

Everybody's Talking at Me

A Warhammer Fantasy Roleplay Scenario
by Georgios Panagiotidis

This scenario is designed for 4-5 characters in their first career. It can be played with more and experienced characters, although you might want to improve the NPC stats then.

Nordfels can be placed almost anywhere in the Empire, except maybe The Moot and Stirland.

SYNOPSIS:

Last month, the small town of Nordfels was shaken when Karel, the beloved Halfling entertainer was found brutally murdered on the Marktplatz.

Since then the tightly-knit community of Nordfels has been coming apart. Distrust, paranoia and malicious rumour mongering has been ruling the day. When another crisis rears its ugly head, the characters – as outsiders - are chosen to act as arbitrators in the conflict among the various factions.

During the following few days, the characters will have to dig through the seedy underbelly of Nordfels and bring some law & order into this town. As tensions rise it will come down to the characters to save Nordfels from being torn apart.

SO IT BEGINS...

The scenario begins with the characters arriving at Nordfels, a small town located next to a huge rock. One of the characters' friends (GM's discretion) knows the owner of the local Inn, Egill Ketilsson. Egill is a retired adventurer (aren't they all?), who now runs the "Black Boar". He'll be willing to provide the characters with a room for a night or two.

It's near dusk when they arrive at the

"Black Boar", the social hub of Nordfels. While there is a nice fire burning and most seats are filled with drinking peasants, there is an eerie and foreboding atmosphere about the place; people talk in hushed voices and are carefully observing one another.

It takes a successful Perception test (Easy) to assess the scene. Three distinctive groups are spread out in the inn. One is near the entrance, one near the bar and another toward the back of the Inn. Egill recognises the characters immediately and greets them loudly and heartily. He is a dwarf with reddish close-cropped hair and a glass eye. Unlike his guests, he speaks with a loud booming voice and doesn't share the general mistrust and hostility of the rest of the peasants. Should the characters ask him about the unnerving atmosphere, he will lower his voice and mention that ever since Karel was found dead in the Marktplatz the peasants have become very mistrusting of each other and split into three groups.

Those with ties to Hein Kaufmann, the merchant (sitting near the entrance of the Inn), those with ties to Steffen Ostländer, the resident alchemist (toward the back of the Inn) and those who've somehow got into their heads to support Egill (surprisingly situated near the bar). The fact that Egill tries to keep out of everything, doesn't seem to faze them though. None of the groups trust each other, and all kinds of rumours and gossip is spreading among the town folk driving the three groups further and further away.

It doesn't take long and an argument between two of Hein's and Steffen's men begins. The matter is completely trivial and banal, but the built-up tension between them and the general feeling of hostility leads to lots of yelling and screaming. The characters

can interfere and try to settle the matter peacefully. Whoever acts as mediator needs to win an Opposed Test (their WP vs. the mediator's Fel) to settle the matter. Include bonuses as appropriate. If the mediator fails three times in a row, a thrown beer mug hits one of the two peasants on the head and kicks off a huge brawl. Egill, Hein and Steffen stay out of the whole mess.

If the characters decide to not get involved, they will only have to dodge the occasional thrown chair or mug (Improvised Weapon). If they do get involved and do not lose, they gain some respect (+10% on Fel rolls towards the town folk). If they should even wound somebody fatally, the brawl stops. They have properly scared the peasants (-10% on Fel, +10% on Intimidate).

Either way, the Burgomaster enters the Inn shortly afterwards. If the characters have prevented the brawl, Egill will tell him about it and the Burgomaster will ignore the other peasants and address the characters. *Skip the next paragraph.*

Otherwise, the Burgomaster will give a short speech trying to appeal to the peasant's sense of community. He wants an end to the infighting and mistrust that has dominated everyday life since Karel's untimely demise. He'll be heckled and interrupted by all kinds of drunken accusations of corruption, stupidity and insults to his manhood by whoever is still left conscious. The Burgomaster will try to convince the peasants to agree on somebody to take over the role of the "Schlichter", a type of arbitrator that would settle the arguments amongst the various factions. Unfortunately, everybody in Nordfels is believed to be biased or paid for. Everybody except the characters...

The Burgomaster will offer them free food and lodging at the Black Boar, 2s per day for working as "Schlichter" and looking into the various arguments that disrupt daily life in Nordfels. In addition to that he is also willing to give 1GC for every matter they manage to settle in an orderly and peaceful fashion, and if that should fail 1GC for every matter that is brought before the "Marktgericht". The "Marktgericht" is how legal matters are handled in Nordfels. The Burgomaster presides as judge, while the accused and the accuser deliver their statements. There hasn't been a Marktgericht in over 9 months in Nordfels. He believes that if he could show that Justice is still strong in Nordfels people might be more inclined to work together as a community again. A successful haggle test can increase their daily pay to 3s per day or the bonus to 2GC. Once the matter is settled, the Burgomaster will leave like most other customers have already done. The characters can choose to go to their rooms or stay and drink with Egill and his friends. If they manage to drink the remaining customers under the table they gain a +10 Fel bonus on interactions while in Nordfels. If they don't, it's -5% Fel for being such a wuss.

FIRST DAY ON THE JOB *OR* EGILL SPEAKS

Before the characters leap into action by mingling with the lively crowd on the Marktplatz outside, Egill will take them aside and tell them a few things about Nordfels.

These days, Kaufmann and Ostländer control the entire town. But it wasn't always like this. A few years back, Ostländer used to be the most influential person here. His connections to Altdorf, Nuln and the Sigmarite Church made him the man to go to, if there was anything you needed. He'd always get it, for a price. And it usually wasn't money he was after. With the Storm of Chaos this all changed. His connections dried up for some reason and when the Greenskins attacked and killed the herds and destroyed the fields, we had to face some pretty hard times. We lost a lot of children and elderly that winter. The Kaufmann suddenly showed up with goods and food. Nobody knows how he did it, but he somehow managed to put us back on some trade routes and got us through the hard times. He also got himself filthy rich that way, if not in gold then at least in favours and debts. Ever since then Kaufmann and Ostländer have been competing; rivals for control over this town, trying to drive each other out. They don't get their own hands dirty of course, they have their loyal. The people in Nordfels never liked this plotting and scheming going between those two. But what can you do? Anyway, when Karel suddenly turned up dead, people got angry. Like the ones you saw sitting at the bar yesterday; people who are fed up with being some rich men's puppets and pawns. Things just got worse from there. I think, if they don't find a scapegoat some time soon... well... I got a quick getaway ready for me and you should, too.

Egill advises the characters to avoid being seen with either Kaufmann or Ostländer directly. As that would only mark them as highly suspicious to everybody. He has little doubt that they will both try to send one of their men to nudge them to do their bidding.

THIS IS THE PLACE

When the characters leave the Black Boar, they will find themselves at the busy centre of Nordfels: the Marktplatz. Built around a massive stone well, a great number of shops have been built as well as an even higher number of stalls, selling everything from lucky Ranald charms to rat-on-a-stick.

As is common practice in towns of the Empire, Nordfels has one main temple devoted to Sigmar and one smaller temple for the minor and local deities. Not all buildings are inhabited however. Some are mere ruins, while others have been closed, while the owner is trying to get repairs done. All of them show signs of attacks from marauding chaos forces. The burgomaster's house and office is also located near the Marktplatz. The houses of the influential Hein Kaufmann and Steffen Ostländer, on the other hand are situated on the east and west side of the town, respectively.

THESE ARE THE PEOPLE

The characters shouldn't have any trouble getting started in their new job as Schlichter. The crowd on the marktplatz is lively, but the separation between the three factions is still visible. Certain people explicitly avoid each other, or just observe each other from the corner of their eyes. Nonetheless when the characters make their way through the crowd, they will be greeted politely and respectfully by members of all factions. Women will smile at them, some men will even greet them by name (or vice versa depending on the character's sex and preferences). Everybody is willing to interrupt whatever they're doing for some small talk with the Schlichters. Being simple folk, they do not have a very wide range of topics except for the most banal (weather, distant relatives, news from the

Empire, stories about the War, etc.). All of them though will at some point mention in lowered voices that they know a few things that might be of interest to the “most revered Schlichters”.

If the characters show immediate interest in that, they will lead them to a small side street and tell them what they know.

THE RUMOURS

This is a list of rumours that the people of Nordfels will mention and allude to, when the talk to the characters in private.

The Forest:

Greenskins are rumoured to have a camp there. Wild animals attack unsuspecting travellers at night. Chaosbeasts and the restless dead roam the forest in search for prey they can torture and damn for all eternity.

Hein Kaufmann:

His business contacts include some very suspicious characters; outlaws and free-roaming sorcerers, even Heinz Gerber of Stirland. The reason why he can get steady supply of goods is because he has made a pact with chaos demons.

Steffen Ostländer:

He was first to place guards in front of his house, because he has a very dark secret. His home is haunted, as you can tell by the strange sounds that can be heard some nights. There are always people delivering things like food, drink and the like to him but he lives alone. He prefers the company of men, and is afraid of women.

Threats from outside

The competition between Kaufmann and Ostländer will soon move to open fighting in the streets. Ostländer will call in the Witch Hunters from Altdorf to take control of Nordfels. Kaufmann is

planning to slowly poison Ostländer's men with bad goods, and eventually only his loyalists will be able to live in Nordfels.

WHATEVER HAPPENED TO MERRY KAREL?

If the characters try to investigate the murder of Karel, they will soon be pointed to the direction of Gerhard, Joseph and Franz. They seemed to have taken Karel's death the hardest. They are – as always – sitting in the Black Boar and playing cards. Like everybody else in town, they are eager to help the Schlichters with whatever they want to know. If Karel is mentioned, though, they will immediately fall silent and refuse to answer any more questions. With some alcohol and friendliness (Charm Test - routine) or some angry gazes (Intimidate Test - routine), they will tell them their sordid little tale. Although they do insist to tell them in private, as they fear others hearing of their secret.

As it turns out Karel's death is nothing but an unfortunate accident. A few days earlier there had been news that a burglar was making the rounds in Nordfels. While people were drinking, dancing, drinking, singing and drinking at the Black Boar after a hard day's work, somebody would sneak into their houses and steal anything of value they could find. One night the three of them, being upstanding citizens, decided to do their part to make Nordfels safer. It was quite dark that night, when they discovered a figure using a ladder and trying to get into the second storey window of somebody else's house. They proceeded to attack the burglar and dragged him to the Marktplatz. When finally some light fell on the burglar's face, the three discovered to their shock and surprise that not only had the man died under inexplicable circumstances but the burglar turned out to be no other than

Karel, the Halfling entertainer. They left to get help, but when they returned (the following day), his body had already been found. Afterwards, it turned out that Karel was merely trying to see his secret lover Sieglinde who was working as a nanny in that house. Since the watchdog was quite rabid and quite blind, Karel decided to come in through the window. The three were afraid of coming forward with what really happened, as they knew that the people in Nordfels were not in a very forgiving mood these days.

Should the characters probe and question this story, some more embarrassing details will emerge:

- they were kicked out of the Black Boar for being completely drunk, broke and rowdy
- the ladder Karel used was a small box, and the second storey window was in fact on the ground floor
- the fact that the burglar was very small and constantly claiming he was just Karel the Entertainer was interpreted as a shrewd trick by the burglar
- they did in fact beat him to death, although it was an accident as their punches and kicks would have merely incapacitated a grown man
- the reason why they left Karel's body there the whole night was because they had passed out a few blocks away from the Marktplatz

They have been struggling with their guilty conscience ever since, and are willing to accept whatever kind of amends the Schlichters deem necessary, to avoid being subject to show trial on the Marktplatz.

THE ALCHEMIST SITUATION

In order to find out more about Ostländer's secret, the characters will

have to enter his house. Ostländer's loyalists refuse to tell the Schlichters anything – not that they actually know that much to begin with.

Steffen Ostländer lives in a very spacious house in the western half of Nordfels, only a few blocks away from the Marktplatz. Unlike most other buildings, his house shows little to no signs of taking any damage during the attacks. The house has two stories, as well as a tall roof on which a large flag of the Empire proudly rests.

There are always two guards in front of Ostländer's house. If they are not busy looking grimly at random passers-by while standing in front of the front door, they sit at a small table next to it playing the very popular Hosenrucken-card game. They have very strict order not to let anybody into the house at all, while Ostländer is away. Only people in his company are allowed to enter. Attempts to bribe or otherwise persuade them are Very Hard. But since the job is very boring and dull, any attempt to distract them or lure one of them away is Easy.

There is also a back door, which the characters can use to sneak into the building. Two sleeping dogs, tied to the wall with very heavy chains, are guarding it though. It takes a successful Perception Test (Routine during the day, Average at night) to assess that they are pretty dangerous (cuts and abrasions, where their collars are and the thickness of the chains). The characters need to pass a Stealth Test (Hard) to get past them unnoticed. The dogs sleep very lightly and are very jumpy.

It goes without saying that the characters should wait until Ostländer has left his house and went to the Black Boar or otherwise away before they try to get inside. If the characters

are seen breaking into the house or caught inside by the guards, news will travel that the Schlichters are nothing but common thieves and burglars. Every social interaction will have a basic difficulty of Hard from now on.

LOOKING FOR CLUES IN ALL THE WRONG PLACES

Once they're inside the house the characters need to act carefully. If they broke in at night, they cannot turn on any lights as the guards would notice that. But since the house has fairly large windows, their Perception is only reduced by 10% thanks to the moonlight.

The house is tastefully furnished and quite tidy. Except for a very well-meaning (but quite inaccurate) portrait hanging above the chimney from which Ostländer is grimly staring down at the observer, there is nothing unusual to be found on the ground floor. Should the characters wish to borrow some of Ostländer's things indefinitely, they will be able to find 1d10 in gold crowns as well 2d10 in silver shillings or miscellaneous objects of equal worth in the house. If they plan on selling them, it will have to wait until they get to another town.

The first floor is also quite mundane, except for one locked door. There is a key lying on top of the door frame. If the characters don't look for it there, the lock can be picked (Routine) or the door forced open. If they do the latter, they will have about 5 minutes before one of the guards enters the house to check. The characters should make sure that they've hidden all signs of them being there from him.

Behind the locked door is a small chamber with a shelf full of books and a desk. The shelf features a large number of books and scrolls that are banned in the Empire for dealing

explicitly with the forces of chaos and also for dealing explicitly with having sex. It takes a successful Read/Write Test (Very Easy) to recognise them. A small diary lies on the desk. A Read/Write Test (Routine) reveals mention of experiments with animals and chaos magic. A few feet next to the desk is a hatch in the floor. Underneath it, the characters will find a narrow shaft with a ladder attached to one side of it. It leads all the way down to the cellar.

ID IS SLEEPING

If the characters climb down the ladder, they will find a lantern hanging right next to it, which helps illuminate the pitch black cellar a little. Calling it a cellar is very generous, as it's basically just a long underground corridor, held up with a few thick wooden beams. In the distance they can hear what sounds like quiet snoring of some animal. The lantern is quite weak and allows the characters to merely see a few feet ahead. Thus they don't notice that the corridor leads into a wider room, until they are standing in it. The stench proves that a live animal is being kept here. A Toughness Test (Average) will make sure the characters keep their breakfast and don't suffer a

-5% modifier for being nauseous. Some blood-stained tables and obscure machinations can be made out at the edge of the room, in addition to that they can make out a huge dark shape rising on the other end of the room and grunting towards them. When the characters step closer, their little lamp will reveal a hideous creature half man and half goat with long horns protruding from its head. They are facing an actual Beastman, a Gor. Once it sees the characters it will go wild and pull at the heavy chains tying it to the wall, so it can attack the characters. It takes 3 rounds before it can free itself.

If they manage to kill it before it can free itself, it will pull down one of the beams in its dying throes and cause the corridor to collapse. It will take a successful Agility Test to escape unharmed otherwise the falling rocks and earth causes 2+1d10 damage.

If they do not kill the Gor in time, it will rip the chains out of the wall which will cause a part of the room to collapse, the debris will block the way back to the ladder. Fortunately the room has another exit. Unfortunately the Gor is standing between it and the characters. With a successful Agility-Test (Average) they can make it past the Gor. If they fail the Gor gets one free attack on that character. If more than one character fails the test in the same round, the Gor will spend his one free attack on the person with the lowest roll.

If all characters attempt to flee, the Beastman will hunt them. Since the corridor is far too small for him, they get a 15% bonus on their Agility Test. At the end of the corridor they will face a wooden gate, which has been barred from the outside. The wood of the gate is quite damp and rotten and can be pried open. It takes 6 points of damage to make a human-sized hole into the door and 11 points of damage to completely destroy it. The wild Beastman needs 2 rounds to catch up to the characters inside the corridor.

The corridor leads directly to the Marktplatz, not too far from the Black Boar. As luck would have it a large group of drunken peasants is just leaving. If the Gor is still alive, it will head for the Black Boar and try to cause as much death and destruction as it can. For each round that the characters do not try to stop it, the Beastman will kill 1 Person and injure 1d10 in the ensuing panic and chaos.

After six rounds of uninterrupted killing, it will run away into the woods.

The following day(s) people will attend to the killed and injured, while Ostländer will be kept in prison until the characters are willing to put him on trial. *Skip to the Trial.*

THE KAUFMANN EPISODE

Should the characters decide to investigate Kaufmann further, they will find little information about his associates. It seems he regularly leaves Nordfels to meet with his business partners and usually returns the same day with a wagon full of goods. Due to an unfortunate accident in Kaufmann's stockroom recently, the next meeting will take place today as opposed to next week. Kaufmann takes two of his men and leaves the city at around 3 p.m. He will refuse to simply take the characters with him, as he has to protect his trade secrets. They will have to shadow Kaufmann, if they want to find out what he's up to.

Kaufmann heads straight to the forest, with a small scroll in hand. He repeatedly refers to it when making his way through the forest, which is unusually thick and has no apparent travelling paths. After about one hour of wandering around, Kaufmann reaches a clearing. An old wooden cart, rotten and covered with moss, is the most prominent feature of the clearing. Kaufmann and his men rest there for a while.

If the characters should enter the clearing as well, Kaufmann will become very nervous and urge them to hide in the woods again. He won't answer any of the characters' questions and just repeatedly say that it is not safe to be seen here. He turns out to be right, when one of his men is hit in the stomach with a short spear, dying instantly. Kaufmann and his

guard will run into the forest. When the characters follow them, they will only find their dead bodies – full of arrows – a few yards into the forest. *Skip to Goblins Attack!*

If the characters hide and wait, six Goblins will enter the clearance. One will carry an ornate walking cane – signalling him to be the leader – while the five others are equipped with rusty blades. Kaufmann's men immediately put their hands on their weapons but do not draw them. Yet. As do the Goblins. The Leader and Kaufmann walk up to one another and greet respectfully. They chat a little and seem almost like old friends. It is obviously some kind of business meeting between the two. If the Characters should make their presence known while the meeting is still taking place, skip to *Interruption!*

Kaufmann produces a money purse, pours some gold crowns onto his hand to show it to the Leader. The Leader nods to his guards, who pull a small cart onto the clearing. It's hard to tell what's inside it, as it is covered with a dirty blanket. Kaufmann has a look under the blanket, before handing the money purse over to the Leader, who sits down and starts counting every single gold crown inside the purse before giving nodding and leaving with his guards. Skip to *...and we're out!*

INTERRUPTION!

Once the characters enter the scene, the atmosphere changes dramatically. The Goblin guards will charge at Kaufmann's men and overwhelm them immediately. Their quick and gruesome death will be source of much amusement at the Goblin camp. The Leader on the other hand will try to attack Kaufmann with a knife. He'll hiss and spit at Kaufmann, calling him a traitor and threatening to obliterate his town. The characters have one combat

turn to get Kaufmann away from the Leader, before he leaps onto Kaufmann's back and slits his throat. The Goblins will fight until they are outnumbered two to one or until the characters flee. In that case the Goblins will not chase them, skip to *Tastes like Chicken*.

...AND WE'RE OUT!

The Goblins will make sure not to turn their backs to Kaufmann and his men, when they leave. Once they've disappeared into the forest, it will be impossible to find them again. If the characters face Kaufmann now, he will order his men to attack them. It doesn't take much to intimidate them (Intimidate Test – Easy) and they will run away into the woods, once they've been injured. Kaufmann will try to keep his cargo a secret, since he knows that once it is exposed he will be lucky if the people of Nordfels will keep him alive.

TASTES LIKE CHICKEN

If the characters look what's inside the cart, they will make a horrid discovery. Under the blanket are numerous pieces of animal, snotling and human corpses, which the Goblins have killed. They will have to pass a Willpower Test to not throw up and gain an Insanity Point. Kaufmann will try to bribe the characters with 5 GC each. Since he's desperate to keep this a secret a successful Haggling Test (Routine) can push him to 8 GC. If they accept, he will ask them to leave Nordfels right away and never return. This ends the adventure.

If the characters refuse to be bribed, he will quietly wait for a chance to flee and disappear in the forest without a trace.

GET BACK

In order to get back to Nordfels, the characters need to use Kaufmann's

map. Otherwise they will need to pass a Navigation Test (Very Hard) to find their way back. If it fails they will be stuck in the forest for the entire night, and suffer one Goblin attack and one attack by wolves later that night.

If Kaufmann has been killed, the map is covered in blood. It will take a Read/Write Test (Challenging) to decipher the directions and reach Nordfels before nightfall. For every 10% the characters fail the test, they will miss nightfall by two hours.

If Kaufmann is still alive, he will not simply hand over the map. It takes a successful Intimidate Test or a simple smack in the face to change his mind. A successful Read/Write Test gets them to Nordfels safe and sound. For every 15% the roll misses, they miss nightfall by one hour.

IT'S DANGEROUS OUT HERE
There's a 20% chance, that the characters will get attacked by wolves while in the Forest. Add 10% for each hour they are stuck inside the forest after nightfall.

Four wolves will attack them. They will first circle them for a while (which characters can spot with a successful Perception Test) before attacking them. If at all possible they will attack when the characters are resting. You can ignore this paragraph, if the characters have already fought the Goblins.

GOBLINS ATTACK!
If the characters have at some point fought with the Goblins and left one or more of them alive, they will run the risk of reprisal. It's a 20% chance, plus 10% for each hour inside the forest, after nightfall. The Goblin attack will consist of the remaining goblins from the clearance. They will be joined by

uninjured ones, if necessary, so they attack with 4 goblins.

BACK IN TOWN

If they uncover the truth about Kaufmann's dealings, without bringing Kaufmann back alive, things will take a turn for the worse. Skip straight to *Catharsis*.

If they manage to bring Kaufmann back alive, along with his "goods", he will be locked up until he's ready for the Trial. The characters will be attended to by the local physician, until they are able to take part in the Trial.

THE TRIAL

Once the characters have notified the Burgomaster of their discoveries, he will call a Marktgericht in session as soon as possible, which will draw a very large crowd. The Burgomaster will first give the characters and then the accused a chance to make their statement. It takes a successful Academic Knowledge (Law) Test (Routine) or a Charm Test to convince the Judge. The characters receive the following modifiers on their roll:

ACCUSED: STEFFEN OSTLÄNDER

- characters were caught/seen breaking into Ostländer's house (-20%)
- characters hand over Ostländer's diary as evidence (+15%)
- characters hand over Ostländer's forbidden books as evidence (+10%)
- Beastman was stopped before it killed somebody (+15%)
- Beastman stopped before it escaped the cellar (+10%)
- Beastman stopped after his attack (-5% per dead, -1% per injured)

ACCUSED: HEIN KAUFMANN

- Kaufmann's men corroborate character's accusations (+10% pro Person)
- Cart of corpses is presented as evidence (+5%)
- Only human corpses are presented as evidence (+15%)
- Goblin taken prisoner and presented to judge (+25%)
- Kaufmann's men are lost in the forest (-10%)
- Kaufmann and his men are dead or missing (-20%)
- Cart of corpses left in the forest (-20%)

If the roll is successful, the accused will be sentenced to death for crimes against the community of Nordfels and the Empire. If the characters want to, they can watch the pathetic spectacle as the accused first begs for his life, then proceeds to curse the on-lookers to the most sickening hell he can imagine, before being rudely interrupted by his breaking neck.

The characters will be awarded 5 GC for their troubles, but then kindly asked to leave Nordfels as their job is now done.

CATHARSIS

If the characters fail the roll, the Marktgericht will be interrupted by a very agitated crowd. The Burgomaster will adjourn the court until the following day. The rest of the day is marked by a very tense atmosphere that threatens to blow up at any given moment. When the sun sets, and the first people start to get drunk it comes to a brawl inside the Black Boar. The characters can attempt to intervene and pull the fighting parties apart, but it is a losing battle. The situation escalates. Fires are set, houses burn and sooner or later the first explosions rock the town (be they due to firepowder or flour

bags). Which literally tears Nordfels apart.

It doesn't take long for the Black Boar to catch fire. Should the characters still be in Nordfels they will have to make their way into their rooms to rescue what belongings they have in their rooms. It takes one Agility-Test (Challenging) to get secure their belongings, and another one (Hard) to leave the Black Boar unharmed. Should the first test fail, their belongings catch fire or are otherwise unreachable to them. Should the second test fail they get 4+1d10 damage from the smoke and fire.

This should be the time that the characters either escape from Nordfels or burn to a crisp. Either way, the scenario is over.

EXPERIENCE POINTS

The characters all get 80 xp for surviving, if they're dead they get damp handshake from Morr.

In addition to that, they gain:

- 20 xp for solving Karel's murder
 - 40 xp for destroying Ostländer's experiment
 - 20 xp if Ostländer has been sentenced
 - 30 xp for destroying Kaufmann's monopoly
 - 20 xp if Kaufmann has been sentenced
 - 40 xp if Nordfels is still standing
-

STATS

EGIL KETILSSON

WS	BS	S	T	Ag	Int	WP	Fel
47	38	32	36	39	34	42	29
A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	3	0	3	2

Skills

Common Knowledge (the Empire, Dwarfs), Dodge Blow, Gamble, Gossip, Heal, Intimidate, Perception, Ride, Speak Language (Reikspiel, Khazalid), Trade (Stoneworker)

Talents

Disarm, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Stout-hearted, Sturdy

Armour

Skull Cap, Chain Shirt

Armour Points

Head 1, Arms 0, Body 2, Legs 0

STEFFEN OSTLÄNDER

WS	BS	S	T	Ag	Int	WP	Fel
30	31	32	37	30	26	39	40
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	1	4	0

Skills

Animal Care, Channeling, Charm, Common Knowledge (the Empire), Evaluate +10, Gossip, Haggle, Intimidate, Magical Sense, Read/Write, Speak Language (Reikspiel), Trade (Apothecary)

Talents

Hedge Magic, Petty Magic (Hedge), Suave

Armour

none

HEIN KAUFMANN

WS	BS	S	T	Ag	Int	WP	Fel
29	36	29	32	34	35	38	35
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	3	0

Skills

Common Knowledge (the Empire), Evaluate +10, Gossip, Haggle +10,

Perception, Read/Write, Speak Language (Reikspiel),

Talents

Schemer, Etiquette

Armour

Leather Jack

Armour Points

Head 0, Arm 1, Body 1, Legs 0

BURGOMASTER

WS	BS	S	T	Ag	Int	WP	Fel
34	29	26	34	32	33	34	46
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	0	0

Skills

Academic Knowledge (Law), Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Reikspiel)

Talents

Dealmaker, Master Orator, Public Speaking, Savvy, Suave

Armour

none

GERHARD, JOSEF & FRANZ

WS	BS	S	T	Ag	Int	WP	Fel
28	32	28	32	34	27	31	36
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	5	0	0	0

Skills

Blather, Charm, Common Knowledge (the Empire), Consume Alcohol, Gamble, Gossip +10, Perception, Speak Language (Reikspiel),

Talents

Fleet Footed, Flee, Streetwise

Armour

None

GUARDS

WS	BS	S	T	Ag	Int	WP	Fel
33	32	36	34	27	31	28	28
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills

Common Knowledge (the Empire), Dodge Blow, Gamble, Gossip +10, Intimidate, Perception, Search, Speak Language (Reikspiel)

Talents

Disarm, Savvy, Strike Mighty Blow,
Strike to Stun, Very Resilient

Armour

Leather Jack

Armour Points

Head 0, Arm 1, Body 1, Legs 0

Weapons

Hand Weapon and Dagger

NORDFELS CITIZEN

WS	BS	S	T	Ag	Int	WP	Fel
31	26	34	29	33	31	34	20
A	W	SB	TB	M	Mag	IP	FP
1	10	3	2	4	0	0	0

Skills

Animal Care, Animal Training, Charm
Animal, Concealment, Common
Knowledge (the Empire), Gossip,
Drive, Gamble, Trade (Farmer), Set
Trap, Scale Sheer Surface, Speak
Language (Reikspiel)

Talents

Hardy, Flee, Luck, Resistance to
Disease

Armour

none

GUARD DOGS

WS	BS	S	T	Ag	Int	WP	Fel
44	0	36	34	31	15	42	
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	6	0	0	0

Skills

Follow Trail, Perception +20, Swim

Talents

Keen Senses, Natural Weapons, Strike
Mighty Blow

GOBLINS

WS	BS	S	T	Ag	Int	WP	Fel
29	33	33	34	27	23	32	20
A	W	SB	TB	M	Mag	IP	FP
1	8	3	3	4	0	0	0

Skills

Concealment, Outdoor Survival,
Perception, Ride, Silent Move, Scale
Sheer Surface, Speak Language
(Goblin Tongue)

Talents

Night Vision

Armour

Leather Jerkin

Armour Points

Head 0, Arm 0, Body 1, Legs 0

Weapons

Hand Weapon, Short Bow

GOR

(or WFRP2, p. 228 – Beastman)

WS	BS	S	T	Ag	Int	WP	Fel
38	22	41	41	31	15	35	25
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	5	0	0	0

Skills

Concealment, Follow Trail, Intimidate,
Outdoor Survival, Perception,
Shadowing, Silent Move, Speak
Language (Dark Tongue)

Talents

Keen Senses, Menacing, Natural
Weapons (Claws), Rover

Armour

none

Weapons

Horns (SB-1 Damage), Claws

WOLVES

WS	BS	S	T	Ag	Int	WP	Fel
35	0	32	36	44	13	25	0
A	W	SB	TB	M	Mag	IP	FP
1	10			6	0	0	0

Skills

Follow Trail, Perception +10, Swim

Talents

Keen Senses, Natural Weapons

GM ADVICE

As a GM you should trust your own judgement how much emphasis should be put on the plot – as it unfolds here – and the interaction between the characters. The characters are only drawn as far as they relate to the plot, so you can choose how straight you want to play them. Some groups enjoy comedic NPCs while others prefer them to be serious and dramatic.

Egill – Egill is there mostly to provide the characters with some guidance and background information. His character should come across as helpful, non-intrusive but ultimately not in a position to influence what's going to happen.

Burgomaster – The poor sod does not even have a name. Mostly because he's just there to provide the structure that will propel the characters into conflict. If you want to emphasize the character interaction in your game, you could portray the Burgomaster as the opposite to Egill. Bumbling where Egill is capable or shrewd where Egill is trusting. Who knows.. you might even want to give him a name.

Hein Kaufmann – In theory, they shouldn't get in contact with him until they are deep in the forest. He does not feel any remorse or regret for what he does. It's not personal, it's just business. Outside of the unfortunate business with the corpses, he'll remain friendly but distant. And only lose his calm, if his life is in danger, when he will uninhibitedly beg, scheme and cajole to stay alive.

Steffen Ostländer – Somebody the characters shouldn't get in contact with until he's put on trial. He will be cold and distant to everybody – especially the characters. He is convinced that his scientific endeavours are in the service of humanity, i.e. the quest to make himself benevolent ruler of as many lives as possible.

Gerhard, Joseph & Franz - They are not bad people and they feel genuine remorse for what they did to Karel and by extension to Sieglinde. They are alcoholics and obsessive gamblers though, wasting their lives away drinking and gambling. And as is the case with all addicts, it's just a temporary lapse into vice that has been going on for 15 years.

Next is a quick overview of the important scenes and some suggestions on how to get more out of them.

SO IT BEGINS... - The first scene in the Black Boar should give the players an idea that something is notably wrong in this town, and that there's an unspoken threat of violence in the air. Put an emphasis on the dreary quiet and the utter lack of fun and merriment that pervades the atmosphere, despite the overabundance of alcohol. People sneer at each other and are basically very unpleasant to one another.

EGILL SPEAKS – Sadly, this is the info-dump moment. The characters need this information to have an idea of how things work in Nordfels. In my experience it is better to give out all the necessary information in one scene instead of spreading things out too much. Players will draw all kinds of wrong conclusions, if they don't have all the facts.

THE RUMOURS — This is a list half-truths (or full blown lies in the last sentences of each topic). The players should – if they are not already asking questions or explicitly looking for members from one or the other camp – get at least one rumour from each topics. They should feel that both Kaufmann and Ostländer have a secret.

If the players want to split up to tackle both Ostländer and Kaufmann, you shouldn't hesitate to tell them that splitting up will slow down the game more than they will gain from tackling two plots at once.

THE ALCHEMIST SITUATION – These scenes are very much about suspense and build-up. Emphasise the darkness, the fact that they don't know when Ostländer will be back and the creepiness of a damp cellar with almost no light, creaking and straining wood beams and some kind of wild beast with bad breath waiting for them in the dark.

THE KAUFMANN EPISODE — The forest is a scary and dangerous place. Make sure that even characters who are familiar with the wild, should feel a little uneasy here. Birds do not make sounds here, dead foxes or the like turn up more often than usual and the carvings on the trees mark this as Goblin territory. Try to emphasise the contrast between the despicable things Kaufmann does for profit and his utter callousness with which he handles it. Maybe through his reaction to one of his men dying.

THE TRIAL — The outcome might not be set in stone, but make no mistake this is a show trial. It's the burgomaster's attempt to appease the town folk by bringing one of the powerful men in Nordfels down or at the very least humiliate him publicly. The crowd hungers for blood and spectacle.

CATHARSIS — These scenes are all about chaos and ordinary people rioting against anything and anyone. There will be brawls, there will be looting, panic and chaos. This is a town completely melting down. It's not fun but a very scary place to be.

I hope these comments help you run a smoother and more engaging game.