% to all characteristics from flu like symptoms. These pass with a night's rest. After a further 1+TB days the victim will notice the pocks and must make a Toughness Test every 2 hours to avoid coughing. After four failed attempts, the character will cough up blood and lose 10% from every statistic each hour for 1d10-TB hours. If Toughness reaches 0, the character dies.

ON THE COACH

The wounded character should be anxious to save his energy and take the coach. However, some PCs may not have the money or inclination to pay for passage. If this is the case, allow the journey to be taken mounted or on foot, but force the sick character to make a Hard (-20%) Toughness Test (or Challenging (-10%) if he is carried) three times during the journey, losing 1W for each failure from aggravation to his wounds. In this case, briefly describe the tiring, wet journey and skip to Wolvingdorf below.

FOUR SEASONS COACHES

A straggly old coachman, Lars Hipfler, does the Wolvingwut route. Appraising the PCs' weapons and armour, he will smile appreciatively. It's rare he gets such handy folks on a trip. His price is 7gc for the whole carriage but he'll reduce it to 5 gc with a successful Haggle Test.

On a successful Easy (+20%) Perception Test the PCs may notice that his black coach is moderately marred from battle. "Some fierce hail in these parts," Lars will reply to resulting

enquiries and if he feels like he's losing his customers he'll drop the passage to 5 gc (if he hasn't already done so). Once on board the coach:

Thunder rumbles, the winds change and it's not long before a rainstorm hits. Drawing the blinds, you shield out most of the downpour, though driblets still seep through the roof. The coach bounces gently onward for some hours before silently coming to a halt.

DRIVER IN DISTRESS

Lars has spotted a friend of his in distress. He jumps from the coach and splashes over to another carriage which teeters on a ditch. PCs may overhear the two greet each other and clasp hands. Lars and his friend Hemel will try to turn the coach back into the road. Any help from the PCs will be warmly appreciated, Hemel remarking with a wink "you're lucky to have such a handy crew!" Three or four able bodied men will be able to complete the job in a couple of minutes. Any players involved in the work will overhear exclamations from inside. Once it's done, the

door will pop open and a dishevelled man in white robes will lean out, fixing a PC with a stare:

"You there, you hear that? They say it's the Wolvingwut. Pah! That's the horns of the devil-folk! They come at night and eat your babies! Eat your babies! Eat you..." his wild screams are cut off as a figure in the coach puts a hand on his shoulder. "Please excuse my cousin. He's had some difficult times. Driver, move along!"

ENDING THE JOURNEY

PCs making a successful Routine (+10%) Common Knowledge (Empire) Test will have heard of The Wolvingwut: an eerie wood that takes its name from the screeching of the local gales.

The carriage continues to trundle along past dark. Ahead, you begin to see a hamlet tucked in at the foot of a wooded hill. At its crest a thunderstorm rages. Lightning picks out a sheer fortress, looming over the cascading forest like a merciless sentinel. The coach rolls up to a wooden palisade and Lars calls out "Wolvingdorf village. All disembark for Wolvingdorf village."

— WOLINGDORF —

Two guards are shooting the breeze under the guardsman's arch at the entrance to the palisade. One stooped, the other limping, these two were of no use to the military so they were stationed here during the Storm of Chaos. They are doubled over in laughter.

As you walk up to the palisade the younger of the two guards hails you "Welcome to Wolvingdorf travellers..." the older fellow interrupts "Excuse me strangers! I have a joke. Tee hee. Why didn't Archaon drink whiskey? ...Because it made him mean!" The old fellow wheezes with laughter and the younger man sighs. "Sorry about that, Geoff is trying to lighten the mood. We just had a Stirlander through here, mad as a spoon, dour as could be, asked old Grunlock the Dwarf for his ale to be warmed! Poor old Grunlock. Didn't know what to make of it."

Nat Steiner, the young guard, will direct the PCs to 'Golgundson's Inn' telling them to steer clear of 'The Empire', "Dirty and overpriced." If the PCs enquire about the hospital he will clear his throat and tell them nervously that "they would soon as burn their beds as open the fortress after dark."

GOLGUNDSON'S INN

Golgundson's Inn isn't easy to find. It's a one storey building with no windows or identification, tucked down a side alley. However, PCs will hear the noise of revelry after a short search. Furthermore, anyone looking lost in Wolvingdorf will attract a drunken watchman on his way to the tavern.

Within, there is a sing-along underway. The door opens to a whooping crowd and the smell of hops. An old couple dance in the corner, surrounded by cheering merry makers. As the PCs enter and squeeze to the bar, the crowd ahead seems to jostle and part, making way for the very short and very wide Grunlock Golgundson, proprietor of the inn (See Cast for description). With a winning smile and a courteous bow, he leads the PCs to the corner by the fire and tugs back a worn curtain to expose a comfy booth. Ales are set down by a plump but pretty serving girl and Grunlock, twisting his braid, asks "You don't mind 'em cool do ye?" He smiles cheerily if they do not.

For each degree of success on a Gossip Test Grunlock will reveal one of the following:

- Archie the tailor announced his betrothal the night before, so there's a big hullabaloo.
- The spot on which Grunlock's inn is sited is the only stone spot in the village (He will announce with immense pride)
- Wolvingwut House hasn't had any visitors for some time.

Grunlock will offer a private room and board for 10 s. It includes a meal of rabbit and apple pie, served with baked carrots and turnip mash. A successful Challenging (-10%) Hagggle Test will reduce the price to 8 s but he'll charge another 2 s in the morning for breakfast to make up the difference (when it is otherwise normally included).

Grunlock will ask where the PCs are bound. Mention of Wolvingwut House attracts a few stares and whispers but Grunlock is delighted. "Mrs. Avery will be thrilled. I'll get your fodder and see if I can find her."

MRS. AVERY

Mrs. Avery will then approach the players (See Cast for description). She politely enquires about the PCs' background but rapidly steers the conversation to love and romance. Pointing out the cause for the night's celebration she admits to nostalgia for her severed marriage:

"I see Archie so happy now, though it did take him some time to admit his weakness for the girl... It reminds me, you see, of my own youth. Perhaps this is dull for you. Forgive me. Let me explain why I wanted to speak with you. I used to work at the Sanatorium with my husband. I never really liked it there. I don't know. Something creepy about the place. Anyhow, Adam became wedded to his work, I came back to the village and we haven't spoken in years. Would you mind awfully bringing him a worthless keep-sake? I will bring it here in the morning. Perhaps he will think of me and join me here... Perhaps not. Is it rude of me to ask?"

If the PCs are looking for some kind of remuneration, secretly have the most guileless character roll a Willpower Test. Mrs. Avery is a very charming woman and most people trust her easily. A failure of the test indicates that the character wishes to help her free of charge. Otherwise, Mrs. Avery mentions that she will have a word with Grunlock and cover the night's board as payment for the favour. Mrs Avery is

happy to banter with the PCs until they become too boisterous with alcohol.

Food is brought from a stone cellar below and really tastes rather good. The night goes on and the players should be encouraged to interact with the locals, whether in dance, song or in drinking games. Any wounded character who takes part in the action will regain 3W the next morning, dreaming of dice and wine (Ranald sends a gentle blessing to those who support his rascally legacy).

LAST ORDERS

Grunlock will sound his bell and ask the patrons to leave just before midnight. If the players have showed respect and have offered to help Mrs. Avery, Grunlock will lead the players into the 'Hearth Suite', a low, stone, private chamber under the inn with a fire, two beds, a few sleeping rolls and a washbasin. An enormous painting of Grunlock looms over the place; The Dwarf sits in a high chair wearing the finest Imperial frills with a hunting dog at his feet. Grunlock grins proudly and bids the PCs good night.

An Evaluate Test indicates the painting, although exquisitely rendered, to be worthless. Neither Dwarf nor Man could purchase such a thing.

UNDER THE CANOPY

If the PCs have agreed to help her, Mrs. Avery arrives at 9am, just after breakfast. 'Just ask for Adam Avery,' she suggests. She places a brass memento on the table – a trinket enclosing a crude drawing of a young couple – and thanks the PCs kindly for their help.

The trudge up the muddy hillside is clumsy and uncomfortable; last night's rainstorm has turned the earth into slick chutes and watery trenches. Above, Wolvingwut House leans out over the forest, charcoal grey and sheer.

Under the darkness of the thick canopy, the PCs begin to hear a terrible screeching. The PCs should make Willpower Tests. To each player who fails the test, read aloud the following:

The Wolvingwut hisses with the wind, but beyond it you begin to make out the call of a horn. Soon other horns answer from the South and West. And is that the noise of hooves approaching? What if that madman was right? There must be

devil-folk in these woods. And us stuck with no light, like wounded bait? We must hurry!

These characters will want to run the remainder of the trek. Those who have not failed their Willpower roll should be allowed a Challenging

(-10%) Perception Test to see whether they spot strange arrowheads embedded in the trunks of trees. A Magic Sense Test reveals these were crafted by abnormal means.

— THE SANATORIUM —

The main fortress of Wolvingwut House sits tall and heavy on a sheer plateau. To the fore of the main gate as though tacked on to the main fortress later by inferior craftsmen, fragile and rundown walls surround a derelict courtyard, dishevelled and crumbling.

There is rusted bell hanging by a leaning brown gate, battered and since mended with pieces of fine rope. When the PCs arrive at the gate ravens caw from the battlements and swoop into the air. Ringing the bell has no effect. The gate can be pushed aside easily.

The courtyard is flanked by a stable and a coaching house. The windows and doors are all boarded up, rusted tools are scattered and broken, the roofs are patchy and sagging, and the ground is covered with straw. Anyone with a rural background will notice that the straw is fresh. Further inspection (a Easy (+20%) Search Test) identifies blood stains on most of the straw.

Opposite the gate, in the main wall, stone steps lead to a heavy looking portcullis blocking access to an equally heavy looking wooden door. The battlements are topped with spiked dripstones and leering grotesques, dripping with old rain.

AN AWKWARD

WELCOME

At a knock, a small portal on the main door rattles and opens slowly. A wiry and toothy old man dressed in a dirty white gown grimaces through the opening, eyes rolling. "Can't come in!" he sputters before slamming it shut. The PCs will have to persuade the guard of their urgency. Allow an Opposed Charm vs. Willpower Test (Use Guido Konig's 32 WP) with appropriate bonuses for clever roleplaying. Assuming the players convince the guard, he will mutter "I'll see the master," before scampering off, leaving the portal ajar.

In the centre of the courtyard ahead there is a beautiful if under maintained water feature

topped with a magnificent statue of the merciful Shallya, weeping into the pools below. Cracks and dips in the old cobblestone floor have collected last night's rain into silvery, still pools, reflecting the stormy clouds above.

If the PCs made a good impression, have Guido return within 15 minutes. Otherwise it could take an hour before he arrives. In the meantime, another scrawny man beyond the portcullis wanders past, smoking a delicate pipe. He sings a tuneless ditty loudly. It goes something like "blooh blah, upside down on the blooh-blah, tee hee hee, blooh blah". If you're up to it, try to sing this out in the maddest way you can. You'll really want to show the players the types of characters they're going to meet inside...

If the players try to hail him he will turn his back to them and sing a little louder. At this point, if the PCs speak at all, you might like to write notes as to what they say. See the sidebar Smoking Mad for more information.

While waiting at the entrance, players should make a Perception Test to see if they notice strange chalk carvings at the base of the entrance. A Challenging (-10%) Academic Knowledge (Magic) Test recognises that it is some kind of a ward.

FIRST IMPRESSION

Guido will return grinning pleasantly, ask the PCs to pass weapons through the portcullis and demand that the PCs take off their helmets (Antonius Reik has asked Guido to make sure they're not mutants). He'll put the weapons in a sack, run off and return in five minutes. "Mr. Reik will see you now."

He leads you past the statue of Shallya, under a tall arch and into the inner bailey. On the left, there is a ramshackle cottage half buried in hewn timber and you can hear musical whistling inside. The chimney is smoking but the scent of the burning wood is mingled with the odour of animals. Indeed, on the right is a fenced pen where chickens squawk noisily. A goat stands patiently on the top of a thatched roofed cottage,

SMOKING MAD

The character in the courtyard is Wolfram (See Cast), though he it will be tough work extracting his name. For the past decade of his life, aware that he's possibly as mad as a spoon, he has tried his utmost not to say anything at all, lest he give away the game. He has trusted and spoken only the words of others, convinced this is a clever loop around the problem.

When he speaks with the PCs, you can help portray his madness by having him speak in staccato cliché. Or by using phrases they have spoken in his presence. Here is an example of Wolfram's usual exclamations. You can use the space below to make notes if the PCs talk amongst themselves.

"By Sigmar's Hammer! You've got to learn them good, otherwise it's off to the circus!"

"Hail there stranger! Have you seen my boy?"

"Duty is heavier than a mountain. Dwarves know that by blood."

"If you don't talk we'll take your tongue."

"We don't want them hungry now, do we?"

If it wasn't for me you'd be speared by a Beastman!"

Notes:

staring at you and chewing on the straw.

The rounded plateau leads down to a kind of altar overlooking a great rolling vista of The Wolvingwut. Further to the right, in a rounded nook, there sits an impressive two tier shrine to Sigmar. The guard points to the left to an enormous charcoal grey tower peppered with dark, narrow vents. He asks you to wait at the entrance, pops in and then calls for you to enter.

Guido stands in front of a long red curtain and directs the PCs down the corridor. They are lead into a bright study with huge windows overlooking the forest. It is choc-a-bloc with books and medical paraphernalia. Antonius Reik is waiting for the PCs (see Cast for a full description). He is a big man dressed in layers of white robes with a gold heart embroidered on the left breast (Common Knowledge (Empire) Test to recognise the Shallya emblem). His white hair is closely shaved, he sports rough grey stubble and his eyes pierce like blue ice. Scars are etched over his neck and face. He introduces himself as Antonius Reik.

Those with a military background will notice the contrasting juxtaposition of scars and the Shallya robes. Furthermore, those with Heal can make a Perception Test to discover that some of these scars are less than a few weeks old. A Challenging (-10%) Common Knowledge (Empire) Test will reveal that his name sounds familiar. Antonius Reik was a feared witch hunter that went missing last year after a long crusade in the Northern provinces.

Reik smiles "Guido tells me you have an injured man. Our doctor will treat you. Take them to the infirmary and show them to the guests' lodgings." With that he waves his finger imperiously and Guido follows orders. Any PC who would like to stay to ask Antonius Reik some questions must make an Opposed Willpower vs. Intimidate Test (See Cast for Reik's stats) or bottle up. In any case, Reik professes to be too busy with the patients' care to help the PCs for now.

Guido leads the players outside, hands them a key and indicates how to find the infirmary. He'll be as helpful as he can but he will not leave his spot by the door and any questions regarding Mr. Avery will provoke a rehearsed response (which he mouths in a much more eloquent manner than he'd normally use): "I'm afraid I don't know who you are talking about. You must be mistaken."

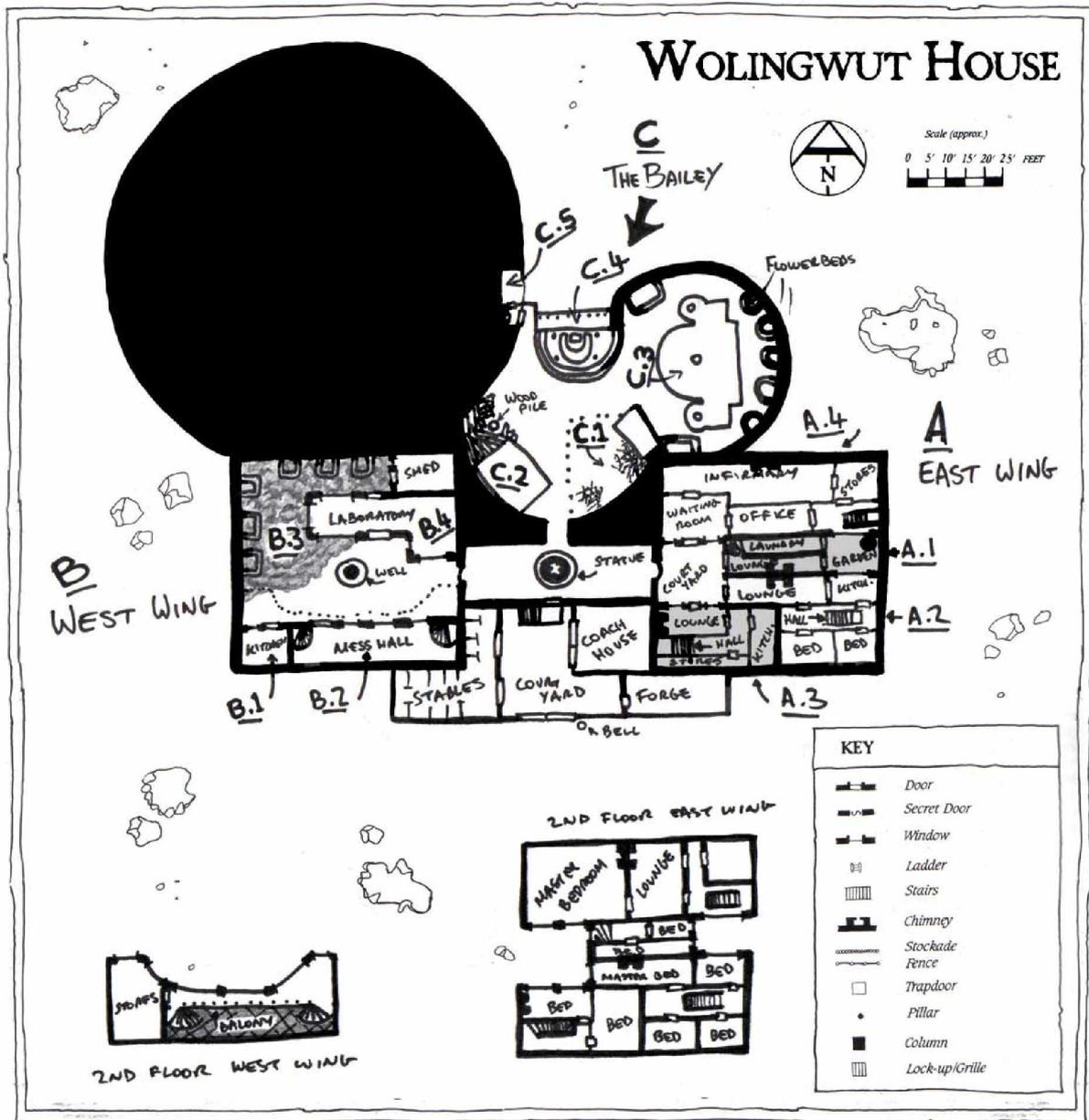
– WOLINGWUT HOUSE –

The following introduces the various locations within Wolvingwut House. The objective here is to raise in the players' minds a simple dichotomy: Something's not right but there's a genuine niceness about the people involved. To help evoke that dichotomy, in each relevant location or character you will see a sub heading entitled: "Something's Not Right". Here you will have the opportunity to demonstrate something odd for the players to digest.

It will be very tempting to portray the lunatic staff in a sinister manner. Try to resist and let

the location do that for you. If at all possible, demonstrate kind and sharing characteristics in all of the NPCs that the PCs encounter, with the following specific exceptions: Antonius Reik, Dr. Falkenheim and Jander Reichert. These characters have specific motives that sometimes involve the PCs so their attitudes may excite suspicion.

It may be useful to consult the Cast and Events sections while reading this material.



A. EAST WING

Description

The claustrophobic courtyard is surrounded by the walls of four connected buildings. Gothic recesses house shuttered windows, pointed chimneys jut from the roofs, smoking lazily, toothy grotesques grin from the gutters, half covered in moss, and washing lines criss-cross the courtyard like a mad spider web, forcing one to at once both duck below and climb the strands.

Something's Not Right

Once the PCs become know to Irmine, subsequent visits to the East Wing will find her lugging clean laundry to the rest of the 'staff' to keep up good appearances. She will seem flustered if she's caught in the act.

A.1. LAUNDRY HOUSE & GARDEN

Description

A narrow and lightless affair, floor-to-ceiling with mixed up laundry. This is the dwelling of Ranulf Muller and Irmine (See Cast).

Something's Not Right

A Routine (+10%) Perception Test will turn up blood on lots of the laundry. Furthermore, when speaking with Ranulf and his 'wife' a player making a successful Perception Test will notice that she wears no wedding band. Lastly, due to a forlorn sickness in his mind, Ranulf is overly flattering to his unresponsive, scowling missus, despite her grotesque visage. He keeps calling her the "pearl of Wolingwut" and so on, always answered by a dirty glance or a shove in the ribs.

A.2. STAFF QUARTERS

Description

It is a dark and shuttered off place littered with books and piles of tobacco ash. A cloud of smoke hangs there, tranquil in the musty air. Wolfram can normally be found here, excited about something or other (See Cast).

Something's Not Right

If any kind of light source is brought inside, PCs will notice that all of the wall mounted paintings have been burnt or otherwise marred so that their original subject remains a mystery.

A.3. GUEST HOUSE

Description

Fairly well kept if you were to compare it to the rest of the sanatorium, there's still enough dust here to excite a sneeze. Also, there seem to be too many spiders. Every time a PC picks anything up or uses the furnishings, he will disturb a couple of spiders which flee nervously to another dark place.

Something's Not Right

There is guestbook in the hallway downstairs. Anyone who reads it should be given Handout 1. The guestbook was used by visiting cultists to leave cryptic and unsettling messages to one another in the lead up to a grand ritual which never came to fruition (thanks to the intervention of Antonius Reik and Dr. Falkenheim).

A.4. INFIRMARY

Description

One of the more well used areas in the complex, Dr. Falkenheim has maintained his quarters as they were before the coup. The office is orderly enough, though cascading with old books. It is the normal whereabouts of Dr. Falkenheim and Jander Reichert, though they will both vacate the building during the preparation of the Bloodpox remedy and during the preparation for the surgery (See Cast and Events).

The first time the PCs arrive, Dr. Falkenheim will call them in after a knock on the waiting room door (which is clearly identified on a wooden plate), thinking them to be one of the staff. You may want to read the following aloud:

He is a wiry man with lank black hair, spectacles and dirty grey robes covered with ink at the sleeves. A blond boy near manhood sits at a small desk behind him, dressed in equally filthy robes. "I can't locate the solution here but I have..." the doctor cuts his sentence short when he notices it is you and snaps his book closed. "Can I help you?"

Dr. Falkenheim is a busy man but he is determined to do right. As soon as he hears of the Bloodpox he stands and begins to usher the sick PC into the infirmary, making sure that the rest of the PCs leave his office... During this bustle, the boy pipes up "Dr. Falkenheim, have you forgot a..." to which he violently responds "SIT DOWN AND SHUT UP BOY!!", spittle flying from his lips. He will cough, noticing the reactions of the PCs and mutter "They have no discipline at that age. A man must have discipline!

If you are up to it, it is useful to represent the sheer violence of the doctor in that moment. Depending on your surroundings of course, shouting may not be appropriate!

The infirmary is warm – a fire blazes in an enormous hearth – and lit cosily with a dozen lanterns. Two of the beds are occupied by wide eyed men, shivering and twitching in their own internal nightmares. The doctor examines his new patient quickly, diagnoses the ailment and asks the PC to leave, promising a cure within a few hours. He believes he has all that he needs in the laboratory.

Something's Not Right

If the PCs return when Dr. Falkenheim is busy elsewhere they will find damning evidence in the office. Jander has laid out the most appropriate files and books to inspire suspicion. In fact, those with a clerical background (Scribe etc.) or those with Sixth Sense can attempt a secret Hard (-20%) Intelligence Test to recognise the unusual arrangement of these documents... The two pieces of evidence are the Liber Advocāndi the patient records (Handout 2). As you may notice, some of the staff members that the PCs have met are listed in the patient records.

The infirmary is home to two warriors, both of whom have become catatonic with fear. A search of their belongings turns up military uniforms from the Reikland army.

B. WEST WING

Description

Neglected weeds rule the garden, spilling out from an archway at the back of the yard, tumbling over proud statues and clambering up the face of the laboratory to lace across the boarded windows. On the left, a curved bay of

windows overhangs a dark arcade. Steam billows and blusters from the shadows there and the air is crowded with the smells of cooking fennel and sodden earth. In the centre of the grounds there is an ornate well, carved in relief with delicate ivy. Among the tall grass and brush, it seems to have grown from the stone.

Something's Not Right

A character with Magical Sense will notice a strong Amethyst glow, the magical wind of death, emanating from the kitchen at the end of the arcade.

THE LIBER ADVOCANDI

This forbidden text documents the summoning and control of Dæmonic creatures. It is written in Classical though it will require a successful Challenging (-10%) Intelligence Test by a character with the Read/Write and Speak Language (Classical) skills, along with 48 study hours before the full knowledge it holds can be gleaned and used. At the end of this period, the character must make a second Intelligence Test. A failure indicates that the concepts are too difficult to grasp and the book must be studied for another 48 study hours before the test can be repeated. A success for the character results in a disturbing understanding of the realities of magic. Make a Willpower Test or gain 1 insanity point. However, the character may thereafter obtain the Academic Knowledge (Magic) skill for 100xp, regardless of his current career.

B.1. KITCHEN

Description

The door to the kitchen is sealed with fresh timber and fresh nails. Immediately in front and under the dark arcade, a strong smelling stew bubbles in a large iron cooking pot. Until the preparation of the surgery, the resident cook Ortofl Fleischer stands here, leaning glumly on his quarterstaff (See Events and Cast).

To enter the kitchen, the players will need to break down the planks barring entrance. Characters with a background in the carpentry trade and the appropriate tools can gain entrance noiselessly in a matter of minutes. Alternatively the PCs are going to have to make a lot of noise in bashing it down. Unless the preparations for

the surgery are in their final stages, Dr. Falkenheim will hear the racket from his lab and come to investigate. He will do his utmost to prevent entry, announcing a terrible plague within and calling to his peers for aid if things get physical.

If the PCs do get inside they will be buckled by a terrible stench. It is dark and cluttered. A heavy curtain separates the atrium from a larger inner area. Beyond the curtain lie the bodies of the fallen from the coup, doctors and patients included. Witnesses to the terrible scene must make a successful Willpower Test or gain 1 Insanity Point.

They will have sufficient time to gag before they hear a low rumbling growl of something dreadful within. The kitchen has become the feeding ground for the once pleasant Scrappy, a mutated terrier 5 feet long, bearing 7 eyes and a long rat's tail. Scrappy will not attack unless the PCs try to get beyond the curtain and will back down as soon as the PCs leave the kitchen.

Scrappy, Mutant Dog

WS	BS	S	T	Ag	Int	WP	Fel
41	0	42	48	50	25	58	0
A	W	SB	TB	M	Mag	IP	FP
1	18	4	4	6	0	0	0

Skills: Follow Trail, Perception +20%, Swim

Talents: Keen Senses, Natural Weapons, Strike Mighty Blow

Special Rules: Filthy Poison: If Scrappy wounds his target, the character must make a Toughness Test or lose an additional 2W from poison the following round.

Armour: None

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

Weapons: Bite

Something's Not Right

A successful Perception Test reveals an empty dog collar connected to one of the stone pillars of the arcade by a long chain. Mention of this to Ortolf will induce silent tears and a little trembling. Furthermore, if any character tries to enter the kitchen while Ortolf is around, he will stand in their way and tell them "there's a terrible rat infestation. Nobody's allowed inside."

B.2. MESS HALL

Description

It is a grand hall. Great columns reach up to a vaulted ceiling decorated with rich religious frescoes. A winding stone staircase leads to the balcony level at both ends of the hall. A grand piano poses on the far stage and two polished mahogany dinner tables stretch down the room's length, skirted with high-backed, cushioned chairs. White drapes hang above the tables, suspended with invisible string, and stir gently in the draught.

Something's Not Right

See Chicken Soup for suspicious events later in the day.

B.3. HERB GARDEN & SHED

Description

Once a pretty, placid and gentle place it has not enjoyed the tending of a groundskeeper for decades. To enter, PCs must hack away the brush and even then it would take hours to clear passage.

Something's Not Right

If the PCs use the lab to enter the garden they will alert the attentions of an imprisoned mutant far below the surface. Using long tentacles that wriggle through ancient venting, he has fed on birds and other nesting animals for years. A random PC must make an Agility Test or be grabbed by a pair of slimy limbs. Each round the character must make a Toughness Test or suffer 1W as he is pulled through the thorny undergrowth. An Opposed Strength Test vs. 35% will free the character. Alternatively a blow causing 3 or more Wounds (against TB 3) will spur release.

B.4. LABORATORY

Description

A hot, clinical smell drifts from the rusty door. Shelves and tabletops are filled with vials of bubbling liquids, curly tubes and distillation rigs. Richly coloured plants threaten to burst out of delicate glass cases, supported by large cages filled with squealing rats. The air is damp and hot, the ceiling drips with condensation.

Something's Not Right

If Dr. Falkenheim has not started to prepare for the surgery, he will be here trying to work on the cure for the Bloodpox. He is anxious because there is an ingredient he must retrieve from the sanatorium tower, a place he cares not to enter. PCs can notice blood on his sleeve with a successful Perception Test, something he will blame on "his carelessness" if asked. Truthfully he suffered the wound in the garden wrestling with the tentacle mutant (See Herb Garden & Shed above).

C. BAILEY

Description

See First Impression for a detailed description.

Something's Not Right

See specific locations below.

C.1. ANIMAL PEN

Description

The goat still stands on the roof of the low cottage, chewing the thatch and staring at the PCs the way goats do. Meanwhile the chickens are excessively feisty, jumping and flapping their wings. Within the animal pen cottage, salted meat dangles in the darkness.

Something's Not Right

Any PC approaching the pen will attract the attention of the feral chickens within. These chickens have suffered some malignance from the experiments of their old masters and now squawk for blood. The chickens rush over in a great pack, throwing themselves at the fence, shrill and excited. If the PCs enter the pen they will be attacked and must make an Agility Test each round or suffer D-3 hit (Minimum 1W). If the players want to kill the chickens, use the following stats:

Feral Chickens (12)

WS	BS	S	T	Ag	Int	WP	Fel
-	-	10	10	35	-	-	-
A	W	SB	TB	M	Mag	IP	FP
-	4	1	1	-	-	-	-

Special Rules: While the chickens outnumber their target 4:1, the character must make an Agility Test each round or suffer a D-3 hit (Minimum 1W). Below this ratio, the chickens do not have enough numbers to hurt their target.

C.2. GROUNDS STORES

Description

It is filled to bursting with an assortment of junk, equal reverence given to the useless and the antique: One shelf contains a rusted spade, a lacquered urn, a bronze bird cage and a selection of tattered socks. Odd tapestries and curtains poke up in rolls at the back, buried under barrels of lamp oil.

The value of the goods here, if sold to the right buyers, could (at your discretion) fetch between 50-500 gc. If you intend to run Ashes of Middenheim from the Paths of the Damned campaign and you are looking for a way to get the players on the hook, you could place the relic of Sigmar that features in the beginning of the first adventure within these stores.

Something's Not Right

There is nothing out of the ordinary.

C.3. SHRINE

Description

The two tiered shrine to Sigmar is built in the classical design with domed roofs and a shallow arcade supported by fat columns. The exterior and interior are both embossed with scenes of battle depicting Dwarf and Man in coalition against the Greenskin horde under the shade of Blackfire Pass. There is a cool interior, twinkling with candlelight.

Something's Not Right

When the PCs approach the shrine, Albrecht Drakwolf (See Cast) will emerge, grinning wildly shouting "Praise to Sigmar! We have visitors!" He wears egg yolk coloured robes (An Academic Knowledge (Theology) Test will reveal that these date back more than 50 years), his hair is badly hewn and a small sheaf of papers is bound to his forehead by a leather thong. He comes running out bearing a parasol over his head and dirty white gloves on his hands so that none of his skin is exposed to the sun. As soon as he

leaves the steps of the shrine he trips to the floor, scattering the parasol across the yard.

Albrecht is terrified of sunlight and this trip provokes a fit of panic. He will crawl over to his parasol, sobbing. Enter Jander Reichert. The boy set a trip wire at the steps hoping to achieve this result. He will run across the yard to fetch the parasol for the 'priest', consoling him gently. This is a good opportunity to sow the seeds of doubt in the PCs' minds. Having performed this 'kindness' he will throw a scared look toward the infirmary, make staggered excuses and run away.

A PC entering the shrine who is experienced with traps and trap making should be allowed a secret Perception Test to see if he notices the broken tripwire.

C.4. BALCONY

Description

Shallow steps rise to a semi-circular dais upon which slim rods support a canvas roof. Below, in the shade, a rough stone chair faces the open end of a horseshoe shaped altar.

The second time the PCs enter the bailey, Gizmar Thorvald (See Cast) will be binding canvas wind buffers to the back and sides of the altar rods.

Something's Not Right

Gizmar, a battle worn and practical fellow, knows from the cut of the PCs' jibs that they're not a threat and hasn't much time for politicking. Any

questions the PCs ask of the place, he'll answer with the weakest attempt at guile, often mincing his words. From Gizmar, the PCs can learn that Mr. Adam Avery was killed and "good riddance", but he will not say how or why. He will also reveal, gesturing to the whole sanatorium, "all these doctors. Weak men with puny hearts."

After the preparation for the surgery has begun, an investigation of the altar will reveal dried blood and strange chalk markings. A successful Academic Knowledge (Magic) Test will recognise the mark as a kind of rare symbol for invocation.

C.5. PHYSICIAN'S OFFICE

Description

Guido and Antonius Reik will not allow entry into the sanatorium tower, even to visit the physician's office, for any reason. This is where Reik stores both the staff's and the PCs' weapons.

Something's Not Right

If somehow the PCs gain entrance, they will find nothing of great importance within except for the PCs' weapons. Antonius Reik has been careful to destroy any damning evidence within his chambers.

— EVENTS —

The following lists the activities of the day and will serve as a useful guide as to where the staff will be while the PCs are investigating. If the PCs ever encounter Jander on his own as a result of his spying, see Jander's Betrayal to resolve the encounter. Note also that The Pocks event will be a useful spur to get the players focused if they start to drift.

Approx Time	Activity	Movement	Notes
9am	PCs leave Wolvingdorf		
11am	PCs arrive at Wolvingwut House		
12pm	Jander begins to follow PCs	Jander is no longer at the infirmary	Perception Test during passage through the inner courtyard to notice someone following the party.
12.30pm	Prepare for the surgery	Antonius, Ortolf and Gizmar enter the sanatorium tower to retrieve their old doctor for use in the banishment ritual	
1pm	The Pocks		The afflicted PC begins to notice the red pox on his wrists and throat
1.30pm	Dr. Falkenheim's preparation	Dr. Falkenheim leaves the laboratory to prepare the altar for the surgery	Gizmar and Ortolf emerge from the sanatorium tower and evict and PCs from the Bailey until the 'surgery area is prepared'.
2pm	Surgery introduction	All staff move to the balcony to hear Reik's speech	PCs are visited by Jander
2.15pm	Surgery		
2.30pm	Chicken Soup	All staff move to the Mess Hall except for Dr. Falkenheim who continues his work on remedy inside his lab.	
3.pm	The Black Portal		
Dusk	Siege		

– JANDER'S BETRAYAL –

Jander Albrecht (See Cast) is trying to persuade the PCs that to release the staff from the sanatorium tower would be a boon for the world. He has already tried to encourage to that conclusion by exposing the patient records and the Liber Advocādi. Furthermore, he may have already tried to demonstrate his innocence by provoking the rage of Dr. Falkenheim and by rescuing Albrecht Drauwolf's parasol.

Now Jander hopes to use the PCs' suspicion to his own advantage. If he meets the PCs on his own, he will whisper hurriedly the dreadful plot about him:

The boy looks anxious, his eyes darting. He seems to tremble, beckoning you over. "Sirs," he whispers, "p-p-please help us..." He points to the tower "They came from in there. At night. They killed most of us. They put the bod.. They put them in the kitchen. The r-rest of the staff are

locked in th-the tower still... They do experiments on them... P-please... You must..." his eyes dart over your shoulder, "I must go..." he gasps and runs into the shadows.

Even if he cannot speak directly with the PCs he will send them a note during the surgery (see Surgery below).

SURGERY

If the PCs are not in the Bailey when the surgery speech begins, Jander will be sent to request their presence. He will use this opportunity to try to beguile the adventures (See Jander's Betrayal above) and to give them Handout 3, saying "I was going to give this to you later," before scampering off.

The bailey has wooden stools set in rows before the balcony. If Jander has not already given the PCs the note, he will use this moment to pass it to them as they sit. You might like to read aloud the following:

All of the staff whisper to each other, though there is little excitement in the air. Occasionally the pipe-smoking fellow cries out "We salute you! Apples and grapes! Four a shilling!", hopping in a circle and drawing deep on his tobacco embers. The door to the tower opens quietly. A large man with thick silver hair is carried down to the balcony chair. Guido straps him down by the arms and head with leather binding. Once complete he stands aside. The man in the chair shudders occasionally and mouths a silent word over and over, lost inside his mind.

PCs with Lip Reading understand the word to be "Forwards".

Antonius Reik marches down the steps in his white robes and stands squarely in front of his audience, hands behind his back. You notice his clothes, in fact the robes of all in attendance, are fresh since this morning. He draws a deep breath, "Here, at Wolingwut, we pride ourselves on fairness, courage and piety. Is that not so? Under the authority of the Imperial Court we have been charged to heal the un-healable, to remedy the doomed. I, Antonius Reik," he grins warmly, "will demonstrate the healing power of science and once and for all end this... patient's torment." He unrolls a leather cloth on the altar. Steel gleams eagerly from within.

At this point the PCs may interject. It is likely that they will not ant anyone 'healed' until they are sure of the situation. If the PCs do mount a

case for the patient's preservation, read or paraphrase the following:

At your interjection, some of the others murmur they're agreement. There is a pause. "What's if it don't work?" someone calls out. "No need for it, I say!" shouts another. Soon the whole lot of them are standing up, fists raised. "We're never as bad as them, never!" Antonius raises his hands for quiet. "Very well. No need to raise such alarm," he sighs, eyes cast down, "but I hope that you can bear the consequence." With a pause he strides away, meeting Dr. Falkenheim at the steps. Guido begins to un-strap the man in the chair, shouting "Lunch in the Mess Hall folks! Lunch is in the Mess Hall!".

Should the PCs allow the surgery to take place, it is up to you to evoke the horror of the proceedings as appropriate to your style of GMing. In any case, Reik administers the surgery in the style of the Church, using, among other things, a chisel and a hammer. Anyone watching the operation should roll a Willpower Test or gain 1 Insanity Point. Afterwards, Reik and Dr. Falkenheim talk to one another. Anyone within earshot (making a successful Perception Test or those with Lip Reading) will uncover the following conversation before things get too busy:

"It didn't work," Dr. Falkenheim hisses.

Reik looks dumfounded. "It didn't work? Of course it didn't work. I smashed his skull open!"

Dr. Falkenheim stares at him patiently. "No, Antonius... It didn't work." Reik pales and marches to the sanatorium tower.

CHICKEN SOUP

Soon after the operation, whether or not it went ahead, everyone except for Dr. Falkenheim arrives at the mess hall. Ortoif is serving up his chicken and fennel soup, grinning happily. Unless any of the PCs announce their intentions not to drink the soup, tell them that it tastes better than it smells. If the PCs object to eating the stew at this juncture, make a note which PC is eating and which is not.

One random PC will have the misfortune of sitting beside Wolfram. He will talk total nonsense, to the amusement of the rest of them and you should use the Smoking Mad sidebar (See An Awkward Welcome) for the types of things he's likely to say.

The atmosphere should be jovial. Either everyone is delighted on the moral objection they took to the surgery or, if went ahead, they are relieved thinking the Beastmen attacks will stop.

Ranulf Muller will sit at the piano and start to play a raunchy Reiklander ditty called 'An inch above her knee'. A Routine (+10%) Common Knowledge (Empire) Test tells whether the characters know the song. Feet start tapping; people smile at one another and a half hearted sing-along begins. If any of the players join the sing-along, the lunatics of Wolvingwut House will whoop and dance on the tables.

Moments later, Antonius Reik drops unconscious. One by one, they fall to the floor until Ranulf finally collapses, his head bouncing off the piano with a clang. There is silence.

Any of the PCs who drank the soup must make a Challenging (-10%) Toughness Test or collapse asleep. They can be roused but all tests should be made as though Very Hard (-30%).

THE BLACK PORTAL

Jander is waiting by the portal, which sits behind the red curtain just inside the sanatorium tower. When the PCs arrive he will be smiling eagerly. His plan is near fruition.

"Many weeks ago the patients escaped and there was a lot of fighting. Dr. Falkenheim was behind it all. I think he is a worshipper of the Dark Gods. They will all wake up in a little while so we don't have very much time!"

The door is locked (Hard (-20%) Pick Lock Test) and heavy (Very Hard (-30%) Strength Test). Resourceful players will either check the Physician's Office or Antonius Reik's sleeping body to find a key. As the PCs engage themselves in opening this terrible door, describe the following, if appropriate.

- The door is covered with strange and unsettling runes
- If the opening of the door creates any kind of ruckus, Dr. Falkenheim will emerge from his laboratory to see what's going on. Sighting Jander at the portal, he will become filled with rage:

Dr. Falkenheim staggers into the bailey and cries out, lashing every word with hatred. "Stop! Traitor! How could you, filth?" He sways, groggily, "Whatever he said, it is a lie! I am Dr. Falkenheim!" The boy steps behind you, "P-p-

please, they will be waking soon. They will throw me in there with the others."

Dr. Falkenheim will lose his balance and topple to the ground. Every minute or so he will beg the PCs to stop, calling the boy a liar and a traitor.

From here, the PCs have several options. If they open the black door, see Can of Worms below. If not, Jander will get ever more anxious. The farther they lean away from his request, the more erratic and pronounced his behaviour, until he begins to hiss and snarl with rage. Sooner or later the PCs will know something's amiss. In this case, see Call to Arms in the following section.

The PCs might like to take their time with this decision, or involve the other staff in some manner. Nearly any delay will aggravate the boy. However, there is also the harrowing possibility that the PCs will want to cut the throats of the staff while they sleep, so duped by Jander's guile. In fact, this is the only condition apart from the opening of the portal that will prevent Jander from revealing his nature. The PCs will have an easy time of the executions. However, when the plot is finally revealed, the PCs will probably have to flee Wolvingwut House before the Siege. Furthermore, each PC involved in the slaughter should make a Willpower Test or gain 1d10/2 Insanity Points.

CAN OF WORMS

The doorway clicks open. There is a magnificent BOOM as though the sky was struck like a bell. From The Wolvingwut there is an answering call. A dreadful din, metallic and carnal. At once, the forest shudders as thousands of birds take hurried flight, darkening the sky. You stagger noiselessly, numb. The boy grins at you, licking his teeth and with a screech he rushes up the side of the sanatorium tower, like some devilish crab.

A figure, grey and bruised, shambles from the darkness within. Coils of tentacles sprout and writhe from his back. You recognise him from the altar chair, only now he wears a wide and terrible grin.

PCs witnessing these events should make a Routine (+10%) Willpower Test or gain 1 Insanity Point. The players have 10 rounds to close the portal again or the rest of the 'staff' will be released.

Following this encounter, see Rouse The Troops below.

Dr. Breitenbach, Chaos Cultist

WS	BS	S	T	Ag	Int	WP	Fel
50	40	45	50	35	50	50	15
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	0	15	0

Skills: Dodge Blow

Talents: Natural Weapons, Strike Mighty Blow, Frightening

Special Rules: Flurry: The tentacles sprouting from Dr. Breitenbach's spine are tipped with sharp talons. These strike out to a 2 yard radius. Anyone coming within that range must make a successful Agility Test each round or take a S0 hit.

Armour: None

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

Weapons: Claws

– THE SIEGE –

CALL TO ARMS

Jander, unable to release his masters, becomes furious. He was close enough to smell the glory, but finally it has been torn from him. His blood boils with rage. After the PCs start to sense something wrong with Jander, read or paraphrase the following:

The boy backs into a crouch and shrugs low to the ground, eyes locked to yours. There is something unnerving about his scuttling movement. So quietly that you can barely hear him above the wind he hisses, "Gutless... Hesitant donkeys that must be lead!" he scurries back further, his legs moving impossibly, "You know no glory and you never shall! And you stare upon me, disgusted? Judging? Without any shame? Pah!" His body seems to bend vulgarly and there is grind and a crack, like the rough breaking of bones, "Now, The Wolvingwut will rise up against the oppressor! Tonight you will face the might of my God! Tonight we will march upon you, braying our piety to the heavens! And Wolvingwut will be Changed. And you... you will kneel before the Changer of the Ways!" With a screech he rushes up the side of the sanatorium tower, like some devilish crab and the air is filled with noise. From The Wolvingwut there is an answering call. A dreadful din, metallic and carnal. At once, the forest shudders as thousands of birds take hurried flight, darkening the sky.

At your discretion, you may ask witnessing PCs to make a Routine (+10%) Willpower Test or gain 1 Insanity Point.

ROUSE THE TROOPS

Wolvingwut House is to be besieged at dusk. The players have the opportunity to mount defences and they'll probably look to Antonius Reik for support. Unfortunately, Reik and his crew will be doped for another hour before they can understand the scenario. The PCs can use this time to plan a defence or flee the fortress.

Denizens of the Tower

If the PCs opened the portal and did not manage to shut it again, the denizens of Wolvingwut House will creep out of the darkness. Although the staff and cultists within amount to but a dozen, there are older and more powerful monstrosities there in enough numbers that any confrontation would lead to the PCs' quick demise. To encourage their survival, you should describe to the PCs the great torrent of creatures that emerge and allow Intelligence Tests to evaluate the sheer futility of battle. The PCs should escape from the fortress with creatures snapping at their heels. Once in The Wolvingwut, however, the creatures give up the chase and return to the sanatorium.

Wakey Wakey

Assuming that Antonius Reik and his staff are still alive, they can be roused an hour after the PCs resolve the confrontation at the black portal. Allow the PCs to explain the situation and ask questions. Reik will respond as follows:

Antonius Reik blinks slowly, eyes reddened, "I can't tell if it was years or months you know, since I was outside Wolvingwut. Sad, eh? When they locked me in their dungeons I knew that I had been put here to test my faith. He is a hard God, so He taught me a harsh lesson. Time

passed. As I say, I can't tell you how long. But then I saw in Dr. Falkenheim a glimmer of doubt. With Sigmar as my guide, I lead him back to the light and so it was possible for us to escape. Each night since, we have been under siege. Today, using some hocus pocus, we hoped to break the sieges. That was the motive for the surgery this afternoon. Of course, it was never going to work. Pah!" he wobbles slightly, "Have you a drink? Some water?"

"We could not flee the fortress, not until we knew the forest was safe. And we could not advise the village either, for who would believe a troupe of madmen? We had to make pretence. And we were afraid the others would return. The other witches. In fact," he smiles, "I thought you were those witches at first! Believe that! In any case, Sigmar was with you and we have survived a terrible betrayal. Dr. Falkenheim was so keen to redeem that boy." He stands and breathes deeply. "The Warherd will come in strong and aggressive. There'll be at least two points of entry and they've got Flayerkin with them. Myself, Gizmar, Ortolf, Guido... an excellent archer by the way, and Gernig... sorry you'd know him as Irmine," he grins, "have all seen battle. I'm not much of a tactician so I'll leave that to you. Do with us what you will and by Sigmar's Hammer let us take the fight to them!"

Irmine will throw off her robes to reveal a tough, hunch backed warrior. This is Gernig, who suffered Ranulf's casting as his long dead wife. As soon as Gernig reveals himself he will march over to Ranulf and point at his chest, "you call me the pearl of 'ought one more time and I'll bash in your head... Got it?"

SIEGE MECHANICS

It is not advisable to run the siege on a round by round basis because of the numbers involved. The best thing to do is either ask the players for their intentions and describe the resulting events as you think appropriate, or to create a method for resolving the conflict, concentrating mainly of the activities of the PCS. I've included a system below.

Rules

The siege consists of rounds, each round made up of 3 phases:

Phase 1 – Determine attacking and defensive strength

Phase 2 – Resolve NPC wounds/Death

Phase 3 – Allow the PCs to interact in the environment for 3 combat rounds

Phase 1

Determine Attack strength: The Enemy has set routes, according to the Siege Map, of how they will try to make entry. If there are Allies defending this point of entry, the Attack Strength for the encounter is equal to the Attack Strength on this route. E.g. The Attack Strength of the Enemy on the East Wing is 8.

Determine Defence Strength: Total the Defence Strength of the non-wounded NPCs defending a particular zone on an attack route. See the Troops Chart for Defence Strengths. You may only count a troop's Defence Strength once per round (See Reinforcements below). E.g. If Antonius Reik and Gizmar were defending the Laundry Garden, their Defence Strength would equal 6 (3 for Reik and 3 for Gizmar).

Zones: See the Siege Map for a division of zones. Each zone has a defence score. If an encounter is resolved in this zone, the allies receive a bonus to their defence to this amount. E.g. If Reik and Gizmar were defending the Laundry Garden (a +3 zone), their Defence Strength would be increased by 3.

Traps: If the PCs lay a trap for the enemy along their attack route, increase the Defence Strength of the allies by 1-3 depending on the lethality. E.g. 1 for a spear trap, 2 for a spiked pit trap or 3 for a gunpowder trap.

Flanking: If the Enemy manage to proceed through their route of attack without confrontation and end up flanking a group of defenders, add +3 to the Attack Strength. E.g. If there were no defenders in the East Wing, the Enemy would be able to flank any defenders in the inner courtyard zone, thus increasing their Attack Strength +3 for that confrontation.

Troops Chart			
Name	Defence Strength	Name	Defence Strength
Guido Konig	2	Gernig Schaffer	2
Wolfram	0	Ortolf Fleischer	2
Antonius Reik	3	Gizmar Thorvald	3
Dr. Falkenheim	1	Albrecht Drauwold	1
Ranulf Muller	2		

Phase 2

There will be a maximum of 3 confrontations to resolve in this phase, as the Enemy will be assaulting from only 3 directions. Compare the Attack Strength to the Defence Strength.

Defence > Attack: If the Defence is higher, the defenders suffer no casualties and rout the enemy on that attack route. That attack route is now considered closed.

Attack > 2x Defence: If the Attack is greater than double the Defence score, the defenders are killed. The full Attack Strength of the Enemy continues their route.

Attack > Defence: If the Attack is higher, the defenders are forced to retreat unless they are reinforced. As soon as this situation occurs, flag it to the PCs.

Reinforcements: The PCs, in an Attack > Defence situation, can send any number of troops to help as long as they have not yet been included in the Defence Strength for any zone this round. They are no longer considered to be in the zone they were taken from. If the reinforced strength is still not enough to beat the Enemy, the defenders Retreat. Otherwise they hold their ground: The Attack Strength of the Enemy on this route is equal to the difference between the Attack Strength and Defence Strength.

Retreat: The weakest defender (or a random defender if there is a tie) is wounded and can no longer be considered in the Defence Strength of any zone. The defenders are forced backwards one zone. The Attack Strength of the Enemy on this route is equal to the difference between the Attack Strength and Defence Strength.

Phase 3

The players have three combat rounds to act. If they are in a zone that is victorious, you may describe the glory as you desire. If they are in a zone that is defeated, the PCs should be allowed to make 1 WS/BS Test per round. Each success reduces the Attack Strength of the

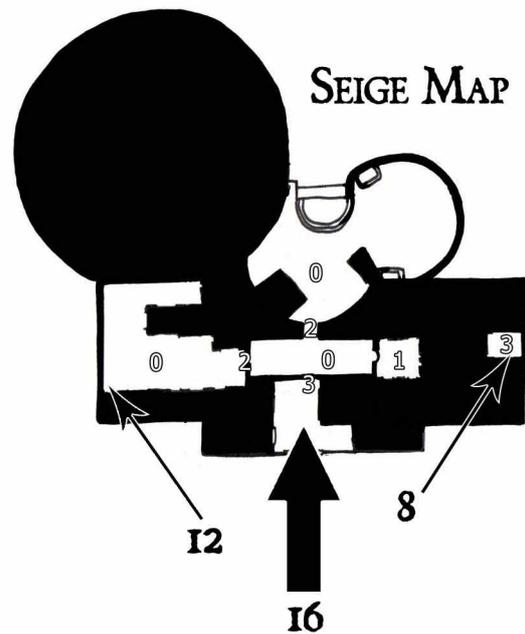
Enemy there by 1 (and kills a Beastman in a gruesome manner). If the defenders are still defeated, they retreat as normal. However, each of the PCs should also suffer 1d10-3 Wounds modified by armour only. At the end of the 3 phases, the PCs can regroup their troops for the next round.

Once the combined Attack Strength of the Enemy falls below the unmodified combined Defence Strength of the defenders (ignore the PCs), the Beastmen will flee.

If the PCs are forced to retreat into the Bailey, have the party face one Beastman (for statistics see p.228 of the Core Rulebook) for each PC and resolve the conflict as normal, describing the frenzy of battle all around them.

FLEE!

If the PCs look like they're doomed, Antonius Reik will call a retreat to the West Wing if it is possible. In the kitchen there is a vent that leads down a chute to the plateau. Here the survivors can flee Wolingwut House and escape through the forest.



— AFTERMATH —

There are various outcomes to this adventure. Wolvingwut House may or may not be overrun with Chaos. Antonius Reik and his staff may or not have survived. The most likely solution is that the PCs will have been able to rout the siege. In this case, you may read aloud or paraphrase the following:

You rest, panting and dizzy for some time before your minds settle. The Beastmen have retreated to lick their wounds. It is a day of victory. But the sense of loss and futility still shrouds this place and it is not long before Antonius Reik approaches. "You must leave this place tonight. We do not want your names marred alongside ours. It is our intention to raze Wolvingwut House to the ground." [To the character with Bloodpox] He throws a phial of yellow liquid into your lap, "About time, eh?" Helping you up, he sets about arranging for your departure.

He will clasp hands and wish the PCs well. If the PCs want anything from the Grounds Stores, he will give it (PCs can carry as much gc of miscellaneous junk as you think appropriate to your campaign). The survivors wave them down

the hill. When the PCs get back on the road to Klimgart or wherever else:

On the horizon, a thick cloud of smoke roils skywards. A wind picks up, gusting through the trees with shrieks and howls. Your cloaks flap nosily and your knuckles numb. Suddenly, with a great puff of fire in the sky, the winds die and there is a silence in The Wolvingwut.

EXPERIENCE POINT AWARDS

Accepting Mrs. Avery's request	5xp
Persuading entry to Wolvingwut House	10xp
Defeating Scrapy	10xp
Each NPC questioned in Wolvingwut House	5xp
Finding the Guestbook	5xp
Finding the Liber Advocandi and Patient Records	10xp
Stopping the surgery	10xp
Sealing the black portal	20xp
Defeating Beastmen at the siege	30xp

— CAST —

Grunlock Golgundson

Careers: Pit Fighter, Burgher

Race: Dwarf

WS	BS	S	T	Ag	Int	WP	Fel
52	37	32	47	29	38	39	33
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	3	0	4	0

Skills: Common Knowledge (Dwarfs), Common Knowledge (the Empire), Dodge Blow, Drive, Evaluate, Gossip, Haggle, Intimidate, Perception, Search, Speak Language (Breton), Speak Language (Khazalid), Speak Language (Reikspiel) +20%, Trade (Stoneworker)

Talents: Dealmaker, Dwarfcraft, Grudge-born Fury, Night Vision, Quick Draw, Resistance to Magic, Specialist Weapon Group (Flail), Specialist Weapon Group (Parrying), Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Two-handed), Stout-hearted,

Strike Mighty Blow, Strong-minded, Sturdy, Suave, Wrestling

Description: His greying beard is always plaited in ceremonial knots, from the delicate 'Wisdom' braids on his moustache to the substantial 'Duty' braids that swing over his belly to the floor. He dresses in the finest navy frills from Reikland and his wide lace collars and long, tapered cuffs look somewhat out of place. He welcomes his guests with a courtly bow and a hearty carnival trill, both of which he decorates with a thoroughly good natured smile.

Character: Rescued from a goblin den by a band of explorers many years before, Grunlock owes his life and pride to the 'Men of the Empire'. He became fascinated by the hasty industry of Humans, rooted himself in their culture and has since devoted himself to the procurement of their oddities and mannerisms. In sincerity, he's not completely fond of everything he finds but believes it his duty to celebrate the good and the bad in honour of his debt to the Empire.

His hands-on, brazen ways, his tough stories and his gentle heart have earned him a heavy purse of respect from the people of Wolvingdorf. Although there's no legal mayor in the town, whenever there's a problem it's normally Grunlock who sorts it out.

Grunlock will try to help the players but he will not venture to Wolvingwut House. He's known there's been something amiss up there for some time and has promised himself not to meddle in their affairs. Furthermore, he's got a wedding to manage and puts that before almost any other task.

Mrs. Elise Avery

Careers: Burgher
Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
28	25	28	31	32	45	30	44
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Academic Knowledge (History), Charm +20%, Common Knowledge (the Empire), Evaluate, Gossip +10%, Haggle, Heal, Perception, Read/Write, Search, Language (Kislevian, Reikspiel +10%)

Talents: Acute Hearing, Dealmaker, Savvy, Suave

Description: A well presented, clean and elegant lady, Mrs. Avery sports a complex network of buns and plaits, dressing them with beads and intricacies from Reiklander fashion.

Character: Though past her prime, she is roguishly flirtatious in a well-to-do fashion and loves to talk history with those of good education. She sets about every task knowing already the outcome, adept at hinting promises to bargain for her desires.

Guido Konig

Careers: Mercenary
Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
35	45	33	33	30	25	35	25
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	7	0

Skills: Common Knowledge (the Empire, Tilea), Dodge Blow, Drive, Gossip, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean)

Talents: Coolheaded, Disarm, Marksman, Rapid Reload, Sharpshooter

Weapons: Bow, Sword

Description: A wiry and toothy old man with dirty grey robes. He mutters frequently, wipes his nose on the back of his hand and speaks with a thick peasant accent.

Character: An ex-mercenary fighting for the border princes in Tilea, his mind was rattled from war. He lost the capacity to speak for many years until the cultists at Wolvingwut House used their tools on him.

PCs: He likes the PCs, even though he rarely shows it. If the PCs talk to him or make any kind of friendly banter though, he will often find himself laughing along, though he never contributes.

Where is Mr. Avery? He will respond "I'm afraid I don't know who you are talking about. You must be mistaken."

Antonius Reik

Careers: Initiate, Witch Hunter
Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
65	63	46	45	42	40	65	49
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	8	0

Skills: Academic Knowledge (History), Academic Knowledge (Magic), Academic Knowledge (Necromancy), Academic Knowledge (Theology) +10%, Charm +10%, Command, Common Knowledge (the Empire) +10%, Heal, Gossip, Intimidate +10%, Perception +10%, Read/Write, Ride, Search, Silent Move, Speak Language (Classical, Reikspiel +10%)

Talents: Lightning Parry, Lightning Reflexes, Menacing, Public Speaking, Sixth Sense, Specialist Weapon Group (Crossbow, Entangling, Throwing), Stout Hearted, Strike Mighty Blow

Weapons: Crossbow, Warhammer

Description: He is a big man dressed in layers of white robes with a gold heart embroidered on the left breast (Common Knowledge (Empire) Test to recognise the Shallya emblem). His white hair is closely shaved, he sports rough grey stubble and his eyes pierce like blue ice. Scars are etched over his neck and face.

Character: He was once a witch hunter from the Order of the White Hammer. Witness to all the horrors of the Dark Gods he interred himself

voluntarily to treat his waning condition, a terrible rage he had before then reserved only for the minions of chaos. His mysterious disappearance had provoked scandal among the church and still now the clergy wonder at his whereabouts.

Reik suffered intensely in Wolvingwut House. The doctors invented new and crueller ways to satisfy their depraved urges. However, it was to be Reik who won the final victory. He had observed these kinds of folk countless times before and he knew their motives well. Noticing the wilting loyalty of Dr. Falkenheim, an incompetent conjurer fallen in the ranks of the order, he whispered of regrets and promises broken. Slowly the worm turned and Falkenheim took his side.

PCs: Reik does not trust the PCs to keep their meddling hands out of his business. He is used to being obeyed and will be quick to anger if he suffers insolence. Anyone trying to stand up to him must make an Opposed Willpower vs. Intimidate Test.

Where is Mr. Avery? He will respond "I'm afraid I don't know who you are talking about. You must be mistaken."

Dr. Edmund Falkenheim

Careers: Physician
Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
23	35	36	33	46	65	51	35
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	1	4	0

Skills: Academic Knowledge (Magic, Science), Command, Dodge Blow, Gossip, Heal +20%, Intimidate +10%, Magic Sense, Perception +20%, Prepare Poison, Read/Write, Search, Speak Language (Classical, Dark Tongue, Reikspiel), Torture, Trade (Apothecary)

Talents: Resistant to Disease, Resistance to Poison, Menacing, Surgery

Weapons: Dagger

Description: He is a wiry man with lank black hair, spectacles and dirty grey robes covered with ink at the sleeves. He speaks through clamped teeth, spitting his words past a permanent grin.

Character: The Order of the Worm recruited Dr. Falkenheim in his childhood, the third son among three, disillusioned and bitter. Climbing the ranks, he earned a reputation for cruelty. Finally

granted a position of leadership he fumbled his opportunity, exposing the cult in the North of the Empire. Immediately his power was stripped from him and he was sent to Wolvingwut House, shamefaced and forgotten.

For years he served under Dr. Breitenbach at Wolvingwut House and though he performed well, he was forever the fool of the sanatorium, neglected, despised and mocked. When Antonius Reik arrived, illuminating his past mistakes and teasing his impotence, Dr. Falkenheim was roused to oppose the cult. Reik introduced Dr. Falkenheim to Jander Reichert, hoping he would see himself in the boy. The next week there was a revolution.

PCs: Dr. Falkenheim understands that his soul is doomed. Though his history is steeped in blood, he desires redemption. In that vein, although his cruelty and rage claw at him like an addiction, he fights the urge. He will do his best to create the cure for the Bloodpox. And his best is obsessive. He will even risk his flesh to help. It is his only chance for salvation.

Where is Mr. Avery? Dr. Falkenheim knows that Avery was killed in the coup. It was Gizmar who struck the lethal blow. Dr. Falkenheim despised Avery as he did the rest of the old staff, but feels some remorse for his living wife. He will tell the PCs: "I do not remember that name. Hmm. Are you sure it was Avery? Sorry, I can't place the name."

Jander Reichert

Careers: Noble
Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
16	27	21	20	37	32	30	35
A	W	SB	TB	M	Mag	IP	FP
1	8	2	2	4(8)	0	4	0

Skills: Common Knowledge (the Empire), Charm +10%, Gossip, Read/Write, Ride, Speak Language (Dark Tongue, Reikspiel +10%)

Talents: Etiquette, Public Speaking, Suave

Special: Jander is a mutant, though it does not show. All of his joints can pivot like the shoulder joint so that he can hunker down and move like a crab. While transformed so, he is capable of moving incredibly quickly, even up vertical surfaces (The second movement rate given above).

Description: He is a tawny haired adolescent of ungainly proportions dressed in dirty grey robes.

Like a lot of men his age, he is cursed with acne, an awkward beard and a child's tone. He speaks with the utmost clarity, plucking at each word like a harp string. His heritage is obvious.

Character: Jander Albrecht, once just the bastard child of lecherous nobility, has been turned to Chaos by the promise of power. He has been anxious to release his old masters since their incarceration but Dr' Falkenheim's ward against Chaos at the entrance to the sanatorium tower has prevented this so far. In the PCs he sees an opportunity. If he can dupe them into believing that the staff were taken captive by a mutinous and evil gang of lunatics, then maybe they will open the portal for him.

PCs: He feigns anxiety and charity in their presence.

Where is Mr. Avery? If his master is with him, he will look frightened and will not reply. However, if he is alone he will tell the PCs, after explaining his version of events: "Mr. Avery was killed at the hands of the dark cult, after they escaped the sanatorium. I cannot bear to think of his wife in Woldingdorf."

Ranulf Muller

Careers: Entertainer

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
33	38	32	31	42	27	32	38
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	5	0

Skills: Animal Care, Charm, Consume Alcohol +10%, Common Knowledge (the Empire) +10%, Gossip, Perception, Performer (Musician, Singer), Speak Language (Reikspiel), Sleight of Hand

Talents: Mimic, Wrestling

Weapons: Knuckleduster, Club

Description: A feisty man with a thick peasant accent, Ranulf is always shifting or bouncing, even when he stands still. His nose is well broken, a scar runs over his right ear and there's only a scattering of teeth left in his mouth. He sports a long pony tail which he's bound with reddened leather.

Character: Once a travelling entertainer, he lost his wife to a Greenskin raid and at the same time lost his mind. Believing every girl his darling Irmine, he escaped a lot of trouble, eventually happening upon Woldingdorf. The Order of the

Worm thought him perfect for their experiments and had him captured.

After the rebellion, Ranulf cast Grenig as his lost wife, calling him the 'Pearl of Woldingdorf' and so on. He realises that this cannot be, but yet he can't help himself. Ranulf is partial to a drink, finding that it helps him to put everything in perspective. Players can make a Perception Test to notice a permanent 'merriness' in his manner.

PCs: To the PCs Ranulf will seem a happy sort. He will secretly offer them a share of his brandy when Irmine isn't looking. There's nothing he enjoys more than a naughty tipple.

What happened to Mr. Avery? To this question he will look blank for a moment, remembering the horror of the coup. Then he will respond with a flat expression "I'm afraid I don't know who you are talking about. You must be mistaken."

'Irmine', aka Gernig Schaffer

Careers: Seaman

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
33	32	40	35	29	25	30	28
A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	4	0	2	0

Skills: Common Knowledge(the Empire, the Wasteland), Consume Alcohol, Dodge Blow, Gossip, Perception, Row, Sail, Scale Sheer Surface, Speak Language (Breton, Reikspiel), Swim

Talents: Street Fighting, Seasoned Traveller, Strike Mighty Blow, Warrior Born, Very Resilient

Weapons: Cutlass, Bow

Description: As Irmine, she is hunchbacked and hooded with a large build and a hairy lip. She seems to be mute, responding only with gestures and rarely more than a scowl.

Underneath the robe, however, Gernig is a bear of a man with a sailor's swagger. His long hair is loose and knotted. Scars run down his chest and back.

Character: Gernig was born on a grand Trireme off the coast of Marienburg to a Captain's wife. He knew little of land until he was captured by Bretonian pirates. He escaped after a month but his lonely passage through the Grey Mountains turned his mind. He developed an

obsession with cleanliness and was found near Bogenhafen scrubbing his fingernails from his fingers. The Order of the Worm snapped him up and shifted him to Wolvingwut House. He abhors filth and will often pick dirt off the clothes of others, if his permitted.

PCs: He will not speak to the PCs at all in his guise as Irmine. However, the PCs, on a successful Perception Test will notice that he is not wearing a wedding ring. Furthermore, if they are dirty, they may be subject to his grooming as he picks the dirt from the hems of their clothes.

What happened to Mr. Avery? Irmine will not answer the question.

Wolfram

Careers: Peasant
Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
25	25	28	37	31	29	37	33
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	11	0

Skills: Charm, Common Knowledge (the Empire), Concealment, Drive, Gossip, Outdoor Survival, Row, Speak Language (Reikspiel), Swim

Talents: Acute Hearing, Flee!, Hardy, Resistance to Disease

Weapons: None

Description: A scrawny man with enormous tufts of hair jetting out to the sides, he is always smoking on a delicate pipe and pottering around distractedly in oversized robes.

Character: Born 'touched', Wolfram has no recollection of his family or childhood. He was thrown into Wolvingwut after he caused some ruckus in Klimgart trying to burn down an apple tree.

PCs: For more information about how to play Wolfram, see the sidebar Smoking Mad earlier in the adventure. Furthermore, if the PCs decide to visit him in his smoky quarters, he will be delighted. He will fetch tea and maintain the semblance of normality for many minutes. Eventually, of course, he will call out "Not enough cheese for tea, though! Never enough cheese! What's that? Hmm?"

What happened to Mr. Avery? Without hesitation he will respond "died for the cause.. bwahaha.. for the cause, get it? Bwahaaha!" After this moment of clarity he reverts to his

normal routine. The PCs will not be able to glean anything else on the matter.

Ortolf Fleischer

Careers: Outlaw
Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
39	32	45	46	35	30	28	25
A	W	SB	TB	M	Mag	IP	FP
2	14	4	3	4	0	1	0

Skills: Animal Care, Common Knowledge (the Empire), Concealment, Drive, Dodge Blow, Gossip, Perception, Scale Sheer Surface, Set Trap, Silent Move, Speak Language (Reikspiel), Trade (Cook)

Talents: Hardy, Lightning Reflexes, Rover, Sharpshooter, Strike Mighty Blow

Weapons: Quarterstaff

Description: Hunching over his quarterstaff, he seems a giant of a man. He has a leering bald stripe across the top of his head flanked by frizzy brown hair. Variegated stains of blood and sauce slop down the front of his sackcloth robes.

Character: After killing two bailiffs in his youth his life was tough. He fled to the woods and survived there for years, slowly losing hope for the world. He became glum, depressed, maudlin. His leader sold him to the Order of the Worm to get him out of the camp. He has stayed within Wolvingwut House ever since.

PCs: He is a glum fellow, full of simple problems. You have the opportunity with Ortolf to demonstrate the normal, everyday character of the staff at the sanatorium. He will moan that the thyme doesn't grow well with the other plants bullying away the light, that he hasn't seen an entertainer in years as no one happy ever comes there, that he gets a crick in his neck from having to lean underneath the arcade and that his mother was right saying he'd be too tall if he kept eating all the Drubroot. The PCs should trust Ortolf.

What happened to Mr. Avery? Ortolf will whisper that he's sorry "but I'm not supposed to talk about that. It'd be a bad omen." A successful Opposed Charm vs. Willpower roll will force Ortolf to reveal "Well, okay.. tell you what, ask Gizmar. He doesn't believe in bad omens."

Gizmar Thorvald

Careers: Kislevite Kossar

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
42	43	40	46	31	26	41	28
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	0	3	0

Skills: Common Knowledge (Kislev), Consume Alcohol, Dodge Blow, Gamble, Outdoor Survival, Perception, Search, Speak Language (Kislevian, the Empire)

Talents: Specialist Weapon Group (Two-handed), Strike to Injure, Very Strong

Weapons: Great Axe

Description: Built like a gorilla he is long faced with wild hair and has a giant axe strapped to his back. He speaks with a heavy Kislevian slant, regularly blundering through his grammar.

Character: Tired of ceaseless combat, Gizmar left Kislev to find peace in the Empire. Ironically he ended up serving with a Dwarven legion in the Black Mountains. Surviving a massacre by hiding under the corpses of his allies, he emerged drenched with dishonour. Lost in his mind he was found near Klimgart and brought to Wolvingwut House. He woke up from his thoughts inside the dungeons of the sanatorium and believed he had arrived in hell. Gizmar, believing that he is now in the afterlife, is not afraid of death and has no time for politicking.

PCs: He regards the PCs as messengers from the mortal world. When speaking to them, he will refer to them as 'blessed mortals.' He will also ask how things fare 'in the land of men'.

What happened to Mr. Avery? Any questions the PCs ask of the place, he'll answer with the weakest attempt at guile, often mincing his words. He believes that Reik is his redeemer and so tries miserably to follow his orders. From Gizmar, the PCs can learn that Mr. Adam Avery was killed and "good riddance", but he will not say how or why. He will also reveal, gesturing to the whole sanatorium, "all these doctors. Weak devils with puny hearts."

Albrecht Drauwolf

Careers: Bone Picker

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
31	29	36	40	33	27	36	35
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	7	0

Skills: Animal Care, Charm, Drive, Common Knowledge (the Empire) +10%, Evaluate, Haggle, Perception, Search

Talents: Resistant to Disease

Description: He wears egg yolk coloured robes (An Academic Knowledge (Theology) Test will reveal that these date back more than 50 years), his hair is badly hewn and a small sheaf of papers is bound to his forehead by a leather thong. He always bears a parasol over his head and dirty white gloves on his hands so that none of his skin is exposed to the sun.

Character: Albrecht was born mad. His madness has evolved and matured, of course, but there was always something there. A Wolvingdorf man, his destiny was clear. After the escape from the sanatorium tower, he feels touched by Sigmar. A more devout follower you will not find in the Empire.

Albrecht is terrified of sunlight. If exposed to direct sunlight he can only crawl slowly – fulfilling his own anxieties – and he will panic and sob until he is returned to the shade.

PCs: He regards the arrival of the PCs as a blessing and will praise Sigmar after nearly every sentence, eyes full of passion.

What happened to Mr. Avery? He will respond "I'm afraid I don't know who you are talking about. You must be mistaken."

– HANDOUTS –

HANDOUT 1 – GUESTBOOK

ENTRY		DATE
Rudolf, we must get together.	B	8 months ago
Beatrice, can you get your fellow to leave that frame with Heinz?	R	6 ½ months ago
Consider it done. You missed a fabulous party.	B	6 months ago
Heinz has made some changes. I shall be back next week. Stay if you can.	R	4 months ago
It is nearly complete. We will see one another at the time of exaltation.	B	3 ½ months ago
Heinz provided fabulous entertainment. Hail to the Changer!	K. S.	3 months ago
There is a gathering at the full moon. Look for Morrslieb in the sky.	L. R.	2 months ago
THE MOOT BEGINS. TOMORROW THERE WILL BE A NEW DAWN FOR ALL OF THE DEVOUT.	H. B.	9 WEEKS AGO

HANDOUT 2 – PATIENT RECORDS

REIK, ANTONIUS
 BLASPHEMOUS RAGE, UNIVES OF MEMORY

REIK HAS STIRRED UP TROUBLE SINCE HIS ARRIVAL. WE INTEND TO INTERVIEW THE SUBJECT FURTHER. H.B.

SUBSEQUENT TO LAST NIGHT'S INTERVIEW, THINGS HAVE ONLY WORSENEED. HE ATTACKED ONE OF THE STAFF, CAUSING HIM GREAT PAIN AND AMBUSH UNTIL EVENTUALLY HE COULD BE RESTRAINED. REIK IS DANGEROUS AND MUST BE HANDLED WITH GREAT CARE. H.B.

SOME OF THE OTHER PATIENTS ARE MEETING WITH REIK INSIDE THE SANATORIUM TOWER. I SUSPECT THERE IS A PLAN AFOOT. I HEAR NOISES AT NIGHT. I HAVE ASKED DR. FALLENHEIM TO CONTINUE HIS TREATMENT. LET THAT BE THE END OF IT. H.B.

HANDOUT 3 - JANDER'S NOTE

There is not much time. You must help us. Do not eat at lunch. Meet me afterwards at the sanatorium tower. Be careful.