

The Legend

of

Wolfgang von Horn



*A grim and perilous adventure for Warhammer Fantasy Roleplay
Written by Wim van Gruisen, October, 2007*

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Foreword

This adventure is written for the WFRP Scenario Competition 2007. It features a not so pious Templar of Ulric, some history of the times of Magnus the Pious, and a horde of beastmen as antagonists.

I tried to create an adventure that lives up to the ‘grim and perilous’ reputation of the game. The scenario won’t leave the PCs unaffected, as they are heading for a battle in which they and all their companions will die, brutally, violently and repeatedly - and they know it, and cannot avoid it.

In game terms, the PCs will end up with at least a couple of insanity points each - the longer they take in solving the scenario, the more insanity points they will gather. This is offset by the chance to gain a fate point at the end of the adventure.

“The Legend of Wolfgang von Horn” is based on information from the following books:

- The WFRP rulebook
- Realms of Sorcery (RoS)
- The Tome of Corruption (ToC)
- The Tome of Salvation (ToS)
- The Old World Bestiary (OWB)

The text sometimes refers to these books, using the abbreviations above. However, apart from the rulebook, none of these books are necessary to run the scenario.

Thanks and acknowledgements

This scenario is inspired by “Le Trésor de l’Aubergiste”, a French fanmade adventure for WFRP1, written by Mario Heimbürger.

Henrik Grönberg drew the gorgeous maps. Henrik, Jude Hornborg and Eero Ruokolainen commented on early versions of the scenario. Jude also gave the text a thorough proofread. If you find any errors, those are the places where I disregarded his advice. Eero came up with an alternative ending to the scenario. In honour of his Finnish nationality I dubbed this ending “the Norscan solution”.

The scenario has been playtested by Lapsang Souchong (Eric Rutjens, Gilbert van Zeijl and Robbert Raets).

Introduction

Some two hundred years ago a Templar of the White Wolf, Wolfgang von Horn, died when he defended a roadside inn from an attack by a beastman horde. This was a tragedy – doubly so because the templar was the wearer of one of the rare Fauschlag Rings, and the ring was lost in battle. The players will have the chance to set things right – in fact, Ulric has chosen this group of PCs to make sure that the ring won't be lost. Meddling with the time stream, he brings them back two hundred years ago, to the place and time when the Von Horn lost his ring. There the PCs will get trapped in a timeloop, reliving the same day over and over again, until they find the ring. Once they get the ring and live through the rest of the day, they'll awake again in the present.

After a night at an inn, the PCs will awaken two hundred years earlier than the previous day. Near the evening they will arrive at the Severed Head inn, meet Wolfgang von Horn and have a bit of a chance to find out why they are here. By putting together the pieces of information they gather, the PCs can learn the truth of the situation. Then the beastmen will attack and probably kill everyone in the inn. The next morning the PCs will wake up again as if nothing happened, and relive the same day again. And again, and again – until they find out where the ring is, recover it and survive the night.

The setting, and how to make it your own

The default setting for this adventure is a stretch of the Old Forest Road, in a hilly area between Talabheim and Wurtbad. However, this can easily be adapted to whatever fits your campaign. Any area with hills and dark forests in the Empire is suitable, and with a bit of rewriting you can set the adventure in an area that is more to your liking.

A legendary magical item, one of the lost Fauschlag Rings, is the mcguffin for this scenario. It is important that the players have heard of the Fauschlag Rings before and understand their significance. If you have the chance, refer to the Fauschlag Rings a couple of times in sessions leading up to this adventure. In my own campaign I ran an adventure about a scam involving a fake Fauschlag ring, and later introduced a scholar who was organising an expedition to recover one of the lost rings. When we finally got to playing this scenario, the players understood the importance of the rings, and that made the adventure a lot more “real”. Of course, if your players are fully versed in the Warhammer universe, they probably don't need to be reminded how important these rings are.

The Fauschlag Ring is just a mcguffin, though, and could be replaced by almost any other legendary and long lost item. If you have something that suits your campaign better, or that you want your PCs to get their hands on, just use that instead. Just make sure that Wolfgang cannot simply sell the item, but has to make a sacrifice.

The Last Stand Inn

Dusk is approaching when the the road the PCs are following slopes down toward an old stone bridge that crosses a small stream. On the opposite side of the bridge a defunct toll booth can be seen, and next to it there is a large and welcoming inn with the curious name “The Last Stand”. The sign above the door depicts a templar of the White Wolf fighting a horde of beastmen.

The inn has clearly been built in several stages. There is an old fortified house at one side, but the main part of the inn is clearly of a later style; People with an interest in architecture can see that it must have been built some hundred and fifty to two hundred years ago.

Inside the air is warm and dry, and carries the smell of decent food and warm ale. The patrons are what you would expect in a roadside inn; all kinds of travellers, and a couple of people who try to separate those travellers from their money. One of the latter is Robert Zimmermann, a troubadour who is performing that night. Robert’s recital begins with schlagers like “Blasen im Wind” and “Die Zeiten Ändern Sich”. Then he announces: “This inn where you are staying, The Last Stand, is named after the death of a brave and valiant templar. His name was Wolfgang von Horn, he was the wearer of a Fauschlag Ring, and he almost defeated an army of beastmen singlehandedly in the defense of an inn just like this one, not far from here. I will tell you his story, the legend of Wolfgang von Horn.” And Robert starts to sing. The text of the ballad is paraphrased in Handout 1, “The Ballad of Wolfgang von Horn” on page 7. You can give this handout to your players.

After the performance Robert walks around the room, hat in hand, asking the guests for a small token of their appreciation. If the PCs have any questions, Robert will be happy to answer them. The troubadour maintains that everything he sang is true. He can reveal some additional information, however, as can the innkeeper and a few of the regulars. Or the PCs might know this information themselves, if they pass tests on the proper Academic Knowledge skills.

(Theology: Ulric or History) Wolfgang von Horn really existed. He was the wearer of a Fauschlag Ring, and this ring was lost in battle. This is actually a rather well known story.

(Theology: Ulric or Magic) Fauschlag Rings are the property of the Cult of Ulric. Even templars as famous as Wolfgang von Horn would never own their own rings; they’d have them on loan from the Cult. This was true in Wolfgang’s case too.

(History or Politics) The river used to mark the border between the domains of two nobles, two hundred years ago. At that time there was a toll booth near the bridge. The booth is still there, but not in operation anymore. The Last Stand Inn was once the toll keeper’s house.

(History) The place where Wolfgang von Horn died is half a day to the south. An inn called “The Severed Head” once stood there, but it was destroyed in the battle and never rebuilt. The Last Stand Inn was built some ten years later, and was originally named “Wolfgang’s Last Stand”.

(History) The night when Von Horn was killed there were beastmen all over the area. They attacked the tollkeeper’s house too, but that building was one of the few in the area that survived. The beastmen didn’t cross the river.

Wolfgang von Horn: the real story

“The Ballad of Wolfgang von Horn” is a nice and rousing song, but its relation to the truth is tenuous at best. But hardly anybody knows what really happened; Wolfgang had a lot to hide. And he certainly hadn’t been in the area for weeks, fighting beastmen left and right. In fact, he had only just arrived.

Over the years the templar had built up considerable debts and now the lenders wanted their money back. This would bankrupt the Von Horn family, a prospect which Wolfgang couldn’t face. While he was trying to find a solution, Wolfgang received a message from a certain Sulring Durgul. This man, a collector of magical objects, offered him a large sum of money for his Fauschlag Ring. This would pay off his creditors and leave enough money for the family to live in luxury. There was a small problem, however; the Fauschlag Ring had never been his. It was property of the Order of the White Wolf and was only on loan to him. Just “losing” such a valuable item which the Order had entrusted to Wolfgang would result in his excommunication. If it ever became known that he had sold it his family name would be shamed forever.

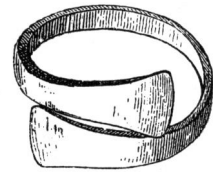
Wolfgang found a solution. A large band of beastmen was pillaging the region, and Sulring Durgul informed Wolfgang that they would strike next at the Severed Head, an inn along the Old Forest Road. The attack would be devastating. Wolfgang organised a meeting with Moranar Alladrion, a servant of Durgul, and with Edgar Skroger, an agent of his debtors. Alladrion would bring the money to pay off Wolfgang’s debts and hand it over to Skroger, after which Von Horn would hand the ring over to Alladrion. The servants would then hurry away and deliver the ring to Durgul, and the money to the debtors, while Wolfgang would remain and fight the beastmen, giving his life to bury his shameful acts and preserve his family’s status and good name.

However, the best laid plans of mice and men ...

Skroger got away without any problem and Von Horn’s debts were repaid. Alladrion had less luck, though. On the way back his horse tripped and broke its leg. Durgul’s servant couldn’t leave the area in time and was killed by the beastmen. The ring never reached Sulring Durgul or anyone else for that matter.

THE FAUSCHLAG RING

The existence of (one or more) Fauschlag Rings is mentioned in Realms of Sorcery, p. 205 (in the chapter on magical items). A Fauschlag Ring is made of iron in which a sliver of rock from the Fauschlag, the mountain of Middenheim, is set. Characters passing an Academic Knowledge (History) test will know that the ring is said to be blessed by Ulric, and the wearer will be granted extra powers in a fight. The ring is a valuable artifact from the temple of Ulric. It is uncertain whether more than one ring exists.



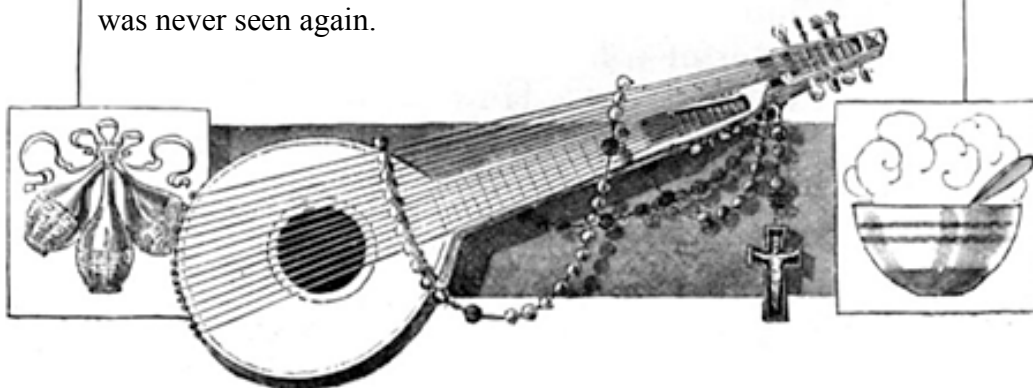
In game terms, the Fauschlag Ring gives its wearer a +10 WS bonus.

The Ballad of Wolfgang von Horn

“The Legend of Wolfgang von Horn” is a heroic ballad, and the story it tells is paraphrased here. The actual lyrics are not presented because they are overly explicit in their brutal description of gory violence, and as such quite unpublishable in these more civilised times. More importantly, if the text were provided, well, your GM might be encouraged to actually sing the ballad, and no group of players should ever have to experience their GM singing for them. No, really, they shouldn’t.

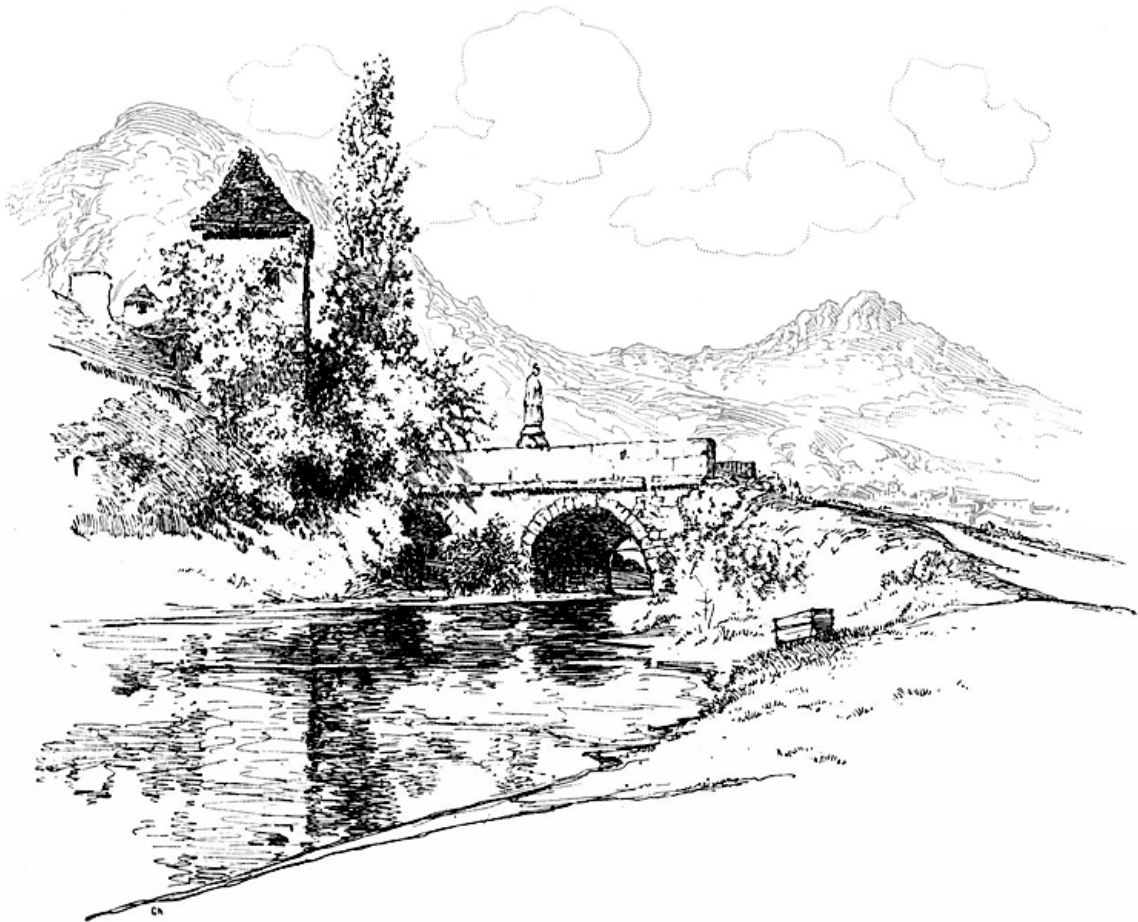
The song opens with a tale of how the area was terrorised by a horde of beastmen who killed travellers and destroyed complete villages. Soldiers who tried to fight them were brutally massacred. But then Wolfgang von Horn, Templar of the White Wolf and bearer of the Fauschlag Ring, appeared. Wherever beastmen attacked, Wolfgang was there, killing the beastmen and protecting the humans. Even when trolls and giants joined the army of beastmen, Wolfgang killed them as well.

The last stanzas recount how the beastmen attacked the inn where Wolfgang was sleeping. The whole army marched upon the inn when the evening fell. It was a long and gory fight, one man against the horde, and the song describes it rather explicitly. The battle lasted all night, Wolfgang receiving grievous wounds and falling several times. But each time he rose again. The Fauschlag Ring gave him the energy to carry on and he slaughtered the better part of the army that night. Only at sunrise did a treacherous attack hack off his hand. Without the ring’s power, Wolfgang fell down and finally died. The remaining beastmen left Wolfgang’s body lying in the blood and the mud and the rain. They took the severed hand and the ring, however, and the ring was never seen again.



Along the road

The adventure takes place within a twenty-four hour period, but since the PCs are caught in a time loop, they'll experience those same hours over and over again. This section details a number of encounters the PCs will have during the day. As a GM, you should describe each scene well to the players, as they will be relived quite a few times before the adventure is over. When you describe a scene the second time, the players should get the idea that they have been there before. One of the main reasons for these encounters is to strengthen the feeling that the PCs are caught in a loop.



The toll bridge (encounter 3)

Rumours

The PCs will go back more than two hundred years in time, to a time when the empire was a lot less united than it is today, and war was everywhere. Most importantly, it is the time of the Incursions of Chaos in Kislev and of the



future Emperor Magnus gathering an army to stop the Hordes of Chaos. Most of the rumours here are meant to help give the PCs the idea that they are in another era, while a few rumours foreshadow the beastman attack at the end of the day.

“Have you heard of Magnus von Bildhofen? He is one of the Von Bildhofens of Nuln, and gathering an army to fight the Chaos armies in Kislev. Well, good luck to him – Kislev is far too cold for me in this time of year.”

“I wish that an army would come here instead of going to Kislev. The beastmen are becoming more of a pest than ever before. Last week, it is said, a horde of beastmen attacked Willigenburg and burned it to the ground, slaying every Sigmar-fearing man in there. And the week before that, Roitchenback was destroyed by them.”

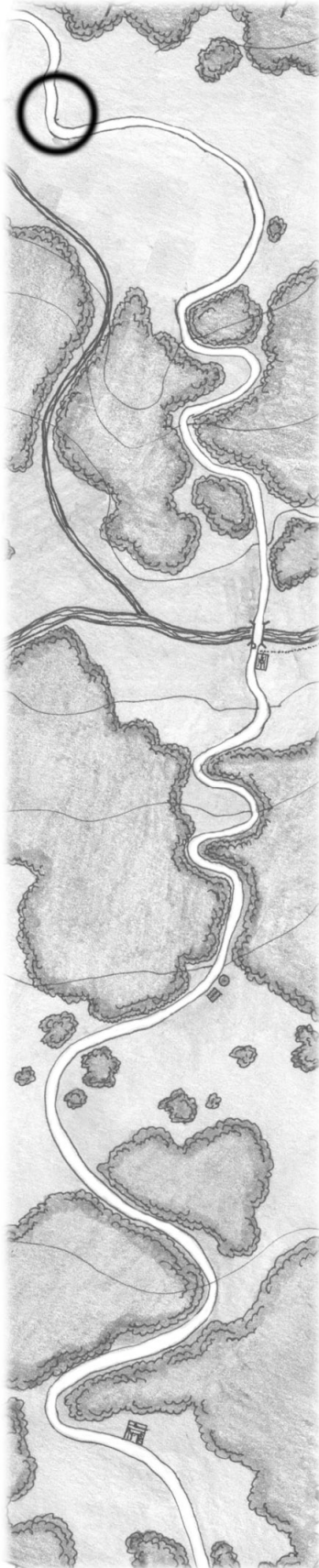
“Do you have any news about the Westerland situation? What, you don’t know what has happened there? Well, let me tell you. Last year the Baron of Westerland died, and he didn’t leave an heir. And for a year now lots of nobles are trying to convince the Genealogy Council that they are the closest in line to the late Baron, and that the Westerland, and Marienburg, should fall to them.

What do you mean, Marienburg independent? You must be joking, my good man. Those greedy merchants would want that, but there are just some things that their money cannot buy.”

“Do you come from Middenheim? Were you perhaps in the city when Magnus von Bildhofen had his talk with Ar-Ulric? They say that a miracle happened there. Were you there? Can you tell us what happened?”

“No, I’m leaving. Tomorrow. To Talabheim, or to Middenheim perhaps. With the wife and the children. We’ve packed already. This area is not safe anymore. There’s an army of beastmen in the forest, and very soon they’re going to attack this place. And everything near. And I tell you, beastmen take no prisoners. I heard that they eat people.”

“No, I swear! More than a dozen dwarfs, armed to the teeth, and boy, you wouldn’t want to mess with them. They were going eastward, to Karaz-a-Karak, they said. The city is under attack, they said, and they were going to help defend it. Most angry and determined dwarfs I ever saw. Whatever they’re up against doesn’t stand a chance – take my word for it.”



1. Awakenings

The day starts on a warm and sunny spring morning. The PCs awaken in a meadow, on a low ridge by the side of the Old Forest Road. They might notice that they're not in the Last Stand Inn anymore - quite far away from it, in fact. Or, if the PCs have been through the loop already, that they're not dead and lying on a heap of corpses.

The place where the PCs are now isn't bad either, though. The field where they wake up is bordered by a clear stream, and a fawn is drinking from its water. A large oak tree on the other side of the road blocks the morning sun, and from the other side of the hill cow bells can be heard. Then the sound of a galloping horse disturbs the scene, and an elf with shoulder-length white hair and a blue mantle gallops by on a large white horse. He seems to be in a great hurry. The peace is broken, the fawn bolts.

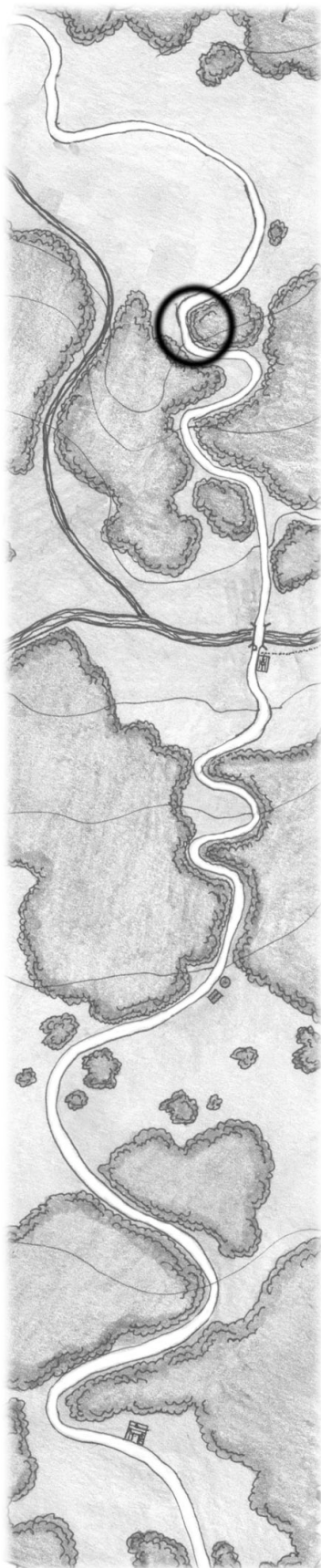
The road slopes downhill on both sides of this crest, and soon trees block out direct light from the sun. If one or more characters decide to travel north from here, they will eventually find themselves somehow travelling southward again, and if any other PCs had gone south, they will be visible way ahead.

A dream of wolves and winter

Pick one PC, preferably the one closest to Ulric in devotion or character. When this character awakens, he vaguely remembers bits of a dream he had. It was about a pack of wolves, or something like that.

Each subsequent time the PC wakes up, he has experienced the same dream and can remember more about it. The GM should try to keep the information about the dream in sync with the group's progress in finding out what happened, and what to do. The paragraph below describes the full dream, but details should only be revealed bit by bit to the player.

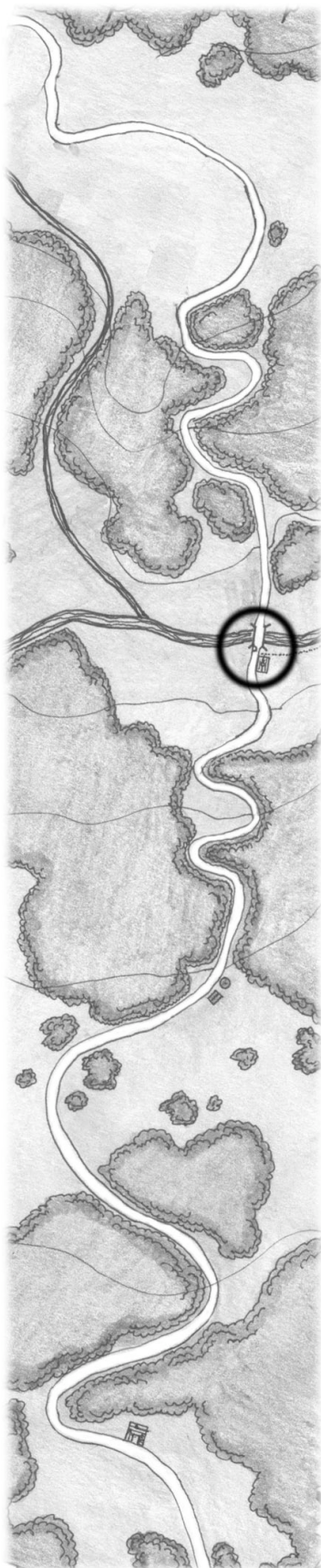
"It is winter and a pack of wolves is standing close together, gathering around a large, magnificent white wolf. The sun is setting and shadows lengthen. A sense of danger is in the air; you can smell it. The pack looks around, growling against an unseen threat, neck hairs raised, and the males form a circle to protect the females and cubs within. The white wolf barks and one of the fighters of the pack leaves the circle for a moment and approaches him, crouching, its head close to the ground. The white wolf brings its left forepaw to its mouth, bites one of his claws and draws it out of the paw. He gives this claw to the fighter before him. The fighter carefully takes the claw in its mouth and returns to the circle again - and then runs away. As he flees, his wolf skin falls off, revealing a mangy yellow mongrel dog. The white wolf then barks a command at a few wolves, who immediately run off in pursuit of the thieving dog. The dreamer is one of those pursuers."



2. The messenger

This encounter happens around mid-morning. Travelling down the road, the party meets an envoy swiftly riding in the other direction. Her name is Elise, and she carries a message to Talabheim. She is in a hurry and won't stop unless the characters force her to. Elise is a seventeen year old girl with curly blond hair, a broad face spotted with freckles, and a nose that must have been broken some time in the past. Her horse, Richard, is brown with a white spot on the nose. Anyone with Animal Care can see that it is a fine, well groomed horse.

Elise can tell the characters that there is a toll bridge further up the road. An inn, the Severed Head, is half a day further if you are on foot, and this is from where she left early this morning. If the PCs ask her, she will tell that she saw a knight of the White Wolf there last night; it looked like he was waiting for someone (the knight was Wolfgang von Horn, but she didn't ask his name). If asked, Elise will also mention that she encountered an elf who was travelling quickly in the opposite direction, the same one as the PCs are going to. She passed him just before she reached the toll bridge.



3. The toll bridge

A bit before noon the road slopes downhill, leading to a bridge that crosses a small river. There is a toll booth on the opposite end, and a house next to the road, on the left side. This is actually the place where the Last Stand Inn stands nowadays; it was built years after the day Von Horn was killed. The PCs could recognise the area, even though the toll keeper's house has not been expanded into an inn yet.

The middle of the bridge is blocked by an oxen cart, with a towering load of furniture and luggage, standing in the direction the PCs are coming from. One of the wheels has hit the side of the bridge and broke. The cart is teetering to one side, and is so large that the bridge has become effectively impassable (unless you climb over the cart).

An older woman is scolding her sons, who were apparently driving the cart or guiding the oxen. She blames them for the accident, whacking them whenever they get within her reach. The men are so busy defending themselves that they aren't able to do whatever is needed to repair the cart and move it out of the way. On the opposite side of the bridge, a wagon driver with a cart loaded with wine barrels is shouting loudly that he wants to pass, his message peppered with rather rude words. The toll keeper likewise shouts that the cart should continue on its way and clear the bridge. Oddly enough, all this shouting doesn't help to remedy the situation.

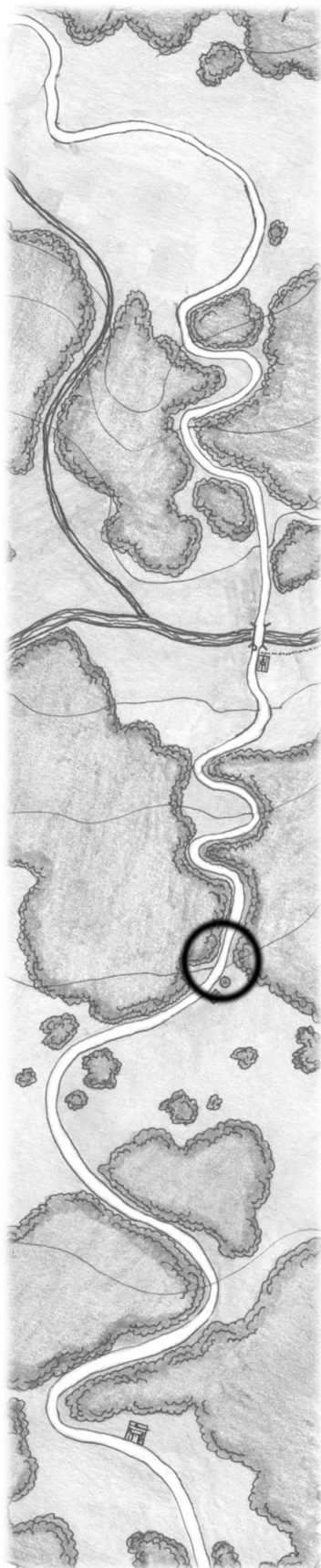
The woman's name is Bertha Müller, and she introduces her "good for nothing" sons Gerd and Alfred. The whole family is quite heavy-set. The Müllers are moving out – life in this area has become too dangerous for them. They will all be very thankful if the PCs can help. Gerd and Alfred will be able to move the cart out of the way if the PCs manage to keep their mother busy for long enough – say, half an hour or so.

The wine merchant is a dark-haired, lean man named Martin Felder, who is transporting casks of Wurtbad wine to Middenheim.

The toll keeper, Eberhard Weinzer, will be thankful if the PCs helped the cart to clear the bridge. Toll for the bridge is two shillings a leg, but Eberhard is willing to let the characters pass for free in return for their help. Let the characters observe how Eberhard's house is fortified and well defensible. Originally created to withstand attacks by robbers, the house is one of the few places in the area where people can survive the coming onslaught.

The river is quite deep and fast-flowing. There is a place a hundred feet downstream where it can be crossed by humans and elves, though. At its deepest point the water is four or five feet high. Dwarfs and halflings will have trouble crossing the river unassisted.

A few hundred yards past the bridge the road rises again.



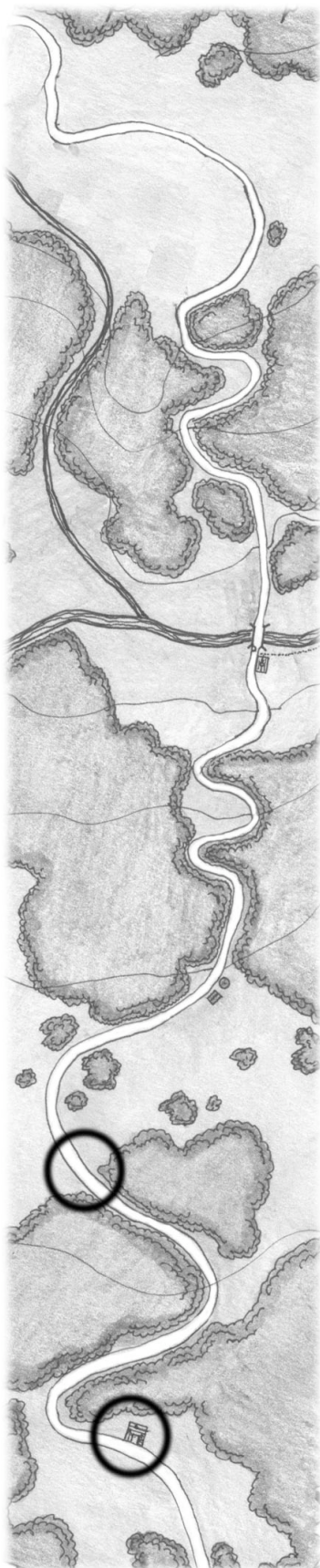
4. The wizard

By the side of the road is a shrine to Taal, next to a simple refuge where travellers can rest. The refuge is a bare and small hut, not more than four walls and a roof that offer shelter. One of the walls has an opening through which people can enter, but there is no door. There is no owner and anyone can spend the night here, sheltered from the elements and from wild animals. Travellers are expected to donate money to the neighbouring shrine, though. Wandering priests of Taal and roadwardens keep an eye on the place and perform basic maintenance.

If the PCs did not lose time crossing the river, they can find a paranoid hedge wizard resting here (remember that the Colleges of Magic have not been founded yet). As she sees the travellers approaching, however, she jumps up and flees into the forest. The PCs can spot the remnants of a meal – some bread and half a sausage. If the PCs manage to approach without being seen, the wizard will try to act normally, without drawing suspicion.

The wizard is called Gertrude. She is dressed in quite impractical city clothes, and her head is shaven and tattooed. Gertrude has been on the run since her master was arrested by witch hunters and put on the pyre a few days ago in Wurtbad. She is sure that the PCs, and everyone else, are after her as well. She wants to travel north, to Kislev.

Gertrude is hesitant to reveal that she can perform magic. She will tell the characters that she is travelling to Middenheim to visit a sick aunt. She is not a good liar, though, and if the PCs are a bit persistent in their questioning, it should become apparent that she is lying (she doesn't know the name of the aunt, or whether she's a sister of her father or her mother, and she knows nothing about Middenheim). Gertrude won't change her story, though. If she gets the idea that the PCs don't believe her, she will run away from them immediately. It will take a lot of effort from the PCs to make Gertrude trust them, and even help them. The promise of a good meal or an offer of decent travel clothes are very tempting to Gertrude though, after her week of wilderness travel.



5. The envoy

About an hour before sunset the PCs will meet an elf coming in their direction. Tall, white hair and a blue mantle, he leads a crippled white horse but tries to travel as quickly as possible. This is Moranar Alladrion, Sulring Durgul's servant who met Wolfgang von Horn earlier that afternoon in the Severed Head, and received the Fauschlag Ring from him. It is also the same elf that passed the PCs when they woke up, in encounter 1. On the way back, the horse stumbled and broke a leg, and now Moranar has to walk. He tries to get to the other side of the river as soon as possible.

Moranar is very unwilling to give up the ring. If asked, he denies that he even has it, and he fights to the death if necessary to keep his ring. Moranar is more fearful of failing his master than of anything else.

He will tell the PCs that there is an inn about an hour ahead. He won't return there, though, even though he realises he won't get far before the sun sets. Moranar knows that an attack by beastmen is forthcoming, but he won't inform the PCs of this. He is trying to leave the area as quickly as possible. He won't make it, however, and will be killed before the night is over.

6. The Severed Head Inn

At about sunset (or a bit earlier or later, depending on the previous encounters), the PCs reach an inn called The Severed Head. Details of this inn are given in the next section.

NPCs along the road

Encounter 2

Elise Aschaffenburg (17)

Messenger

“Let me through! I’m in a hurry!”

WS	BS	S	T	Ag	Int	WP	Fel
35	36	31	26	42	30	41	34
A	W	Mg	M				
1	11	-	4				

Skills: Animal Care, Common Knowledge (The Empire) +10, Gossip, Outdoor Survival, Secret Signs (Scout), Ride +10 Speak Language (Reikspiel)

Talents: Orientation, Resistance to Disease, Seasoned Traveller, Sixth Sense

Encounter 3

Bertha Müller (47)

Peasant

A matronly woman, forty-ish, quite heavy-set and very angry. She uses her walking stick as a club whenever her sons venture near her.

“You clumsy idiots! Come here so that I can whack you!”

“Have you ever seen such blundering idiots as these good-for-nothing sons of mine?”

WS	BS	S	T	Ag	Int	WP	Fel
33	38	31	37	42	21	42	28
A	W	Mg	M				
1	12	-	4				

Skills: Animal Care, Animal Training, Common Knowledge (The Empire), Trade (Cook), Concealment, Drive, Trade (Farmer), Speak Language (Reikspiel)

Talents: Hardy, Specialist Weapon Group (Walking Stick)

Gerd Müller (27)

Peasant

Stocky, blond hair

“Aww! Mom, that hurts!”

“We’re moving out. Life has become too dangerous with that army of beastmen in the woods.”

WS	BS	S	T	Ag	Int	WP	Fel
41	30	31	35	27	28	37	25
A	W	Mg	M				
1	14	-	4				

Skills: Animal Care, Animal Training, Swim, Charm Animal, Common Knowledge (The Empire), Concealment, Drive, Gambler, Outdoor Survival, Trade (Farmer), Row, Silent Move, Speak Language (Reikspiel)

Talents: Hardy, Rover, Specialist Weapon Group (Sling)

Alfred Müller (25)

Peasant

Stocky man, short blond hair

“Mom, listen for a moment, please. If we loosen the oxen and lead them away from the bridge, we can ... Ouch! Mom, STOP HITTING ME!”

WS	BS	S	T	Ag	Int	WP	Fel
33	33	38	39	33	42	35	24
A	W	Mg	M				
1	13	-	4				

Skills: Charm, Common Knowledge (The Empire), Swim, Trade (Cook), Concealment, Drive, Gamble, Performer (Singer), Outdoor Survival, Trade (Farmer), Set Trap, Scale Sheer Surface, Speak Language (Reikspiel)

Talents: Hardy, Flee!

Martin Felder (38)

Tradesman

Lean, black hair

“Get that bloody cart out of the bloody way and let me pass, you stupid, inbred, bloody morons!”

WS	BS	S	T	Ag	Int	WP	Fel
28	25	31	34	34	40	34	31
A	W	Mg	M				
1	12	-	4				

Skills: Common Knowledge (The Empire), Gossip, Drive, Haggle, Evaluate, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Trade (Viticulture)

Talents: Dealmaker

Eberhard Weinzer (46)

Toll-keeper

Broad man, official-looking uniform

“Move that cart right now. You do not have permission to block this bridge.”

“Thanks for your help in clearing this mess, guys.”

WS	BS	S	T	Ag	Int	WP	Fel
42	32	33	43	26	24	33	24
A	W	Mg	M				
1	11	-	4				

Skills: Dodge Blow, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Kislevian), Speak Language (Reikspiel)

Talents: Super Numerate

Encounter 4**Gertrude Kupferfeld (29)**

Witch, ex-Hedge Wizard

Skinny, pallid skin, bald, tattooed head, rings under her eyes.

Gertrude is wearing city clothes that look quite shabby and are torn in places.

“Who are you? What do you want from me?”

“I’m going to Middenheim, to visit my aunt ... errrm ... Bertha. Yes, my aunt Bertha.”

Gertrude is a hedge wizard, and these are troubled times for those sorts of people. Up to a week ago she was still a wizard’s apprentice, studying under the tutelage of her master, who lived near Wurtbad. Last week, though, witch hunters found her master and arrested him.

Gertrude was away and only found out about it all when she saw her master on the pyre. So she fled; she hopes to make her way to Kislev and somehow start a new life there.

Gertrude is very paranoid and doesn’t trust anyone. She avoids contact with others as much as possible, and spins lies if she can’t. She is sure that people will try to capture her and deliver her to the witch hunters, or that they’ll kill her outright if they find out that she is a wizard.

She is on her way to Kislev, where a wizard named Sulring Durgul lives. Her master spoke highly of Sulring Durgul; he is an ancient and powerful wizard, and an avid collector of magical items. Gertrude hopes that Durgul will accept her as an apprentice.

WS	BS	S	T	Ag	Int	WP	Fel
30	38	28	35	32	45	46	34
A	W	Mg	M				
1	11	2	4				

Skills: Animal care, Intimidate, Channelling +10, Charm Animal, Common Knowledge (The Empire), Haggle, Heal, Hypnotism, Magical Sense +10, Perception, Search, Speak Language (Reikspiel), Trade (Herbalist)

Talents: Hedge Magic, Petty Magic (Hedge), Witchcraft

Spells: Death’s Release, Death’sight, Earth Blood, Earth Gate, Mockery of Death, Pall of Darkness, Throttling

Insanity: Paranoia

Encounter 5

Moranar Alladrion (101)

Sulring Durgul's apprentice (this is a unique career)

"Look at you ugly little humans. Now get out of my way or I'll turn you into frogs. What, you're still standing there? Perhaps you like to be frogs, then – you'd certainly look prettier."

Moranar Alladrion is the servant and apprentice of Sulring Durgul, one of the greatest Elven mages in the Old World. He is an ambitious wannabe mage and very loyal to Durgul. Alladrion sees humans as an inferior race and loves to show his contempt for them. If he needs to, he can be very friendly to them, though – but only if he has to.

Sulring Durgul made a deal with Wolfgang von Horn – he is going to buy the Fauschlag Ring from him. The way Alladrion planned it, at the start of the day he is hurrying to the Severed Head Inn, where he will pay Von Horn the money, get the Fauschlag Ring and hurry back to safety before the night falls and the beastmen come forward. Something goes wrong, though, after he leaves the inn – his horse stumbles and twists his leg. Without the horse, Alladrion won't be able to move out of the forest in time – and he knows it. However, he won't part with the ring willingly. The PCs will have to fight him for it.

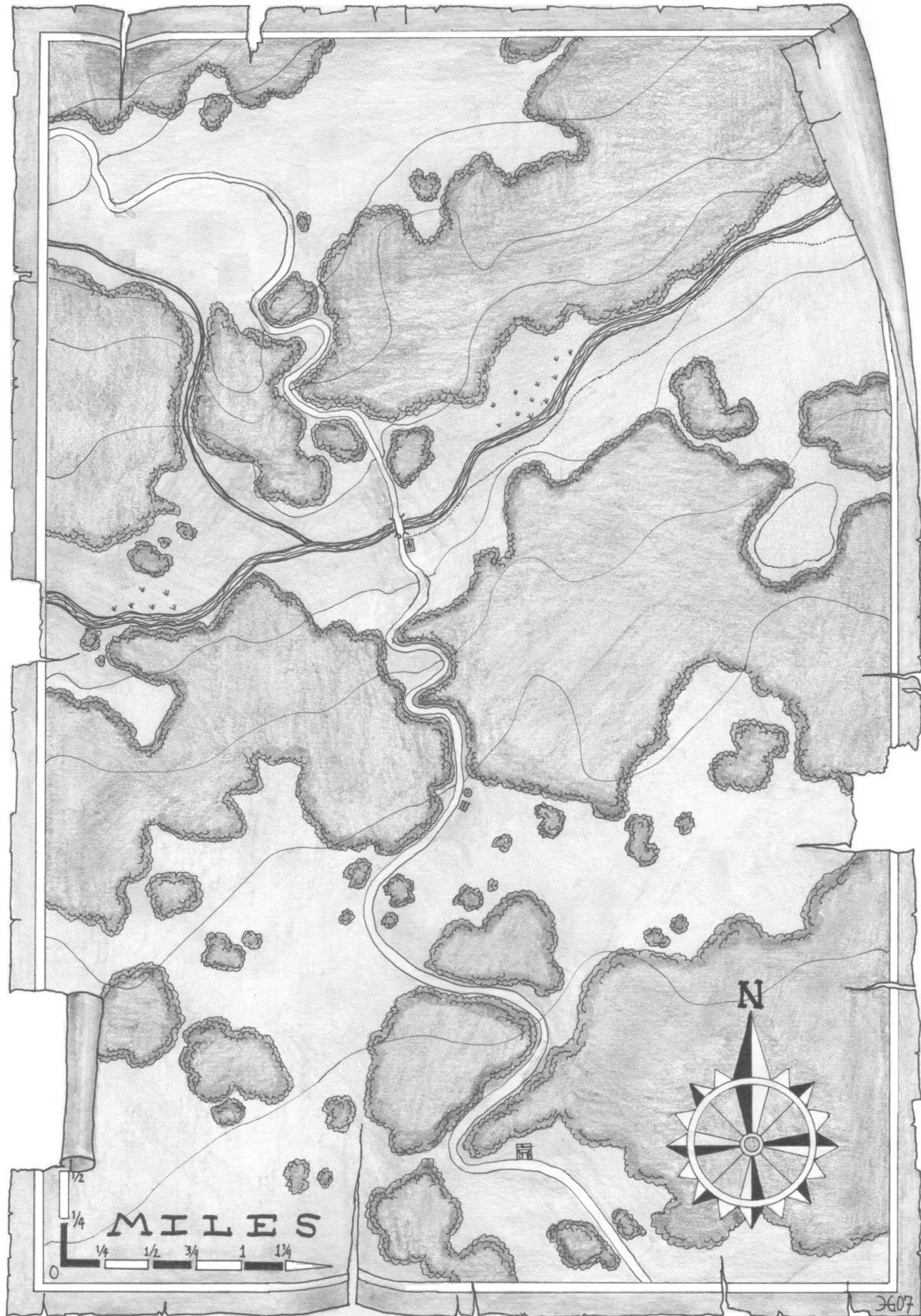
WS	BS	S	T	Ag	Int	WP	Fel
37	46	37	46	45	37	39	47
A	W	Mg	M				
1	12	2	4				

Skills: Channelling +10, Charm +10, Common Knowledge (The Empire), Common Knowledge (Elves), Evaluate, Gossip, Haggle, Hypnotism, Intimidate +10, Magical Sense +10, Perception +10, Ride, Search, Speak Arcane Language (Magic), Speak Language (Eltharin), Speak Language (Reikspiel), Trade (Herbalist)

Talents: Aethyric Attunement, Coolheaded, Dealmaker, Excellent Vision, Night Vision, Seasoned Traveller, Witchcraft

Magical talents: Petty Magic (Arcane, Hedge, Chaos). Lesser magic (Move, Aethyric Armour, Bind (ToC p.212), Climb (ToC p. 212))

HANDOUT 2: ON THE ROAD



The Severed Head Inn

This section provides an overview of what happens at the Severed Head Inn during the day, up to the moment the combat starts. Most of it assumes that the PCs do nothing and say nothing. If the PCs act, events will unfold differently from the moment they arrive.

9:00 Heimbürger and Oleg open the place. They serve breakfast to their guests. Most of those guests leave. Wolfgang von Horn, who arrived the day before, stays. He seats himself in a corner and remains there, looking morose and not saying much. He is not looking forward to his death.

10:00 Edgar Skroger arrives. He sees Von Horn and takes a seat at his table. They engage in conversation, but keep it up for only fifteen, twenty minutes (They made some chit-chat, then Skroger asked if Von Horn had heard anything about the elf. Von Horn replied that Alladrion will come. Conversation fell flat after that).

12:00 Jörg and Rosalie Hasenschreck enter the inn, with a couple of pheasants they caught. They haggle with Heimbürger and agree to exchange the birds for a few pennies, and board and lodging for the night. Heimbürger goes to the kitchen to prepare the birds. The Hasenschrecks remain in the barroom for the rest of the day, much of the time debating their plans to move out of the area. From time to time they ask Heimbürger or Oleg for information or advice.

12:30 Heimbürger serves lunch.

13:30 Alladrion enters the inn and joins Von Horn and Skroger. They open their negotiations. Von Horn removes a ring from his finger and gives it to the elf. Alladrion inspects the ring thoroughly, and eventually nods. He then lifts a saddlebag from the floor and hands it over to Von Horn. Von Horn looks at the bag contemptuously and passes it over to Skroger immediately, without opening it. Skroger does open the bag, however. He turns it upside down and smaller bags, filled with gold crowns, roll out. Skroger opens each bag, counts all the money and then refills the bag. He sweeps all the bags from the table into the saddlebag, looks at the other two and nods.



15:30 Negotiations are over. Skroger shakes hands with Von Horn and departs. Alladrion and Von Horn share a few more words, and then the elf leaves too.

15:45 Von Horn orders a heavy ale. From this point onward he drinks heavily.

17:00 A bit less than an hour after Skroger and Alladrion departed, Wilhelm Morrai, Hans and Friedrich arrive at the inn. The two hunters and the demagogue met on the road, travelling in the same direction, and they decided to continue the journey together.

18:30 The PCs arrive if they travelled normally. If they found a way to travel more quickly and if they dealt with encounters on the way swiftly, they may arrive up to two hours earlier.

19:00 Mario and Oleg serve the evening meal. They join the Hasenschrecks at their table.

19:30 At half past seven, Von Horn shouts for more beer. Oleg gets up from his dinner and serves the templar. The vagabonds also order drinks. Oleg trips when he reaches their table, and three mugs of ale all spill over Friedrich. Hans thinks that this is very comical and starts laughing aloud. Friedrich stands up angrily and draws a knife. Heimbürger intervenes and manages to calm Friedrich after a long talk.

20:00 Oleg goes outside and closes the gate.

20:15 Wilhelm Morrai goes to the outhouse. When he returns, he passes the Hasenschrecks' table, leans down and whispers a rude and indecent suggestion into Rosalie's ear. She immediately takes her mug of ale and smashes it over Wilhelm's head. He backs away, laughs, and joins the vagabonds again. The three immediately start a conversation, looking at the Hasenschrecks every now and then. Rosalie is flustered and Jörg looks angry, but they don't act.

21:30 Von Horn withdraws to his room; there he puts on his knightly armour.

22:00 The door opens and Mortimer Todesmann staggers in. He exclaims: "The beastmen the beastmen are coming!" and then falls to the floor. Two throwing axes are embedded in his back. (If you're wondering, he climbed over the wall, and got hit just as he mounted the top). Outside, a loud "thud" sounds as a battering ram hits the gate – the battle has begun.

Guests and personnel of the Severed Head

Mario Heimburger (52)

Innkeeper, ex-servant, ex-raconteur, ex-entertainer

Huge man, wild red hair, full beard

“So what will it be then, gents? Private rooms are ten shilling a person, or you can sleep on the floor for four shilling, evening meal included.”

“We have mushroom and pheasant stew. I hope you like pheasant; it’s all we’ve got.”

Heimburger spent a good dozen years travelling the Old World telling stories for a living. Eventually he got to the Severed Head and for one reason or another stayed there, entertaining guests with his stories and doing all sorts of jobs. When the innkeeper died, Heimburger took over his job. He has been running the Severed Head Inn for seven years now.

Heimburger welcomes the PCs and treats them as guests. He likes gossip and will tell the PCs that Von Horn has been staying here for two days, checking every new customer as if he was waiting for someone. And that this afternoon someone else came in and spent an hour talking with Von Horn, and then left.

WS	BS	S	T	Ag	Int	WP	Fel
40	38	39	39	58	37	43	47
A	W	Mg	M				
1	13	-	4				

Skills: Animal Care, Blather +10, Charm +10, Common Knowledge (The Empire) +20, Common Knowledge (Bretonnia), Consume Alcohol, Dodge Blow, Drive, Evaluate, Gossip +20, Haggle, Lip Reading, Perception +10, Performer (Comedian), Performer (Palm Reader), Performer (Storyteller) +10, Read/Write, Sleight of Hand +10, Speak Language (Reikspiel) +10, Speak Language (Breton) Trade (Cook)

Talents: Acute Hearing, Dealmaker, Etiquette, Lightning Reflexes, Mimic, Public Speaking, Seasoned Traveller, Streetwise, Sturdy

Oleg (53)

Servant, ex-peasant

Balding man, hunchback, weary face

“You’re all right, folks? Can I get you anything? Oh, you would like to know about her. Well, let me tell you what I’ve heard ...”

Oleg has been a servant at the Severed Head inn for a very long time. Since before Mario got there. He had no problem with Mario taking over, though; he is happy enough with life as it is, without having to make all sorts of difficult decisions.

He is an inveterate gossip, and quite eager to answer the PCs’ questions. He can tell the PCs a lot about the people in the inn, and he will make up what he doesn’t know.

WS	BS	S	T	Ag	Int	WP	Fel
26	33	35	43	31	28	41	48
A	W	Mg	M				
1	11	-	3				

Skills: Animal Training, Blather, Charm, Common Knowledge (The Empire), Concealment, Drive, Dodge Blow, Evaluate, Gamble, Gossip +20, Haggle, Perception, Scale Sheer Surface, Set Trap, Sleight of Hand, Speak Language (Reikspiel), Trade (cook), Trade (farmer)

Talents: Flee!, Resistance to Disease, Suave

Oleg’s left leg is crippled, which hinders him in his movement.

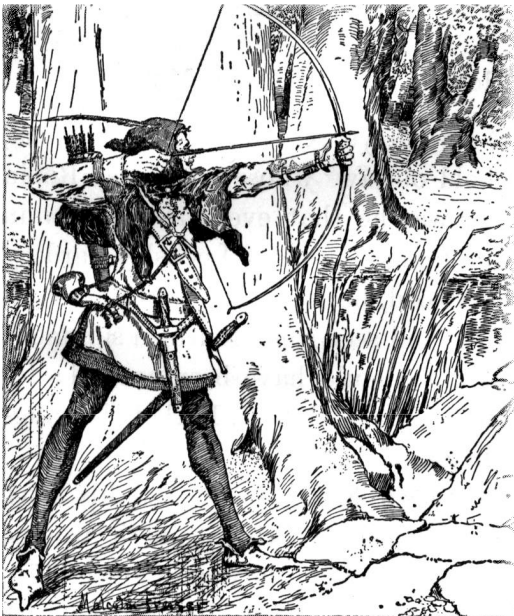
The hunters

Rosalie and Jörg Hasenschreck are sister and brother, and live in a cottage in the woods, about a day away. It is where they were born, and when their parents died, they stayed there. Both are excellent hunters, and they sell the game they shoot to a number of villages and inns in the region, often bartering it for other goods. They are regulars of the Severed Head Inn.

Jörg can tell the PCs that a lot of beastmen have appeared in the forest lately. He thinks it is not safe anymore and wants to move somewhere else with his sister. He and his sister have never before travelled anywhere that was more than a few days from their home, and Jörg is curious about the world outside.

Rosalie is still protective of her younger brother and tries to keep him from harm. While she doesn't much like the idea of abandoning the place where they lived their whole life, she understands that it's not safe anymore.

Rosalie and Jörg know the woods very well, and they could take a few people through the forest in an attempt to escape. What's more, the two have been here all afternoon – they bartered a few pheasants they shot for food and lodging for the night, and got a few shillings extra in the deal. While they sat in the barroom, Rosalie watched the meeting between Von Horn, Skroger and Alladrion, and can tell the PCs all about it.



Rosalie Hasenschreck (24)

Hunter, ex-woodsman

Small, broad woman, curly red hair

“There's not much game in the woods anymore – the beastmen are scaring it away, or hunting it themselves, perhaps.”

WS	BS	S	T	Ag	Int	WP	Fel
31	37	40	36	45	30	37	28
A	W	Mg	M				
1	12	-	4				

Skills: Common Knowledge (The Empire), Concealment +10, Follow Trail +10, Gossip, Outdoor Survival, Perception, Scale Sheer Surface, Search, Secret Language (Ranger), Secret Signs (Ranger), Silent Move +10, Speak Language (Reikspiel)

Talents: Excellent Vision, Specialist Weapon Group (Longbow), Specialist Weapon Group (Two-handed), Super Numerate, Very Resilient

Jörg Hasenschreck (19)

Hunter

Lithe man with red hair, thin red beard

“You're not from here, are you? Where are you from? Tell me about it – is that a nice place?”

“It's not safe here anymore. I saw the tracks. There must be a whole army of beastmen in the woods out there.”

WS	BS	S	T	Ag	Int	WP	Fel
25	54	27	36	41	32	29	30
A	W	Mg	M				
1	14	-	4				

Skills: Common Knowledge (The Empire), Concealment, Follow Trail, Gossip, Outdoor Survival, Perception, Search, Secret Signs (Ranger), Set Trap, Silent Move, Speak Language (Reikspiel)

Talents: Lightning Reflexes, Marksman, Rapid Reload, Rover, Specialist Weapon Group (Longbow), Sixth Sense

The Vagabonds

Hans and Friedrich joined the army together and served for many years. After yet another battle in which most of their fellow soldiers died and the rest were left to fend for themselves, and the umpteenth time when they didn't get the wage they were promised, they deserted together as well. Since then they have travelled the Empire and have just returned from a trip to Kislev (Hans can tell some gruesome stories of the chaos hordes they encountered there).

They are friendly toward the PCs, especially if the PCs buy them drinks or engage in a game of cards. Hans will be doing most, well, all of the talking, Friedrich occasionally grunting affirmatively. The vagabonds know Alladrion; they met him before, in Kislev, and know that he works for Sulring Durgul. They heard stories of Sulring Durgul, in which it is claimed that he is an ancient and powerful wizard.

Hans (33)

Vagabond, ex-soldier

Thin man. Very light blonde hair – almost white. A scar near his mouth makes it look as if he is grinning continually.

“Hi. Would you like to join us in a game of cards?”

“Sure I know that. Say what, I'll tell you about it if you buy us a pint.”

WS	BS	S	T	Ag	Int	WP	Fel
32	53	26	26	40	38	36	39
A	W	Mg	M				
2	12	-	4				

Skills: Heal +10, Common Knowledge (The Empire), Common Knowledge (Kislev), Dodge Blow, Gamble, Gossip +10, Haggle, Perception +10, Performer (storyteller), Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Speak Language (Reikspiel)

Talents: Hardy, Marksman, Mighty Shot, Quick Draw, Rapid Reload, Rover, Seasoned Traveller, Sharpshooter, Specialist Weapon Group (crossbow)

Friedrich (29)

Vagabond, ex-soldier

Large, bald man, intimidating stare. Doesn't say much, and if he says something it's rarely more than one syllable long.

“Hrmph!”

WS	BS	S	T	Ag	Int	WP	Fel
46	39	35	34	40	33	32	36
A	W	Mg	M				
2	14	-	4				

Skills: Animal Care, Common Knowledge (The Empire) +10, Common Knowledge (Kislev), Dodge Blow, Drive, Gossip, Intimidate, Navigation, Outdoor Survival, Perception, Secret Signs (Ranger), Speak Language (Reikspiel), Silent Move, Swim

Talents: Ambidextrous, Disarm, Specialist Weapon Group (two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong

Other guests

Edgar Skroger (54)

Moneylender. Small man, broad face, he acts quite jovially, but (according to Rosalie) he has mean eyes.

Skroger lent a lot of money to Von Horn, and now he wants it back. The PCs won't actually meet him; he came from Wurtbad and that is the direction in which he will travel again when he leaves. Rosalie and Oleg can report on what they observed, but that's all.

Mortimer Todesmann

His only function in this scenario is to dramatically announce the beastmen army by staggering into the inn and falling dead on the floor. If in subsequent iterations the PCs find him early, he is hardly capable of doing anything else than saying: “The beastmen – the beastmen are coming! Warn the others! The beastmen are coming!”

Wilhelm Morrai (33)

Demagogue, ex-agitator, ex-student, ex-noble
Blond hair, blue eyes, deep voice

“Can’t you see that the Empire is falling apart?
Things need to change, and fast!”

A noble’s son, Wilhelm radicalised at Altdorf university. Not only did he become convinced that the way the empire was run, split up as it was, would become its downfall, he began to actively speak up against it. First only in the safe space of the university, but soon he began to lecture the passers-by in the market place, and not long after that he had to flee Altdorf. So now he is travelling from city to city, lecturing, educating the people until he is chased away. He likes what the young Magnus von Bildhofen is doing; that may be a chance to unify the Empire, make it strong again. He has just been chased out of Wurtbad and is making his way to Talabheim.

Wilhelm is quite willing to talk to the PCs. His favourite subject is that the Empire will fall unless things change, and the PCs will have to be persistent in order to get him to talk of other stuff. He still knows a lot of rumours about the nobility, and he can tell the PCs that Von Horn is in deep financial trouble, and his creditors’ patience is coming at an end.

WS	BS	S	T	Ag	Int	WP	Fel
43	39	33	34	40	58	51	53
A	W	Mg	M				
1	14	-	4				

Skills: Academic Knowledge (History) +10, Academic Knowledge (Law) +10, Blather +10, Common Knowledge (the Empire) +10, Concealment, Consume Alcohol +10, Charm +10, Disguise, Dodge Blow, Gossip +20, Intimidate, Perception +10, Read/Write +20, Ride, Speak Language (Classical), Search, Speak Language (Reikspiel) +20

Talents: Ambidextrous, Coolheaded, Etiquette, Flee!, Linguistics, Luck, Master Orator, Public Speaking, Seasoned Traveller, Specialist Weapon Group (Fencing), Specialist Weapon Group (Parrying), Streetwise

Wolfgang von Horn (46)

Templar of the White Wolf, ex-knight, ex-warrior priest, ex-priest, ex-initiate

Wolfgang is a big man. Black hair, a moustache and a short beard

“Leave me alone. We are all doomed.”

“In a few hours, my friend, you’ll find out whether your dooming was true.”

Wolfgang is preparing for his death and he needs a lot of alcohol to do that. The PCs will have to do their best to reason with him. Wolfgang will not be happy to talk about what he has done, and if PCs are too inquisitive he might react violently. He won’t give information about the ring freely, but if the PCs are very tactful, he will confirm what they have guessed already.

WS	BS	S	T	Ag	Int	WP	Fel
76	47	60	51	55	45	57	45
A	W	Mg	M				
3	20	2	4				

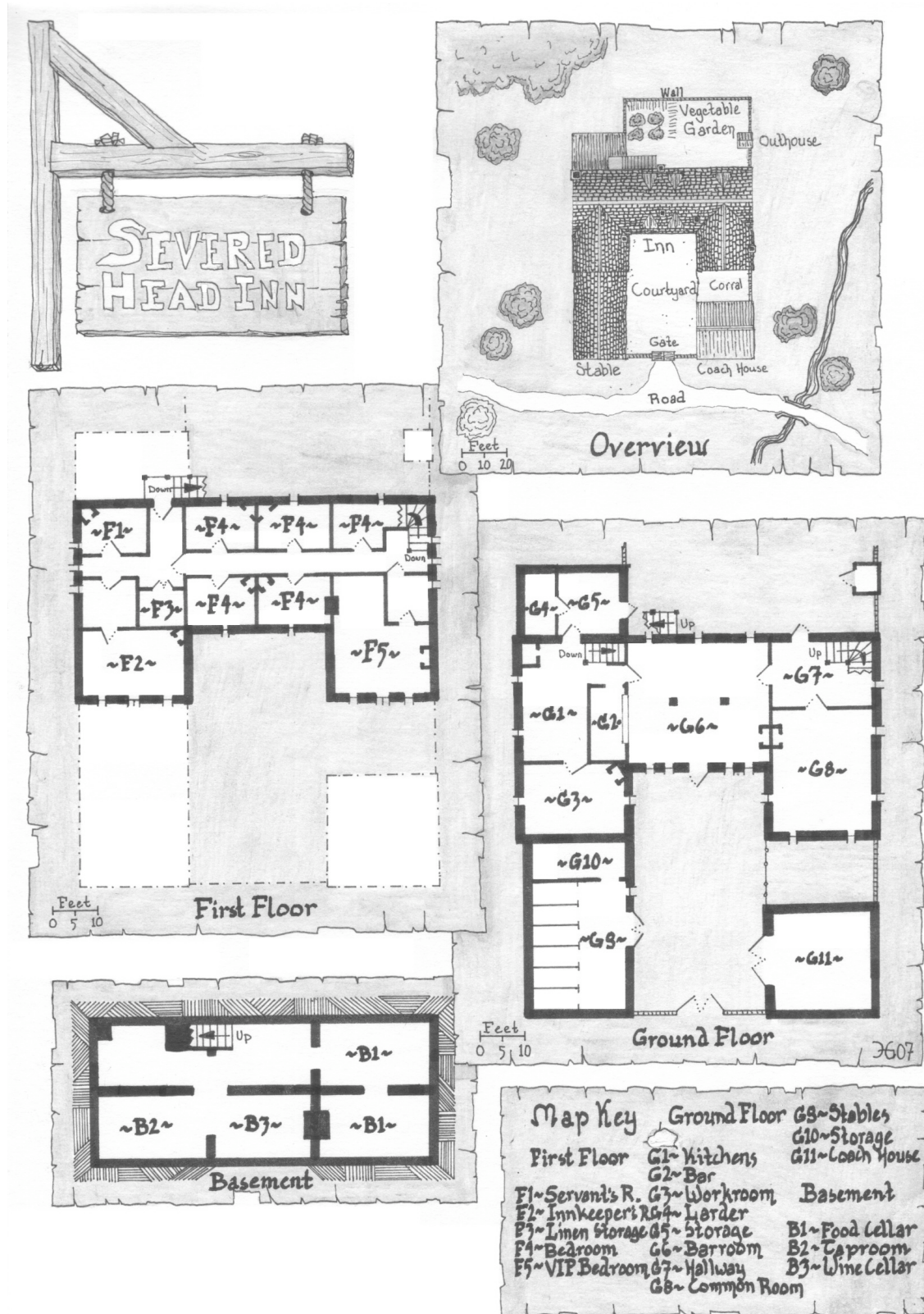
Skills: Academic Knowledge (History, Religion +10, Strategy/Tactics +10, Theology +10), Animal Training, Channelling +10, Charm, Command, Common Knowledge (The Empire +10, Kislev), Dodge Blow +20, Gossip, Heal, Intimidate, Magical Sense, Perception +20, Read/Write +10, Ride +10, Secret Language (Battle Tongue +10), Secret Signs (Templar), Speak Arcane Language (Magick +10), Speak Language (Classical, Kislevian, Reikspiel +10,)

Talents: Armoured Caster, Divine Lore (Ulric) Etiquette, Frenzy, Lightning Parry, Menacing, Petty Magic (divine), Public Speaking, Seasoned Traveller, Specialist Weapon Group (Cavalry, Flail, Parrying, Two-handed), Stout-Hearted, Strike Mighty Blow, Strike to Injure

Trappings: Best craftsmanship full plate armour decorated with a wolf head, cloak of a white wolf

Spells: See the Petty Magic (Divine) list (rulebook p.146, ToS p.218) and the divine lore (Ulric, White Wolf) list in ToS (pp. 235-237) or in the rulebook (p. 167).

HANDOUT 3: THE SEVERED HEAD INN



The Battle

The Warherd

First part in this section is a description of the warherd and its main characters. The great masses are described briefly, the main characters are sketched a bit less succinctly. The herd is created according to the rules in the ToC, chapter 7, where you can find a more elaborate description of the beastmen. The OWB has information on these creatures too – if you have that book, you might want to show the player information about beastmen and minotaurs to your players and give them a feeling of what they are up against.

The warherd is quite impressive; if you think that it is too much so for your group, feel free to adapt it. The herd can be brought down in size, and a few of the major monsters left out. Or keep the monsters but reduce their combat stats. Or get out your copy of the ToC and create your own horde.

Don't forget, though, that the horde is supposed to kill the PCs and NPCs, and destroy the inn. If your PCs are particularly badass, you might want to strengthen the warherd instead by applying the reverse of the advice above, upping the monster stats, increasing the number of footsoldiers (hoofsoldiers?) and adding a troll or giant or two.

The herd is led by **Ughraton Blackhorn**, a Beastman Champion. Ughraton has two big leathery wings with which he can fly like a hoverer. Most of the time he moves on foot, though, for flying wears him out. He wields an immense sword; Ughraton needs two hands to wield it, and most humans cannot even lift it.

WS	BS	S	T	Ag	Int	WP	Fel
68	35	63	81	62	48	39	55
A	W	Mg	M				
3	21	-	4				

Skills: Command +10, Dodge Blow +10, Follow Trail, Silent Move

Talents: Quick Draw, Lightning Parry, Menacing, Sixth Sense, Specialist Weapon Group (two-handed), Strike Mighty Blow, Strike to Injure

Trappings: Heavy armour (breastplate, sleeved mail coat), great sword (impact, +2 damage).

Bathorax Bloodeye is the Greater Shaman of the warherd and close advisor to Ughraton. The pink colour of his eyes show his devotion to Slaanesh, who has gifted him with the Evil Eye mutation (Realms of Chaos, p. 37). Bathorax is unhorned and wears a hooded robe which covers his body and hides most of his face. He carries a braystaff.

WS	BS	S	T	Ag	Int	WP	Fel
68	38	45	65	50	44	60	53
A	W	Mg	M				
3	21	4	3				

Skills: Channelling +10, Command, Magical Sense +10

Talents: Aethyric Attunement, Dark Lore (Slaanesh), Specialist Weapon Group (Braystaff), Strike to Stun

Trappings: Spell ingredients, braystaff (defensive, impact, slow, SB-1 damage), hallucogenic herbs

Spells: Bind, Side-step, Tremor (RoC pp. 212-213), Slaanesh Cardinal spells (RoC pp. 217).

Next to Bathorax there are two lesser shamans. First there is **Usgord**. Like Bathorax he wears a robe and a braystaff, but both are distinctly less elaborately decorated than Bathorax's trappings. Usgord's mud-stained greenish robe is not hooded, making his face clearly visible. Almost all the flesh in that face has withered away and the skin is pulled tightly around the bones, making it look like a ram's skull (with horns) more than anything living.

WS	BS	S	T	Ag	Int	WP	Fel
50	33	37	63	38	41	50	52
A	W	Mg	M				
2	18	2	3				

Skills: Channelling, Magical Sense

Talents: Aethyric Attunement, Arcane Lore (Beasts), Dark Lore, Specialist Weapon Group (Braystaff), Fast Hands

Trappings: Spell ingredients, braystaff (defensive, impact, slow, SB-1 damage), hallucogenic herbs

Spells: The Beast Made Well, The Boar's Hide, Claws of Fury (RoS pp. 138-139), Burning Blood (ToC pp. 212-213)

The other shaman is **Sissilyk of the Dark Path**. Unless most of her fellow beastmen, Sissilyk is not fierce or violent. On the contrary, she looks frail and diminutive, and reptilian rather than bovine or capricornian. She has a natural talent in wielding shadow magic, though, and is very receptive of the spirit world. Unlike the other shamans, Sissilyk doesn't wear robes and neither does she carry a braystaff. She walks naked, with just an amulet around her neck and black metal armbraces. Matt black scales cover her body, giving her AP 1 everywhere and making her difficult to spot (giving her +20 on Concealment tests).

WS	BS	S	T	Ag	Int	WP	Fel
28	35	22	27	62	58	56	52
A	W	Mg	M				
1	18	3	4				

Skills: Channelling, Concealment, Magical Sense +10, Dodge Blow +10, Hypnotism, Perception, Scale Sheer Surface, Silent Move

Talents: Aethyric Attunement, Alley Cat, Arcane Lore (Shadow), Contortionist, Night Vision, Rover, Sixth Sense

Trappings: Spell ingredients

Spells: Bewilder, Mindhole, Pall of Darkness, Shadowcloak, Shadow Knives, Shroud of Invisibility, Throttling (RoS pp. 162-166), Bind, Climb, Side-step (ToC pp. 212)

Two minotaurs are part of the warherd as well. They aren't very smart, but their ferociousness more than makes up for that. They frenzy when they smell blood. Ughraton usually sends these creatures into the thick of the fighting, where they don't have to worry about being outsmarted.

WS	BS	S	T	Ag	Int	WP	Fel
48	32	52	56	39	19	28	27
A	W	Mg	M				
2	32	-	5				

Skills: Intimidate, Perception, Speak Language (Dark Tongue)

Talents: Frightening, Specialist Weapon Group (two-handed), Strike Mighty Blow, Strike to Injure

Trappings: Great weapon

The mass of the warherd is made up from gors – bovigors (bovine beastmen), caprigors (goat-like beastmen) and truegors (mostly human, but with horns). About a third of these are bestigors, tougher and more brutal warriors than the rest.

19 bovigors

WS	BS	S	T	Ag	Int	WP	Fel
45	33	46	55	31	25	24	44
A	W	Mg	M				
1	14	-	4				

Skills: Intimidate, Speak Lang. (Dark Tongue)

Talents: Menacing

Trappings: Sword or axe

17 caprigors

WS	BS	S	T	Ag	Int	WP	Fel
41	36	32	50	33	31	19	40
A	W	Mg	M				
1	13	-	4				

Skills: Intimidate, Speak Lang. (Dark Tongue)

Talents: Menacing

Trappings: Sword or axe

19 Truegors

WS	BS	S	T	Ag	Int	WP	Fel
35	28	41	43	30	38	36	38
A	W	Mg	M				
1	12	-	4				

Skills: Intimidate, Speak Lang. (Dark Tongue, Reikspiel)

Trappings: Axe, light armour (leather jack)

7 bovigor bestigors

WS	BS	S	T	Ag	Int	WP	Fel
55	33	51	70	31	25	24	44
A	W	Mg	M				
2	17	-	4				

Skills: Intimidate, Speak Lang. (Dark Tongue)

Talents: Menacing, Specialist Weapon Group (two-handed), Strike Mighty Blow

Trappings: two-handed weapon (impact)

10 Caprigor bestigors

WS	BS	S	T	Ag	Int	WP	Fel
61	36	32	60	53	31	19	40
A	W	Mg	M				
1	14	-	4				

Skills: Intimidate, Dodge Blow, Speak Lang. (Dark Tongue)

Talents: Menacing, Strike to Injure

Trappings: Sword, light armour (leather jack)

9 Truegor bestigors

WS	BS	S	T	Ag	Int	WP	Fel
50	28	51	53	40	38	36	48
A	W	Mg	M				
2	15	-	4				

Skills: Intimidate, Dodge Blow, Perception, Speak Lang. (Dark Tongue)

Talents: Strike to Stun, Strike to Injure.

Trappings: Sword or axe, shield, medium armour (sleeved mail coat)

The herd comprises of fifteen ungors and six brays – beastmen with less status than most, and underdeveloped horns or a lack of them.

15 ungors

WS	BS	S	T	Ag	Int	WP	Fel
32	32	33	46	33	37	22	39
A	W	Mg	M				
1	10	-	4				

Skills: Speak Language (Dark Tongue)

Trappings: spear, shield

6 brays

WS	BS	S	T	Ag	Int	WP	Fel
22	28	22	30	37	29	18	37
A	W	Mg	M				
1	9	-	4				

Skills: Dodge blow, Speak Lang. (Dark Tongue)

Trappings: A club, possibly a sword

A centigor, **Cathardon the Hunter**, is also part of the herd. Centigors are centaur-like creatures, but a lot less elegant and more violent.

Cathardon has the body of an ox, upon which a four-armed human torso rests. These four arms let him wield two two-handed weapons, or shoot two bows, at the same time.

Skills: Follow Trail, Outdoor Survival, Perception, Silent Move, Speak Language (Beast Tongue)

WS	BS	S	T	Ag	Int	WP	Fel
44	56	50	52	27	33	33	29
A	W	Mg	M				
2	12	-	8				

Talents: Ambidextrous, Keen Senses, Night Vision, Menacing, Natural Weapons, Orientation, Rover, Specialist Weapon Group (cavalry, two-handed, entangling), Sure Shot

Trappings: Light Armour (studded leather coat covering most of the body, giving two AP to the arms and the torso), two two-handed flails, a hunter's horn, two bows, fourty arrows, a net

Special rule: If Cathardon charges, he can use his M score instead of his S bonus to determine damage.

Rather than joining an attack on a well-defended house, Cathardon prefers to roam the forests with his band of tuskhors, hunting for those who travel there. If he finds such a group he will blow his horn to alert the rest of the warherd, and then hunt his prey through the woods. During an attack on a village or an inn, Cathardon and his group will not take part in the destruction, but

rather hang around and hunt for those who try to escape. Only when it looks like the defenders have the upper hand will Cathardon join the fray.

If the PCs try to flee to another place rather than stay at the inn, they will have to deal with Cathardon in the woods.

Cathardon is accompanied by a number of tuskhors and warhounds. Tuskhors are oversized boars with way too many horns and tusks, and warhounds look like they used to be hounds, but with horns, and with spikes growing between their fur.

8 tuskhors

WS	BS	S	T	Ag	Int	WP	Fel
33	-	36	44	32	20	37	12
A	W	Mg	M				
1	8	-	7				

Skills: Concealment, Follow Trail +10, Outdoor Survival, Perception, Silent Move

Talents: Frenzy, Keen Senses, Natural Weapons, Rover, Unsettling

5 warhounds

WS	BS	S	T	Ag	Int	WP	Fel
35	-	31	31	50	20	30	5
A	W	Mg	M				
1	8	-	6				

Skills: Dodge blow, Follow Trail +10%, Perception +10%, Silent Move

Talents: Keen Senses, Rover, Natural Weapons

Running the battle

The battle features more than a hundred PCs and NPCs. You don't want to roll dice for every character. Fortunately, you don't have to. This chapter takes some work out of your hands as it gives an account of the general flow of the battle; you can follow that and only use the dice for the direct combat that your players are involved in. Typically, each round they will be attacked by one to three beastmen – there are enough of them that it is not being necessary to take count of each individual beastman. If the PCs kill one beastman, another one will take its place.

This section explains what happens to the NPCs, giving a minute by minute account of their actions and fates in the battle. It is possible that PCs may interfere, especially on later instances of the loop, so actions of NPCs on the PCs' side are given even after the NPC's original death, and sometimes after the second time they die. And if that isn't enough, this section first describes the general attitude of NPCs in battle, so that you can extrapolate specific actions from there.

There is always the possibility of running the battle using rules and miniatures for Warhammer Fantasy Battle, of course. The two games are closely linked and share the same setting, after all. In that case you have to create your own WFB stats for all the characters, though.

On the side of the defenders:

Wolfgang von Horn is not interested in surviving, just in dying gloriously, and in taking as many beastmen with him as possible. He will be indefatigable, never giving up and always supporting his fellow combatants. From time to time he will cast a spell to encourage the defenders.

Mario Heimburger will do anything he can to save his inn. Unfortunately that is not very much; most combat experience he had was dealing with rowdy or drunk customers. He will use anything he can get to hit the beastmen.

Oleg is, if possible, even more devoted to the inn than his boss. He knows very well that he cannot outrun the beastmen anyway. Not much of a fighter, he will try to assist the others and otherwise generally stay out of the way.

Jörg Hasenschreck is mainly concerned with the safety of his sister Rosalie. He will be looking for a way for them to escape. He is willing to take risks to do so.

For **Rosalie Hasenschreck** her brother comes first too, but she is more careful and she feels an obligation to help the others as well.

Wilhelm Morrai is not a fighter, but he is cowardly. When combat breaks out he crawls under a table, and he tries to find a better hiding place.

Hans and Friedrich are still trained soldiers, even if they got out of the army a while ago. They will stay with Von Horn and follow his orders. They have enough combat experience to realise that running away is not an option and their only chance is to fight.

On the side of the attackers:

Ughraton Blackhorn stays behind, leading his troops to the inn. He will let the gors deal with the rabble before he goes in to deal with the heavier resistance.

Bathorax Bloodeye stays in the back, casting spells and performing rituals to attack the inn.

Usgord will be in the second wave of the attack, in the thick of the battle, leading the herd. He will try to force a way in and break the defense.

Sissilyk of the Dark Path sneaks into the inn, trying to stay unnoticed, and works her spells to attack the defenders from behind. When she gets attacked, she teleports out and reappears in another place.

Cathardon the Hunter has already split from the horde and gone to the river. He follows the river up to the bridge and from there he follows the road back to the inn, hunting for people who try to escape.



The battle, turn by turn

- Turn 1 Beastmen are trying to bash the gate in.
Von Horn comes down the stairs, dressed in full plate armour. He goes into the courtyard, calling on any brave fighters to follow him. Hans and Friedrich follow.
- Turn 2 Another bash at the gate. Von Horn speaks a prayer, the *Heart of the Wolf*. The Hasenschrecks move into the upstairs room and open the windows, from where they will have a clear shot over the courtyard.
- Turn 3 Another bash – and the gate flies open. Beastmen pour into the yard.
Von Horn finishes his prayer, and the fighters in the square are filled with courage.
- Turn 4 Von Horn stands in the middle of the courtyard. Hans and Friedrich have taken positions to either side of him, and try to keep him from being attacked from the side.
Sissilyk climbs up the roof of the inn, from the outside.
- Turn 5 Sissilyk slips into the chimney and gets out in Heimbürger's room (F2 on the map). She casts *Shadowcloak* (giving her +20% on Concealment tests).
A minotaur enters the courtyard
- Turn 6 The minotaur hits Friedrich, and gets hit in return by Von Horn.
- Turn 7 Sissilyk slips into the room where the Hasenschrecks are and casts *Throttling* on Jörg. He drops his bow and grasps at his throat.
Von Horn and the minotaur are locked in combat.
- Turn 8 Sissilyk keeps throttling Jörg. Rosalie tries to help her brother, but doesn't know what to do.
- Turn 9 Von Horn kills the minotaur, but gets wounded in that fight.
- Turn 10 Jörg dies.
- Turn 11 Bathorax finishes a ritual by smashing his braystaff to the ground and causing a tremor. The ground shakes, tiles fall off the roof and pans fall down in the kitchen. Hans, Rosalie and Oleg fall to the ground. Sissilyk falls as well, and Rosalie sees her. She screams, then shoots an arrow from close distance into Sissilyk's shoulder.
The PCs have to test against agility or fall as well.
- Turn 12 Two beastmen descend on Hans while he is still on the ground. The defense line is broken; Von Horn orders everyone back to inside the inn. He himself holds back the beastmen at bay until everyone is inside.
Sissilyk uses the spell *Side-step* to teleport to the kitchen, leaving Rosalie without a direct target for her wrath.
- Turn 13 Usgord enters the courtyard. Three bestigors attack Von Horn. He kills one of them, but loses his sword in doing so. He has to withdraw to inside the inn.
Sissilyk draws the arrow out of her shoulder and leaves it on the kitchen table.

- Turn 14 Rosalie shoots her last few arrows and manages to wound Usgord. Sissilyk casts another *Shadowcloak* spell, then sneaks into the common room. Hans, Oleg and Heimbürger try to hold the door closed, while the beastmen are trying to break in and Von Horn is looking for another sword.
- Turn 15 Sissilyk casts *Shadow Knives* and hits Oleg seriously. He falls and the other two are not able to hold the door. The door gets pushed open a little and Usgord throws the head of Hans into the common room – it was torn from his body. The head lands in front of Wilhelm, who was hiding under a table.
- Turn 16 Wilhelm loses his nerve and runs to the kitchen. He collides with Sissilyk, just as she wants to release another volley of *Shadow Knives*. They both fall on the floor, and Sissilyk is very visible for a moment.
- Turn 17 Usgord spits *Burning Blood* through the door and manages to hit Friedrich. He yells and lets go. The door is pushed open and Usgord stands in the opening. If Jörg is still alive, he throws a wine bottle in Usgord's face.
- Turn 18 Usgord steps forward and gets locked in battle with Von Horn and Friedrich. They manage to wound him, but behind him beastmen pour into the inn. Wilhelm finds the trapdoor to the cellar and decides to hide in there.
- Turn 19 Usgord rakes his clawed hand toward Friedrich, going through armour and skin. The claw comes up holding some of Friedrich's intestines. Friedrich falls down, dead.
- Turn 20 A minotaur steps in, waving an axe. Sissilyk has crawled up again and casts another volley of *Shadow Knives* – and hits Rosalie. The spell triggers Tzeentch's Curse, however, and Sissilyk's scales turn bright blue. She loses her Concealment bonus.
- Turn 21 The minotaur swings his axe at Von Horn. The templar blocks, but the axe splinters the shield and causes a grievous wound in the shield arm. Rosalie draws a dagger and charges Sissilyk before she gets a chance to sidestep. The two get locked in battle.
- Turn 22 Von Horn grabs an ale mug from a table and hits the minotaur on the head. The beast goes down and Von Horn takes his axe.
- Turn 23 Rosalie stabs Sissilyk and hits her in the face, blinding her in one eye. Another stab puts the knife through her left hand. Sissilyk screams with pain and cannot fight or cast spells for a few turns.
- Turn 24 Just as Rosalie wants to kill Sissilyk, Bathorax smashes his staff to the ground again. Another tremor, causing quite a few beastmen to fall – but Rosalie falls too, just before she can hit. Tears appear in one of the walls. Von Horn has to do all he can to stay on his feet and cannot attack the minotaur just now.
- Turn 25 Sissilyk crawls up and prepares a spell for Rosalie, who is lying at her feet. Before she can cast it, though, Oleg spears her from behind with a kitchen knife.
- Turn 26 If Jörg is still alive, he hits Usgord in the leg, but in turn gets hit himself and is now driven back by two beastmen.

- Turn 27 Usgord tears the flesh off Heimbürger's face. Von Horn lets the axe come down on the minotaur and hacks off one of his arms.
- Turn 28 The minotaur howls with pain, then brings his head down and charges Von Horn. The templar steps aside, and the minotaur collapses into whoever was behind him. If Friedrich was still alive, he gets gored on the minotaur's horns. If not, this happens to one of the beastmen.
- Turn 29 If Hans is still alive, he attacks the beastmen who are fighting with Jörg and kills one of them. Jörg then finishes off the other. If Hans was dead, the beastmen manage to hit Jörg's leg, hacking it off. Jörg falls down and bleeds to death in a few rounds.
- Turn 30 Ughraton Blackthorn enters the inn.
- Turn 31 Rosalie starts moving towards Jörg. Behind her, Sissilyk manages to cast one more volley of *Shadow Knives*, hitting Rosalie square in the back. As she falls, mortally wounded, Sissilyk finally dies.
- Turn 32 Beastmen have managed to get into the workroom and run into the kitchen from there. They kill Oleg.
- Turn 33 Blackhorn swings his sword with all his might, hitting several people at once. If Hans, Heimbürger or Rosalie are still alive, they get their heads chopped off. For any character that was already dead, Blackthorn kills a PC instead.
- Turn 34 Von Horn casts *Battle Fury*. He gets one extra attack for the next turn.
- Turn 35 The templar chops off Usgord's leg, below the knee. Usgord collapses and is out of action for the rest of the combat (he will cast *The Beast Made Well* on himself, though, and heal after the battle). Without waiting for the result of his action, Von Horn turns around and splits the minotaur's skull.
- Turn 36 Blackhorn makes another swing, this time toward Von Horn. The templar brings his axe forward and blocks the swing.
- Turn 37 Bathorax creates another small earthquake. Von Horn falls down. Parts of the ceiling come down as well.
- Turn 38 Blackhorn brings down his sword. Von Horn can barely roll aside and the sword hits the ground.
- Turn 39 and further: Blackhorn and Von Horn stay locked in combat.
- Turn 50 Another earthquake. Big parts of the inn collapse. The trapdoor to the cellar gets blocked, locking Wilhelm (and anyone else who is hiding there) inside.
- Turn 60 Cathardon gets to the inn. He and Bathorax enter the inn and finish off any defenders still standing.

Running the game

The PCs are trapped in a loop and relive the day over and over again. That doesn't mean that you and your players too should relive the day in detail at every new occurrence of the loop. The first time they should, certainly. The second time it is worth going in detail through the loop again in detail, to give the players an idea of the repetitiveness of the situation. After that, run things more loosely, though. Each encounter hides some information or opportunity that the PCs can use to their advantage, but if you feel that the PCs have exhausted that encounter, or that they keep missing the obvious and will never get it, just skim over it and describe the encounter only briefly. And later in the game, at the start of a new loop, just skip encounters that are not interesting anymore – you can even ask the players where they want to pick up the thread again.

Reliving each day, finishing it with a gory death and then waking up in the morning fresh and healthy, is not something that can go on forever, though. It takes its toll on PCs, and this is most obvious in their mental health. It is important to remember that with each critical hit the PCs take, they gain one insanity point as well. And even if they make it through the night without dying bloody and violently, when they wake up the next (well, the same) morning, ask them to roll a Will Power test and give them an insanity point anyway if they fail.

The players may want to spend fate points during the combat, or before. Let them. A fate point doesn't mean that nothing happened, though; it just means that the PC avoids death. And he will do that anyway; no matter how he died, he will wake up the next morning hale and healthy again (except for being mentally a bit less stable). So any fate points spent during the day should be regained at the next iteration of the loop. If a fate point is spent and the group gets out of the loop, however, that fate point is lost. Fortune points likewise; the PCs get all their fortune points back at each iteration of the loop.

As the PCs get into the same situations time and time again, they will get better and better at performing in those situations. Here are some guidelines to simulate that. First, if a character gets into the same situation a second time and dice have to be rolled, he gets a +5 bonus. A third time nets him a +10 bonus, and so on, up to a total of 30. Further, if the same test is passed three consecutive times, don't bother rolling any further. The PC knows the trick now and won't fail anymore. This goes for non-combat as well as for combat situations. After a number of times in the loop the PCs will be able to slaughter a large number of beastmen. But there are lots and lots of beastmen; if the PCs don't find another way out, they'll end up dead every time, and gather enough insanity points to become raving lunatics.

The PCs might decide to run for it and stay as far away from the battle as possible. This won't be easy (or even possible), though. If, in the morning, they decide to travel north rather than south, somehow after a bit of time they find that the road they took leads them south anyway, toward the bridge and further toward the inn. If the PCs leave the road, travelling east or west through the woods, they will eventually come upon a road again – this is the same road they left earlier. There is no escaping the area they are in. If somehow they do succeed, though, whenever they go to sleep they will wake up in the field by the side of the road where the day starts.

Ending the game

The PCs are trapped in a loop, and destined to go through it time and time again as long as they don't fulfil the condition for stopping it and getting back to their own time. They were sent back to find the Fauschlag Ring and make sure that it won't get lost; if they succeed in this, they can stop the loop. This would for instance happen when they, or at least one of them, survives the night while in possession of the ring. Or the PCs could hide the ring in a place where it can be found again two hundred years later. For this, the players might remember that the tollkeeper house and the bridge over the river survived the onslaught and are still there in the present day.

Perhaps the PCs find another way – it is up to the GM to judge when the conditions have been met. Letting the ring fall in the hands of Sulring Durgul is certainly not the way to fulfil the condition.

When the PCs succeed, they will awake in the present day, in their room in the Last Stand Inn, undamaged (well, at least without any wounds they didn't have at the start of the adventure) save for the insanity points they gained, and with all the possessions they had at the start of the scenario.

The Norscan Solution

When the PCs have gone through the loop a few times, they will get the idea that the legend, as it was told to them, is quite untrue. They might decide to make it true, though. Get the ring back to Wolfgang von Horn, encourage him to fight the beastmen horde, and lead the other guests in the defense of the inn. The PCs can then fulfil the legend by killing the leader of the horde and as many rank and file as possible. If the PCs go this way, give them something real to fight. With the leaders of the horde, the bray shamans and the minotaurs there are enough big monsters you can put against the PCs. Give them some tough challenges, challenges that cannot be solved only by dumb fighting but which requires the PCs to come up with some smart ideas to overcome the monsters.

If this is the way the game is going, give the players a free hand to do so. The PCs will probably die several times to relive the battle another day. The game ends after a loop in which the defenders of the inn manage to kill at least Ughraton the Black and Bathorax Bloodeye, and a number of the other major monsters (Usgord, Sissilyk, Cathardon or the minotaurs) as well. If they manage to do this, the lack of a leader will make the horde fall apart. It is still most likely that all the defenders will die that night, and, apart from Wolfgang von Horn, none of them will be remembered for what they did. But at least the PCs made sure that the templar died honourable and in tune with his legend.

Rewards

Below are some suggestions for XP rewards. If these seem more generous or stingy than what you normally hand out, feel free to adapt the points.

- General roleplaying: 10 to 50 XP
 - Understanding what is going on: 0 to 40 XP, depending on how much of the puzzle the PCs have put together
 - Befriending and getting information from NPCs: 10 points for each group of NPCs, both on the road and in the tavern
 - Dealing with the battle (the Norscan solution):
 - Organising the defense of the inn: 20 XP
 - Killing Ughraton the Black, the Beastman Chieftain: 20 XP
 - Killing Bathorax Bloodeye, the Greater Shaman: 20 XP
 - Killing Usgord, Sissilyk, Cathardon, the minotaurs: 10 XP each.
- Note: the XP for killing beastmen can only be gained if these beastmen were killed in the final loop. Killing them at an earlier point, but neglecting to do so in a later iteration, doesn't give XP.
- Saving the Fauschlag Ring: 1 Fate Point. Remember that the PCs were sent back by Ulric himself in order to save the ring. Bringing back a powerful sacred item that was lost in time should be well rewarded.