

Another game aid
 

THE
 by Universal Head

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Game:
 **WARHAMMER FANTASY ROLEPLAY  
3RD EDITION**

Publisher:
 **Fantasy Flight Games (2009)**

These are campaign reference sheets and game aids for running my own personal *WFRP3* campaign with the published adventures, from *A Day Late*, *A Shilling Short*, through *An Eye for an Eye*, *The Gathering Storm* and finally, the start of *Horror of Hugeldal*. Use as is or modify as you see fit.

Note that character portraits on the character cards are taken from all over the place and used without permission.



## BACKGROUND

### Grunewald Manor

A modest fortified manor marking the northern extent of the lands belonging to the noble von Bruner family.

It lies in the Reikwald forest, near the foothills of the Grey Mountains, several miles from the closest village and at least a day from any town of notable size.

- 800 years ago Grunewald Lodge built by the von Bruner family as a simple hunting lodge.
- 2012 Rebuilt as a defensive structure.
- 2304 Now an ugly fortification, the manor began to be a neglected backwater.
- 2470 Eldritch Order of the Unblinking Eye formed in Altdorf
- 2410 Eldritch Order infiltrated by witch hunters and almost all senior members captured and condemned by Magistrate Lord Heissman von Bruner, a cousin of Graf Sigismund von Jungfreud (ruler of Ubersreik and head of the powerful local family).
- Gregor Piersson flees to Ubersreik with the painting, becomes Andreas von Bruner's manservant and begins turning him to Chaos.
- 2515 Grunewald Lodge inherited by Andreas von Bruner, second son of Magistrate Lord Heissman von Bruner.
- 2520 Andreas disappears.
- 2521 Current date.
- 2 months ago Andreas' cousin Ludmilla betrothed to Rickard Aschaffenberg, a minor nobleman from Ubersweik; the lodge is handed to him until the youngest von Bruner son, Leopold, comes of age.
- A week ago Shortly after Aschaffenberg's arrival beastmen attack the manor, but are repulsed.

## TIMELINE

### Morning

The missing coach; greenskin battle.

### Day

To Grunewald Manor; investigation.

### Evening

Dinner in the Great Hall

*After the meat course:* howling from the kennels; Gand leaves the table; Ungors cut the manor perimeter

*During dessert:* effects of schlaf kick in

*After the meal:* non-cultists go to bed; Aschaffenberg asks for progress of investigation.

### Night

Cultist take Heistenburger to the temple and ritual begins; ungor scouts bridge the ditch and dogs start barking again.

Cultists move up to the roof (via the sitting room) and summon daemon.

Ritual reaches its climax; beastmen storm the rear walls.

## FOOD & DRINK

An average adventurer must spend 5 brass coins per day on food to remain fit (hearty stews, fresh or day-old bread, and other peasant fare). He must spend at least 3 brass coins per day to survive; any less and he begins to starve. Living below these thresholds imposes a ■ or ■■ penalty to all checks, respectively.

A meal fit to impress a well-off merchant costs 10 silver coins per plate. For a noble, no less than 1 gold coin per plate will do for a banquet or important meal. Much of the expense goes to suitably impressive wines and spirits, which range from 1 brass coin (for a mug of common ale) to hundreds of gold coins (for rare or exotic vintages of wines or spirits).

Preserved food suitable to provision a ship or expedition for a long journey costs twice as much as normal. An average adventurer must spend 5 brass coins per day on food to remain fit (hearty stews, fresh or day-old bread, and other peasant fare). He must spend at least 3 brass coins per day to survive; any less and he begins to starve. Living below these thresholds imposes a ■ or ■■ penalty to all checks, respectively.

A meal fit to impress a well-off merchant costs 10 silver coins per plate. For a noble, no less than 1 gold coin per plate will do for a banquet or important meal. Much of the expense goes to suitably impressive wines and spirits, which range from 1 brass coin (for a mug of common ale) to hundreds of gold coins (for rare or exotic vintages of wines or spirits).

Preserved food suitable to provision a ship or expedition for a long journey costs twice as much as normal.

## A DAY LATE, A SHILLING SHORT

The PCs meet at the Red Moon Inn, outside of Ubersreik by the River Teufel.

Situated at the mouth of the Grey Lady Pass, **Ubersreik** (pop. 3,500) is perhaps the most important town in the foothills of the Grey Mountains. It sits astride the road from Dunkelberg to Bögenhafen, which in turn leads to Altdorf, and its position on the Teufel river makes it the port of choice for people wishing to move their cargoes from the mountains by river. A recently made Free Town, it received its charter from Graf von Jungfreud nine years ago. Unique in the Reikland, Ubersreik's Town Council includes representatives of the local Dwarf clans, as a way to ameliorate any disputes over mining rights. Ubersreik's houses are mostly made of stone and timber, a sign of the strong Dwarf influence here. Its walls are stout, and connected to them is the great fortress of Black Rock, home of the von Jungfreud family and one of the Empire's main defenses against invasion from Bretonnia.

Vern Hendrick rushes downstairs at dawn to ask the innkeeper if the coach from Altdorf has arrived yet. When he finds out it hasn't (it's a full day late), he offers anyone in the bar 25 silver shillings to find the coach and his package.

The package has a seal on it of a tower and two stars (von Bruner crest).

### The Missing Coach

#### Act 1: A Chance Meeting

4 Goblin henchmen (total wounds: 12) and 2 Orcs (one Orc is battling the roadwarden, Rutger Abend).

PCs start at long range from the coach, unnoticed by the greenskins.

#### Act 2: Help on the Horizon

4 Goblin henchmen (total wounds: 12) and 2 Orcs smash through the trees.

#### Act 3: The Storm Breaks

### Dirty Dealings

The parcel contains paperwork and deeds to Grunewald Manor.

Make sure Abend gets his blunderbuss back. Note that he will try stop the PCs if they threaten von Rothstein. Make sure Abend has been established as a salt-of-the-earth guy who hates upper class twits like von Rothstein, but has to uphold the law.

If the PCs treat von Rothstein, he will vow revenge.

## AN EYE FOR AN EYE

Back at the Red Moon Inn, Vern Hendrick offers them employment at Grunewald Lodge.

### A Warm Welcome

#### Act 1: The Reikwald

#### Act 2: The Attack

4 Ungor henchmen (total wounds: 16) and 1 Gor start at close range from the wagon.

#### Act 3: The Retreat

### Let Me Get Your Bags / A Secret Mission

PCs meet Aschaffenberg.

He hires the adventurers to look into a strange malaise affecting his staff. He believes something unwholesome is going on.

Aschaffenberg does not want to alert the authorities or indeed draw any attention to himself at all, because he does not want to upset his new relations in any way—their wealth and legacy are significantly greater than his own.

### The Investigation

#### The Ritual

#### Act 1: The Sacrifice

#### Act 2: To the Roof!

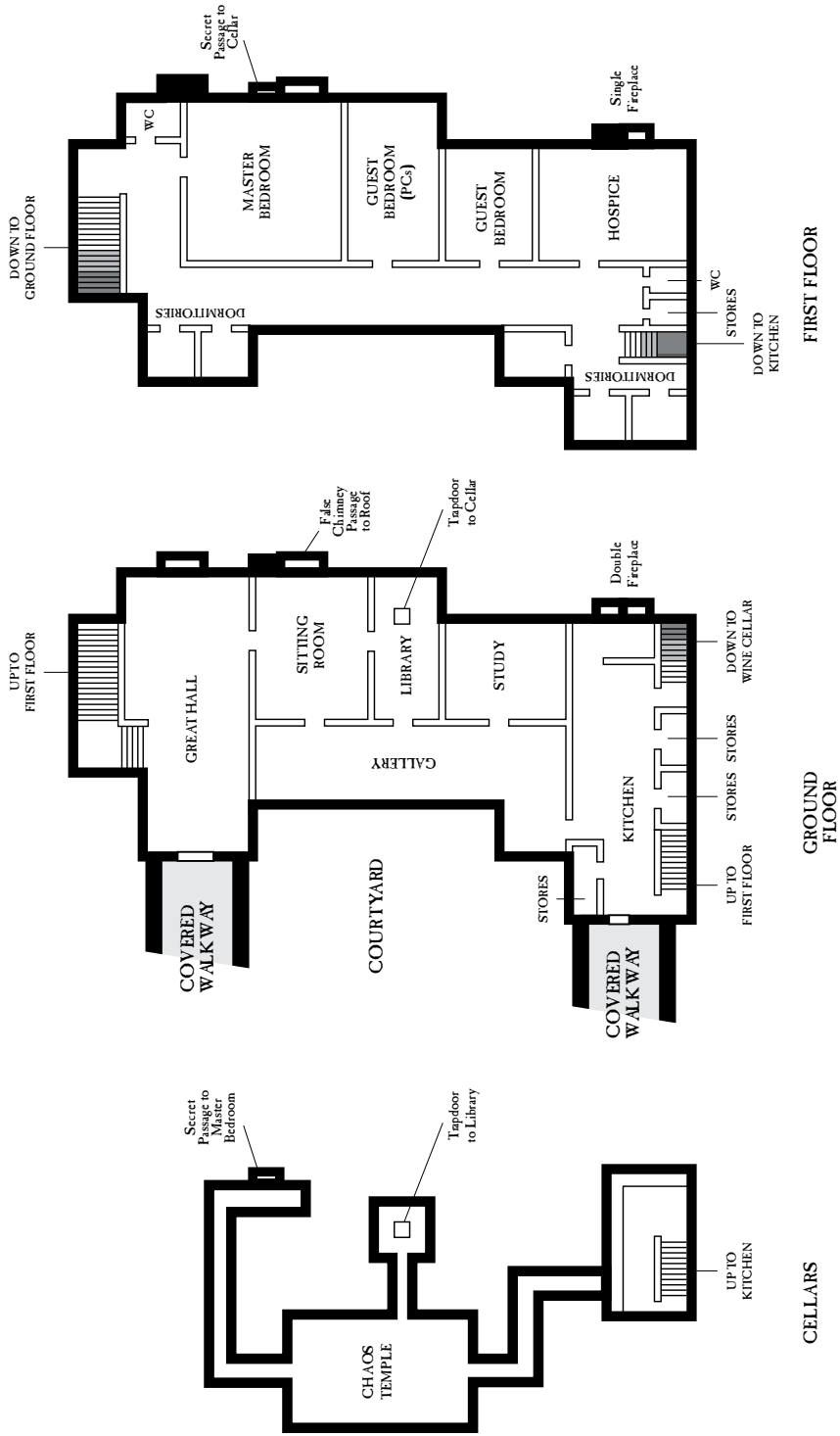
#### Act 3: The Daemon

### The Beastmen

Approximately 12 ungor henchmen with crude spears (add more or less as required); 6 Gor henchmen (total wounds: 30) with axes or clubs; and 1 Wargor wearing rusty chainmail and bearing a crude great axe.

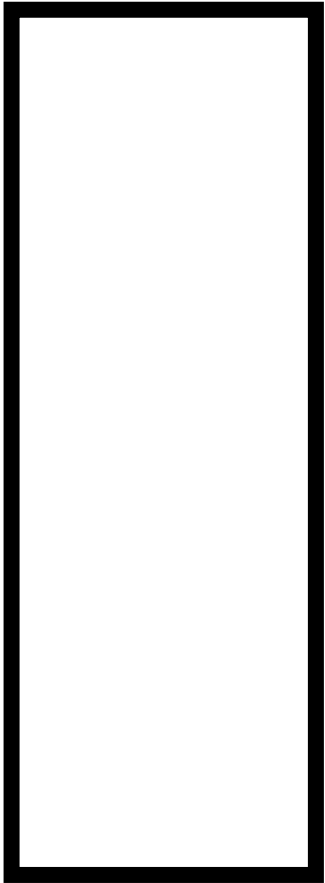
### Tying Up Loose Ends

GRUNEWALDLODGE



DINNER

PC	PC	PC	PC	Vern
1	2	3	4	Hendrick



Heiko Dieter  
the Wagoner

Lord  
Aschaffenberg

Berthold Granhof	Olver Gand	Otto Geizhals	Capt. Andreas Blucher	Doctor Sieger
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Sister Sonja: in the Hospice looking after the three remaining patients.  
Pietor Koch & Sven Bleuler: guard duty outside.  
Ernest Bohné & Manfred Klammerer: eating and resting in the guard room.  
Hans Kurtz & Franz Lange: drugged on schlaf, asleep in the stables.  
Albrecht Krug: stays to watch over Kurtz and Lange and steals the blunderbuss.  
Karla Wagner: kitchen, organising the meal and washing up.  
Gregor Piersson: butler, directing the six servants.



GREGOR PIERSSON

Steward (p81)

WANDERING THROUGHOUT THE MANOR



StToAGINTWPFLA/C/EWINDSINCE

3(4)4(1)3(1)4■4■52/7/314C2

Slightly built, late 30s, receding black hair slicked back with oil. He dresses in the neat uniform of a butler and usually maintains an impassive composure.

**Cult Leader.** Piersson's day to day duties are those of a steward, and as such, he is ultimately responsible for the running of the manor.

Piersson is self-serving and does not want to die. He tries to escape violent confrontation, only fighting back if cornered. He hides a highly decorated knife with a serpentine blade under his clothes, which he uses when performing Chaos rituals in the secret temple.

LORD RICKARD ASCHAFFENBERG

Lord of the Manor (p81)

MASTER BEDROOM



Expert NPC (Specialist)

Minor noble, but still wealthy and powerful. Huge beard of a man, overweight but otherwise hale. Large, bushy, dark brown beard. Dresses ostentatiously, wearing his golden chains of rank over an ermine robe with fashionably slashed silk sleeves. Extroverted and usually speaks with a booming and commanding voice.

Brave and competent swordsman. He attempts to break up a fight if one starts, but if one of the combatants seems unreasonable or malicious, he confronts them. Armed with a fine rapier with a jewelled hilt (superior craftsmanship).

VERN HENDRICK

Manservant (p81)

MASTER BEDROOM



Townfolk NPC

Moody, irritable, professional, diligent. Mid-30s with a deeply lined face and short, peppery hair. Practical servant's clothes. Hand wrapped in a bandage; in constant pain.

Naively trusts Piersson as the servant closest in rank and experience to himself. Thinks Aschaffenberg is unduly paranoid.

In a fight, seeks out Aschaffenberg and protect him, fighting with a dagger.

OTTO GEIZHALS

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LIBRARY



Cult Follower

Corpulent, red-faced, with bristling mutton-chops, dressed in scholarly robes, with pince-nez on his fat nose. Podgy and indolent; steals scraps from the kitchen and reads in the library (leafing through a large bestiary, idly taking notes and drawing bizarre crossbreeds).

Answers questions in a vague, disinterested manner. Lets PCs browse the library without interruption. Reports anything to Piersson. Becomes increasingly agitated if deprived of his books.

Shuns violence and will just attempt to waddle away.

DR. STEFAN SIEGER

p82

HOSPICE



Expert NPC (Specialist)

Short, emaciated, mid-20s, smart city clothes. When tending to the wounded, wears a white apron, stained in blood. Strange aroma of ripe vegetation can be detected on an **Average (2♦)** Observation check.

Piersson's right hand man. Says he is a trained physician from the University of Nuln but is actually a backstreet surgeon. Obsessed with the inner workings of the human body and has murdered staff as an excuse to delve into their corpses.

Too busy with his patients to talk to the PCs, unless they talk to anyone within his earshot.

Coward who only fights if the odds are in his favor, with a sharp medical scalpel (dagger).

SISTER SONJA

p82

HOSPICE



Expert NPC (Priest)

Sigmarite sister, 40s, dark grey hair, hooked nose, milky-white eyes (blind). Simple white robes and a crudely whittled wooden hammer on a string around her neck.

Only friendship is with Korden. Hid Korden's hammer in the Shrine to Sigmar and may confid in PCs who are priests of Sigmar or dwarfs.

Beginning to suspect things are not as they seem at the Lodge. Willing to help the PCs, but can be a hindrance. Convinced everyone is guilty of some sort of immorality. Regards Otto Geizhals and Olver Gand as particularly sinister.

Will become hysterical in a fight. If PCs like her, will grant the **Inspired** condition during combat.

KORDON KURGANSSON

p83

HOSPICE



Insane

Lodge's blacksmith, arrived about 20 years ago. He was injured during the beastman attack and Sieger slipped him some poisoned broth while he was recovering, and then interrogated him in front of the picture—he is now raving mad.

Face is sunken and yellow, grey beard staggled and unkempt. Wears a long white and red striped nightgown and nightcap.

Mostly mutters incomprehensibly, but may utter interesting tidbits. Unaware of his hammer's location. During a fight he will cover behind furniture while begging his ancestors to forgive his dishonour. Utterly useless.

All characteristics count as 1, and 5 wounds.

KARLA WAGNER

p85

KITCHEN



Cult Follower

Stocky, 35, flushed cheeks, brown hair tied up in a bun. Close up, her breath stinks of strong wine. White chef's clothes, stained with blood and food. Chef for 4 years, and is good at her job and enjoys it. Weakness for alcohol and drinks Pritzstock Reisling all day. Colludes with Dr Sieger to lace meals and drinks with drugs.

Becomes angry if interrupted whilst cooking. Can win her attention by complimenting her cooking, offering her a drink, or helping her cut vegetables. At the end of the day add ■■ to all her checks.

Fights maniacally with a meat cleaver (hand weapon with **Vicious** quality), though runs away if things are helpless.



## SERVANTS

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### WANDERING THROUGHOUT THE MANOR

**GERTIE HOCHEN** ☠

**TODD HEISTLENBURGER** ☠

These two are kept drugged as they enter the sitting room the most often to clean. Todd's left arm is in a sling.

Will try to stand fast against beastmen despite their exhaustion, but will flee in terror against the daemon.

**Townfolk NPCs.**

**HANNA DRALST** ☼

**JOSEF VACMARK** ☼

**KONRAD VOSS** ☼

**GUNNAR WETZEL** ☼

Younger servant staff who spend a lot of time giggling and whispering to each other. Gunnar's head is bandaged.

Will follow Piersson's orders, but run or surrender if the fight goes against them.

**Cult Followers.**

## GUARDS

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### WALL & GATEHOUSE

**CAPT. ANDERS BLUCHER** ☠

**Soldier** with ☐. Tall, late 30s, long blond beard and handlebar moustache. Breastplate and greatsword, scarlet wide-brimmed hat with a long white plume.

**SVEN BLEULER** ☠

**MANFRED KLAMMERER** ☠

**ERNEST BOHNE** ☠

**PIETER KOCH** ☼

**Soldiers.** 20s, black leather breeches, white shirts with slashed sleeves, pot helmets with red feathers, sword. Those on patrol have crossbows.

Sven's head is bandaged, Klammerer left hand is bandaged.

Koch is violent and sadistic with a hot temper.

**Day:** Koch patrols walls; Bohne in guardtower; Blucher, Bleuler and Klammerer play cards in guardroom.

**After dinner:** Bleuler patrols walls; Klammerer in guardtower; Blucher, Koch and Bohne in guardroom.

## COACHMEN & GROOM

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### THE STABLES AND COACH HOUSE

**ALBRECHT KRUG, COACHMAN** ☼

**Cult Mutant.** Imposing, mid-30s, magnificent moustache and shaved head. Dangerous and resourceful, has stolen Kurtz's blunderbuss and hidden it in the hayloft.

**HANS KURTZ, COACHMAN** ☠

**Townfolk NPC.** Handsome, 20s, neat beard, long leather coat. Worried about his missing blunderbuss. Smashed knee, walks with a limp. Drugged when he got medicine for his pain.

When he performs a movement manoeuvre, add ■■ to any action he makes in his next turn.

**FRANZ LANGE, GROOM** ☠

**Townfolk NPC.** 16, tanned, curly black hair, peasant clothes. Cares for stables and horses. Industrious by nature but drugged, wants to sleep. Drugged when the latest batch of schlaf was tested on him.

Defends with a pitchfork (improvised).t

## OTHER PATIENTS

p82

### HOSPICE

**BERTOLDT GRANHOF, GARDENER** ☼

**Cult Follower.** Tall, mid 20s, nervous, idiotic. Dirty gardening clothes. Malingers around the hospice complaining of trouble with his knee, his back, and his shoulders, but is quite spry when he thinks no one is watching. Watches Dr Sieger with the enthusiasm and comprehension of a puppy.

Considered a liability by other cult members. Tried to emulate former master Andreas von Bruner with blasphemous and unlikely hybridisation experiments.

Answers questions honestly, if vacantly. Clams up if asked anything about the cult. PCs get a bonus □ to social checks with him until he realises they're suspicious about a cult.

Watches fights with idiotic glee unless ordered by another cult member; he then fights with languid clumsiness and does not seem at all upset if wounded or maimed.

**HELMUT ZONDERVAN, GUARD** ☠

**ASTRID SLAZINGER, GUARD** ☠

Both critically wounded and bandaged, drugged unconscious.

## OLVER GAND

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### KENNELS



### Basic NPC (Soldier)

**Hunter.** Huge, bald, early 30s, 6 and a half feet tall, heavily built. Stubbled face a mass of scars, broken nose. Wears tall leather hunting boots and leather trousers, no shirt, spiked collar. Quiet man who stays in his room but fiercely protective of his hounds. Keeps a dismembered beastman in a cupboard.

Fights beastmen to the death with hunting knife or boar-spear. Releases hounds if the lodge is attacked.

### HOUNDS

Strong, powerful, fearsome, wilful and completely obedient to Gand. Will kill almost anything they are directed to attack except the wargor or the daemon, which will drive them off snarling and whining.

## THE DAEMON

p94

### SUMMONED ON THE ROOF

St	To	Ag	Int	Wp	Fel	A/C/E	Wnds	Since
5(4)	5■(3)	4■(2)	3■	4	1	5/2/2	18	R3

**Chaos Fury.** The daemon is a horrible monstrosity, a twisted parody of a large human figure with huge, unblinking eyes, leathery wings, and malicious talons. It is terrifically strong and fast, smells of blood, and has a terrible keening wail.

If properly summoned and controlled it rampages through the manor, killing everything except the cultists. If Piersson is dead or not present, it kills everything. The cultists revere it as a god. Once it has nothing left to kill, it vanishes back to the Realm of Chaos.

**Fear 3.**

## THE DAEMON (WEAK)

p94

### SUMMONED ON THE ROOF

St	To	Ag	Int	Wp	Fel	A/C/E	Wnds	Since
4(4)	5(3)	4(1)	3	4	1	4/2/2	15	R2

**Chaos Fury.** The daemon is a horrible monstrosity, a twisted parody of a large human figure with huge, unblinking eyes, leathery wings, and malicious talons. It is terrifically strong and fast, smells of blood, and has a terrible keening wail.

If properly summoned and controlled it rampages through the manor, killing everything except the cultists. If Piersson is dead or not present, it kills everything. The cultists revere it as a god. Once it has nothing left to kill, it vanishes back to the Realm of Chaos.

*This version is used if no mutant blood is offered, or the daemon is not brought forth under Morrslieb.*

**Fear 3.**



## AFTER THE BATTLE

### Cultists

Gregor Pierrson	steward	KILLED ON ROOF
Vern Hendrick	manservant	KILLED ON ROOF
Dr Stefan Siger	physician	KILLED ON ROOF
Otto Giezahls	librarian	KILLED ON ROOF
Bertholdt Granhof	gardner	KILLED ON ROOF

Hana Dralst, Josef Vacmark, Gunnar Wetzels, Konrad Voss	young servants	ALIVE ON ROOF
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Karla Wagner	cook	FLED TO FOREST
Pieter Koch	guard	KILLED IN BATTLE
Albrecht Klug	coachman	KILLED IN BATTLE

### Others

Klaus von Rothstein	merchant	ALIVE ON ROOF
Rickard Achaffenberg	lord	ALIVE (DRUGGED)

Gertie Hoch, Todd Heistenburger	servants	ALIVE (DRUGGED)
Hans Kurtz	coachman	ALIVE (DRUGGED)
Fritz Lange	groom	ALIVE (DRUGGED)

Capt. Anders Blucher	guard captain	ALIVE
Sven Bleuer	guard	ALIVE

Sister Sonja	zealot	ALIVE IN HOSPICE
Korden Kurgansson	blacksmith	ALIVE IN HOSPICE

Astrid Slazinger, Helmet Zondervan	guards	ALIVE IN HOSPICE
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Olver Gand	hunter	KILLED IN BATTLE
Ernest Bohne, Manfred Klammerer	guards	KILLED IN BATTLE

### Starting the Session

Aschaffenberg theorises that Hendrick must have thought the PCs were incompetent, and that's why he hired them. "You certainly showed him!"

He must stay and repair the estate and replace the staff, but he invites the PCs to visit him when he returns to Ubersreik in a couple of weeks, where he can pay them a modest stipend. He will pay each adventurer 6 shillings for the day's work and an extra 6 shillings each.

"In the meantime perhaps you do a fellow a favour and take this von Rothstein character off my hands, what? Wouldn't do for him to get lots in the forest after surviving this ruddy great drama! No doubt they'll be a few shillings in it for you as well."

Von Rothstein needs to get home to Stromdorf and hires the PCs to escort and protect him. He offers each adventurer 4 silver per day, but can be bargained up to 8. He also mentions "there are plenty of tings to kill around Stromdorf."

Sister Sonja will want the hammer returned to Kurgansson now the danger is over. She may be convinced by a dwarf saying he will return it to his clan at Karak Azgaraz, but will want strong assurances. A dwarf knows that not returning it in a timely manner will result in an entry in the Book of Grudges.

## BACKGROUND

Centuries before the Empire

A human tribe found the largest piece of the obelisk and erected it as a menhir. A trading post grew up which eventually gre into the town of Stromdorf

2,500 years ago

Temple of Sigmar built over the toppled stone Beginning of the town's decline.

2051

During the Wars of the Vampire Counts, a remnant of von Carstein's defeated undead army reached Altdorf. The leader was slain by Olaus Stichelm and the attackers crumbled. He died at Frothing Ford and a piece of the obelisk was used as his grave marker.

c.2420

Grom the Paunch's greenskin army turns north to avoid Stromdorf (local legend says routed by a spectral host led by the ghost of Stichelm). Goblin tribe The Crooked Noses defects from the army and settles in the Blitzfelsen Hills.

2412

Phillip Adler appointed as administrative head of Stromdorf by the von Jungfreud family.

2520

Lazarus Mourn found guilty of necromancy and burnt on a pyre on the Field of Verena.

2519

Adler's wife, Else, dies.

Recent months

Adler becomes reclusive. Madriga Brenner, the brewer's wife, commits suicide by drowning herself in the town well.

2 weeks ago

Wechsler goes missing in Stromdorf.

A few weeks ago

Niklas Schulmann arrives to study the bizarre local meterological conditions for a thesis.

A week ago

Schulmann botches a ritual at the elven ruins and overloads the pieces of the obelisk with magical energy.

2521 (now)

Adventurers arrive.

## THE STONE SHARDS

Each is about 2 feet high, 3-4 feet at the base (curved side).

They shimmer and spark with faint blue electricity. Those with *Magical Sight* can see a vivid blue snake of light caressing each shard.

## STROMDORF

### Getting to Stromdorf

It takes less than a day to get to Ubersreik by coach. There the party will stay in the Red Moon, and von Rothstein will receive a message telling him his wife's cousin Florian Wechsler, has gone missing while visiting Stromdorf. He will ask the PCs to investigate when they reach Stromdorf. Von Rothstein is actually more concerned about retrieving Wechsler's signet ring, and therefore avoid any loss of his standing with the Merchant's Guild, than with finding his relative alive.

Von Rothstein will then charter them a boat; it will take a day to reach Stromdorf.

### Arriving in Stromdorf

When the PCs reach town, they are met by a crowd of excited Stromdorfers, eager for news from the rest of the Empire. Make it clear that Stromdorf is not visited often. Regarding lodgings, anyone they ask will point them in the direction of the Thunderwater Inn.

The faint stench of ordure from the tannery hangs over Stromdorf, getting stronger the closer one gets to the Altdorf Gate. The constant rain dampens the worst of the stink, but it is always there, lurking in the air. It takes a while to get used to the stench – PCs add 1 ■ to *Observation* checks based on the sense of smell. Once per day, a character may attempt to pass an **Easy (1♦)** *Resilience* check to acclimate to the smell. However, within the tannery, all PCs suffer this penalty.

Streets in Stromdorf not lined with planks are a mire of mud. Add 1 ■ to all checks involving movement along them.

### Dealing with Stromdorfers

Stromdorfers are known for black moods, quick to take offence, suspicious of outsiders. Traders and craftsmen. Women tend to stay at home (except on market days). Children play in the mud.

PCs not born in Stromdorf add 1 ■ to all *Social* actions targeting NPCs in Stromdorf, except those listed as non-locals.

This penalty ceases when the PCs win the townsfolk over in some way.

Stromdorfers fear elves and wizards, and a room will quickly empty if one of these makes an appearance.

Non-human PCs, or those from outside the Reikland, are counted as outsiders for the purposes of buying goods. It is impossible to find exotic items, and the difficulty for finding rare items is **Daunting (4♦)**. The difficulty for finding leather goods (other than exotic ones) is reduced by 1 increment.

## EVENTS IN STROMDORF

### Locations to Introduce Characters in Stromdorf

#### Market Square

- Hanko Mücke's rants near the statue of Stichelm.
- Waltrout Glöckinger scooping up dung into a filthy sack with his hands.
- Gasps of horror if PCs use the well. Local can tell story of Madriga.

#### Town Hall

- Adler upstairs in his office but will not see anyone.

#### Temple of Sigmar

- Chlodwig Fromm, young initiate. Sullen.
- Lector Gottschalk. Visions of doom and a heroes from afar.

#### Thunderwater Inn

- *Small Town Inn* location.
- Sebastian Brenner at the bar, with youngest sons Hans and Friedrich and some pretty serving girls.
- Regulars: Lukas Kaltenbach (good source of info but blathers), Franz Bieber (when in town), Gert Driego (after work, may be bitching about Adler in booming voice), Eduardo Rodrigues (when he has money), Reinhard the Rooster performing before a booing crowd.

- Anyone vocal about entering the Oberslect will be directed to Bieber.
- Niklas Schulmann is in his room.
- Hans and Friedrich may play Marshwater prank on PC. Hans asks for tales of adventure.
- Note quality of Thunderwater ale to dwarf.

### Brenner Brewery

- Sebastian's eldest, Klaus, busily runs the brewery.

### Kessler's House

- Kaspar Myer in reception room.
- Difficulty of getting interview with Kessler.

### Gerber Tannery

- Marcel Gerber, the owner, rarely visits. Gert Dreigo, master tanner, directs work at the tannery.
- Stocks outside tannery. Hanko Mücke in them?

### Stewpot Hostelry

- Keila Cobblepot.
- Every Marktag afternoon, Reiner Holtz has a meal there, looking incongruous.

### Encounters to Introduce Characters in Stromdorf

#### Hildette Krass

- Accusations of healing.
- PCs may come here for healing but she will recommend Rolk Messer or Dr. Schneider.

#### Dr. Hartlieb Schneider

- Bounty on his head.
- PCs may come here for healing.

#### Rolf Messer

- PCs may come here for healing.
- Reinhard may be catawauling outside.

## SCHULMANN

Schulmann is the only one who knows the true history of the ruins on Tempest Knap.

On the night Schulmann botched the ritual, farmers nearby (eg the Ackerlands) noticed shimmering blue winds swirling around Tempest Knap for several hours after midnight.

The Brenners think Schulmann went out of town that night. If any boons are scored, they remember he returned the following morning, but stayed in his room for the next few days (he was recovering from his injuries).

When Schulmann returned to Stromdorf in the early hours, he went to Hildette Krass's hut to beg for help. She was frightened that the wizard might turn her into a newt, so she concocted a healing draught for him to alleviate his dreadful injuries.

Schulmann denies any knowledge of events at the hill on that night. If pressed, he lies that he visited the Oberslecht to pick cloudberryes, a vital ingredient for his experiments. There he claims he was attacked by a Reik eel, hence his injuries.



# PEOPLE OF STROMDORF

## Gold Tier

Name	Profession	Local?	St	To	Ag	Int	WP	FEL	A/C/E	WND	STANCE
Phillip Adler	Burgomeister	No	3(3)	3(1)	3(0)	3	3□	4□	3/4/1	13	C2

Had affair with Madriga and shattered by her death. Apathetic, wallows in misery. Appointed Kessler as steward, only man he trusts.

**Insanities:** Catatonia At end of his turn, move tracking token on his Stance 2 spaces towards neutral. Severity 1.

**Lethargy:** Add 1■ to Strength checks. Severity 2.

## Silver Tier

Name	Profession	Local?	St	To	Ag	Int	WP	FEL	A/C/E	WND	STANCE
Arno Kessler	Captain	No	3□(4)	3□(2)	3(1)	3	3	3	5/2/1	15	CI

Loyal to Adler, despises fools and timewasters, blunt, folk fear his barbed tongue, undiplomatic.

**3 Expertise dice, Defence 1, Soak 4. Critical: Ringing Skull** During his End of Turn phase, GM must add or remove one recharge token from one of his recharging action cards. Lose 1 power/favour.

Marcel Gerber	Town Elder	Yes	3(3)	3(1)	3(0)	3	3□	4□	3/4/1	13	C2
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Most influential elder, and master of Tanner's Guild. Despises Adler as glorified tax collector and is plotting his removal. Furious that Kessler, a common soldier, controls Stromdorf. Due to old age, physical checks suffer 1■.

Sebastien Brenner	Inn Owner	Yes	3(3)	3□(1)	3(0)	3	3□	3	4/3/0	10	RI
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Owens brewery and Thunderwater Inn. Cold and distant. Wife Madriga died 2 months ago (he poisoned her and dumped her in the well) and he is bearing the loss without a hint of grief. Keeps loaded blunderbuss above bar (can use Thundering Shot). Son Klaus, 27 brewmaster; Cousin Maxo manages Thunderwater Ale export; younger sons Friedrich (20) and Hans (teens) manage bar.

Hieronymous Köpfchen	Professor	No	3(3)	3□(1)	3(0)	3□	4□	3	3/3/2	12	C2
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Retired from Altdorf University to continue studies in peace. Irritable if disturbed at home.

Specialist in Education (history and linguistics) with Expertise 4. Due to old age, physical checks suffer 2■.

Dr. Hartlieb Schneider	Professor	No	3(3)	3□(1)	3(0)	3□	4□	3	3/3/2	12	C2
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Tends to the ailments of the wealthy. Sneers at anyone below his station. Hiding from Elector Countess Emmanuelle von Liebwitz of Nuln for 2 years after his prescription gave her chronic flatulence. Price of 2,000 silver on his head

Specialist in Medicine. Stance R2, Expertise 1.

Niklaus Schulmann	Acolyte	No	3(3)	3(1)	3□(1)	4□	5	3□□	2/8/3	15	R2/C4
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## Brass Tier

Name	Profession	Local?	St	To	Ag	Int	WP	FEL	A/C/E	WND	STANCE
Franz Bieber	Hunter	Yes	3(5)	4(2)	4□(1)	3□	3	2	4/3/2	15	RI

Keila Cobblepot	Cook	No	2	2	4	3	3□	4	4/3/0	10	RI
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Proprietress of the Stewpot Tavern, plump, sweet smile, cheerful. For years has been in league with the Holtz clan, drugging guests and keeping their valuables.

Gert Driego	Mstr Tanner	Yes	3(3)	3□(1)	3(0)	3	3□	3	4/3/0	10	RI
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Spattered in the filth of his trade at work, and the stink follows him even after he cleans up to relax in the Thunderwater. Booming voice. Opposed to Adler.

Waltrout Glöckner	Simpleton	Yes	3(3)	3□(1)	3(0)	1	2	3	4/3/0	10	RI
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Simpleton scraping a living collecting dung for the tannery. Children chase him away with stones. Often visits Brother Grabbe at the cemetery to help make his sculptures of bone. Used to help his other 'friend', Lazarus Mourne, borrowing corpses from Morr's Garden.

## Brass Tier (con't)

Name	Profession	Local?	St	To	Ag	Int	WP	FEL	A/C/E	WND	STANCE
Lukas Kaltenbach	Ferryman	Yes	3(3)	3□(1)	3(0)	3	3□	3	4/3/0	10	RI

Enjoys ale too much, weathered and grizzled old man. Good source of local information but blathers tittle-tattle if allowed. Skilled ferryman across the Ober even when drunk, in all but the fiercest gale.

Hildette Krass	Herbalist	Yes	3(3)	3□(1)	3(0)	3□	4□	3	3/3/2	12	C2
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Shy spinster in rags, helps poor and womenfolk with knowledge of local curatives. Bids others to visit barber-surgeon. Mistrusted by men, who whisper of witchcraft. Often goes alone into the Oberslecht to pick herbs.

Specialist in First Aid. For 10 brass, can make healing draught for someone in dire need, after getting ingredients from the Oberslecht.

Rolf Messr	Barber-Surgeon	Yes	3(3)	3□(1)	3(0)	3□	4□	3	3/3/2	12	C2
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Hearty laugh, bloody apron. Trims beards and hair at the front (1 brass) and pulls teeth, lances boils, or even amputates at the back 5-10 brass). Mainly menfolk visit him. Sometimes employs Reinhard the Rooster to caterwaul outside his shop to drown out the screams.

Specialist in First Aid.

Hanko Mücke	Merchant	Yes	3(3)	3□(1)	3(0)	3	3□	3	4/3/0	10	RI
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Failed merchant blaming Adler's taxes. Violently vocal about Adler and often raves about the 'hiding tyrant' in the marketplace in front of the statue of Stichlem. Often put in the stocks by Kessler, but emerges unsoiled, a subtle show of solidarity by the townsfolk.

Secretly encouraged by Marcel Gerber, who uses him as a pawn to undermine Adler's authority. Has silent support of most of Gerber's workers, an can rely on several dozen tanners to come to his aid if push comes to shove.

Eduardo Castillo Rodrigues	Alcoholic	No	3□(5)	3□(0)	5□(2)	3	3	4□	4/1/3	14	C2
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Reinhard the Rooster	Minstrel	Yes	3(3)	3□(1)	3(0)	3	3□	3	4/3/0	10	RI
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Minstrel, musician, poet. Sings like a cockerel. Provides enough entertainment for boorish townsfolk, if only as the butt of cruel jokes. Has pretensions to perform in the big city and will follow any outsider resembling an aristocrat, singing loudly in the hope of a commission.

Hugo Spitz	Gaoler	Yes	3(3)	3□(1)	3(0)	3	3□	3	4/3/0	10	RI
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Gangly young man with greasy hair and ring of keys at his belt. Nobody appreciates his intellect; he graduated in Nuln but couldn't get a job. Has a captive audience for his 'illuminating' monologues on philosophy.

Balthus Thalberg	Sergeant	Yes	4	4	3(1)	3	3	3	5/2/1	15	CI
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More than six feet tall, towers over everyone. Youthful 25 year old, mane of light brown hair, deep brown eyes, heroic chin. Girls like to swing from his muscular arms, he has a soft spot for the ladies when Captain Kessler's is not watching.

Fridrik Ulfsson	Miller	No	3(3)	3□(1)	3(0)	3	3□	3	4/3/0	10	RI
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Bear of a man from up north. Flowing blond hair, drooping moustaches, eyes like ice. Dresses outlandishly in coarse linen tabards adorned with curling threadwork. Some say he has ogre blood. Speaks in a deep, bass drawl, rolling his 'r's. Arrived and bought watermill a few years ago, apparently with a fortune in sapphires and oddly shaped gold coins.

Each Marktag, his young assistants, Jarek and Benni, load their mule with sacks of flour to sell in town. Townsfolk always suspect him of mixing the flour with chalk, though they dare not accuse this giant to his face. Especially since he keeps an enormous greatsword called Frigga above the Mill's doorway.

Brthr Theoderic Grabbe	Priest of Morr	Yes	4(7)	5(4)	3(1)	3	4□	4□□	5/4/2	15	R2
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Has resided at the Garden of Morr for well over sixty years. Straightbacked, with long white hair spilling over the plain black robes of his order, a high cowl framing his face, his skin stretched taught over his noble skull. Eyes glitter with intelligence, and his lips curl subtly into a placid smile. Brother Grabbe performs Morr's rituals, and protects the cemetery from necromancy and ghouls.

To honour Morr, Grabbe has decorated the ossuary at the Garden with sculptures out of bone. Only Waltrout Glöckner and Adler visit him regularly. Grabbe never leaves the Garden and is unaware of Adler's breakdown.

# SPECIAL CHARACTERS OF STROMDORF

Name	Profession	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
<b>Franz Bieber</b>	Local Hunter	3	4	4□	3□	3	3	4/3/2	15	<b>R1</b>
		Dmg 5	Soak 2	Def 1■		Str+Dmg 8		To+Sk 6		

*Tight-lipped, tougher than he looks, precise movement and mannerisms, never parts with strong yew bow.  
Best hunter around, huge knowledge of the Oberslecht.*

*Few friends except for Brenner who gives him free ale in return for game. Dislikes most folk but respects honesty, courage and forthrightness. Hatred for beastmen.*

Gains 1□ on all *Melee Attacks* versus beastmen.

When fighting beastmen, must spend at least 1 Aggression die on each attack until he has no more.

*Ballistic Skill* and *Nature Lore* trained.

**Trappings:** Longbow & quiver of 20 arrows, dagger, hat & sturdy outdoor clothes (Soak 2), lucky ferret's foot necklace, leather backpack, flint & tinder, bedroll, cooking pot & water pouch.



## AGILE STRIKE



### Basic

Engaged with target, melee weapon equipped

#### WEAPON SKILL (St) VS. TARGET DEFENCE

**Effect:** An attack that relies more on cunning and agility than brute force. Franz may use this attack with either his dagger or his bow, in which case it is a ranged attack.

✦ The attack inflicts normal damage

✦✦ The attack inflicts +1 damage

✦✦ +1 critical

✦✦✦ The attacker may perform a free manoeuvre

☠ The attacker suffers 1 wound

Name	Profession	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
<b>Magnus Gottschalk</b>	Priest of Sigmar	3	5	3	3	4□	4□□	5/4/2	15	<b>R2</b>
		Dmg 7	Soak 4	Def 1■		Str+Dmg 10		To+Sk 9		

*Veteran warrior priest; townsfolk flock to hear his stirring sermons. Eyes burn with pious rage. Has been having visions.*

*Invocation* and *Piety* trained. +1□ on all Fellowship checks relating to the citizens of Stromdorf. Does not suffer stress. Debilitating social actions that target him gain 2■ unless he perceives the person trying to influence him as a just and righteous person motivated by piety towards Sigmar.

**Trappings:** Sigmarite robes & holy icons; breastplate armour (Defence 1, Soak 4); great weapon (hammer).



## I AM THE HAMMER



### Basic, Sigmar

Engaged with target, melee weapon equipped

#### WEAPON SKILL (St) VS. TARGET DEFENCE

**Special:** Aggression dice spent on this attack add +1□ to the dice pool.  
**Effect:** Lector Gottschalk imbues his weapon with the power of Sigmar and lays waste to the infidel!

✦ The attack inflicts normal damage

✦✦✦ The attack inflicts +2 damage, critical damage

✦✦✦ The target suffers the **Staggered** condition for 2 rounds

☠☠ The attacker loses 1 Aggression die from his dice budget



## SIGMAR'S HEALING HAND



### Sigmar, Holy, Ongoing

Engaged with target, currently in a combat scene

#### INVOCATION (Fel)

**Special:** This action gains □ if the target is a devout Sigmarite.  
**Effect:** A nimbus of holy light surrounds the target, healing and protecting him.

✦ The target is healed of 1 wound

✦✦✦ Target healed of 3 wounds, or 1 critical of severity 3 or less converted into a normal wound

✦✦✦ While this action is recharging, target's Soak value +1

➡ Double any healing effect from this blessing (x2 wounds healed or critical wounds converted)

☠ Gottschalk loses 1 Cunning die from his budget

Name	Profession	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
<b>Eduardo Castillo Rodrigues</b>	Alcoholic Ex-Adventurer	3□	3□	5□	3	3	4□	3/1/3	14	<b>C2</b>
		Dmg 5	Soak 0	Def 2■		Str+Dmg 8		To+Sk 3		

When not threatened and enough alcohol, must pass a **Hard** (3♦) *Discipline* check or become drunk for several hours; all skill checks gain 2■ and 1□. When not drunk, gains **Overwhelmed** and **Perplexed** conditions and sinks into reverie.

*Weapon Skill* trained, wields superior rapier; add 1■ and 1□ to all *Melee Attacks*. Without Vilaro equipped, -2 Defence value. Once per turn can draw/sheathe Vilaro for free without performing a manoeuvre. Bravado adds 1□ to checks **Hard** (3♦) or more.

**Trappings:** Ragged, smelly clothes, Estalian rapier (superior), floppy feathered hat, empty purse.



## AGILE STRIKE



### Basic

Engaged with target, melee weapon equipped

#### WEAPON SKILL (St) VS. TARGET DEFENCE

**Effect:** An attack that relies more on cunning and agility than brute force. Franz may use this attack with either his dagger or his bow, in which case it is a ranged attack.

✦ The attack inflicts normal damage

✦✦ The attack inflicts +1 damage

✦✦ +1 critical

✦✦✦ The attacker may perform a free manoeuvre

☠ The attacker suffers 1 wound



## DAZZLING DISPLAY



### Diestro

Engaged with target, melee weapon equipped

#### WEAPON SKILL (St) VS. TARGET DEFENCE

**Effect:** A dazzling display of swordsmanship, intended to overawe the target as much as injure him.

✦ The attack inflicts -1 damage

✦✦ The attack inflicts +1 damage

✦ The target gains the **Exposed** condition for 3 rounds

✦✦ The target suffers 1 fatigue

☠☠ The attacker suffers 1 wound

Name	Profession	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
<b>Niklaus Schulmann</b>	Celestial Acolyte	3	3	3□	4□	5	3□□	2/8/3	15	<b>R2/C2</b>
		Dmg 3	Soak 1	Def 1■		Str+Dmg 6		To+Sk 4		

*Portrays self with smug self-assurance as an eminent wizard, saying he is on sabbatical to study Stromdorf meteorological patterns. Actually an incompetent acolyte trying to get powerful quickly. Teaxes local children to mollify townspeople.*

Each morning he casts a cantrip to disguise his hideous scars. Anyone meeting him who passes a **Hard** (3♦) *Magical Sight* check notices the cantrip. Anyone passing an **Average** (2♦) *Spellcraft* check sees through the disguise.



## STORM SHROUD



### Celestial Order, Ongoing

4 power + 1 power for each enemy engaged with him

#### SPELLCRAFT (Int)

**Special:** Reduce the difficulty modifier by a number of ■ equal to the stage the Stromdorf Storm Tracker is on.

**Effect:** Winds swirl around Schulmann, protecting him while keeping his enemies at bay.

✦ While recharging, Soak and Defence values are increased by an amount equal to the current stage of the Storm Tracker

✦✦✦ As above, and add 2 additional recharge tokens on this action

✦ Enemies engaged with Schulmann suffer 1 fatigue

☠ Schulmann suffers 1 wound



## IMPERIOUS MANNER



### Social

Target within medium range, target understands you

#### WILLPOWER VS. TARGET DISCIPLINE (WP)

**Effect:** Schulmann uses his inflated ego and superior status (real or only imagined) to put the target in his place. This may involve a snide comment, or nothing more than an artfully arched eyebrow.

✦ Place 1 recharge token on each *Social* action the target has recharging. While this action is recharging, skill checks that target Schulmann suffer ♦

✦✦✦ As above, and the target suffers 2 stress

✦ Schulmann recovers 1 stress and gains 1 power

☠ Schulmann suffers 1 stress



## PHILLIP ADLER

Noble , Burgomeister (Non-Local)

GOLD TIER



St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Stnce
3(3)	3(1)	3(0)	3	3	4	3/4/1	13	C2

Had affair with Madriga and has been shattered by her death. Apathetic, wallows in misery. Has appointed Kessler as steward, the only man he trusts.

### Insanities:

**Catatonia** At the end of his turn, move the tracking token on his Stance meter 2 spaces towards neutral. Severity 1.

**Lethargy** Add 1 to Strength checks. Severity 2.

## CAPTAIN ARNO KESSLER

Soldier (Non-Local)

SILVER TIER



St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Stnce
3(4)	3(2)	3(1)	3	3	3	5/2/1	15	Cl

Loyal to Adler, despises fools and timewasters, blunt, folk fear his barbed tongue, undiplomatic.

3 Expertise dice, Defence 1, Soak 4.

### Critical:

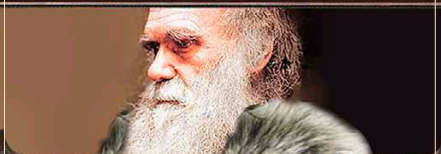
**Ringed Skull** During his End of Turn phase, the GM must add or remove one recharge token from one of his recharging action cards. Lose 1 power/favour. This reflects his lost hand and eye.

**Kaspar Myer:** Weasley man in robes of a scribe who guards Kessler's office. Stickler for procedure, meticulous, infuriating, rude to those who cross him, polite to those who respect the rules.

## MARCEL GERBER

Noble , Town Elder (Local)

SILVER TIER



St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Stnce
3(3)	3(1)	3(0)	3	3	4	3/4/1	13	C2

Most influential elder, and master of Tanner's Guild. Despises Adler as glorified tax collector and is plotting his removal. Furious that Kessler, a common soldier, controls Stromdorf.

Due to old age, any checks based on physical characteristics suffer 1.

## SEBASTIEN BRENNER

Townfolk, Inn & Brewery Owner (Local)

SILVER TIER



St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Stnce
3(3)	3(1)	3(0)	3	3	3	4/3/0	10	R1

Owns brewery and Thunderwater Inn. Cold and distant. Wife Madriga died 2 months ago (he poisoned her and dumped her in the well) and he is bearing the loss without a hint of grief.

Keeps a loaded blunderbuss above the bar. Can use the *Thundering Shot* action card.

Son Klaus, 27 brewmaster; Cousin Maxo manages Thunderwater Ale export; younger sons Friedrich (20) and Hans (teens) manage the bar at the inn.

## HIERONYMOUS KOPFCHEN

Specialist , Professor (Non-Local)

SILVER TIER



St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Stnce
3(3)	3(1)	3(0)	3	4	3	3/3/2	12	C2

Retired from Altdorf University to continue studies in peace. Irritable if disturbed at home.

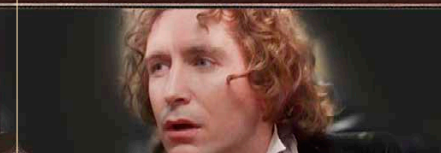
Due to advanced age, any checks based on physical characteristics suffer 2.

Specialist. Specialises in Education (history and linguistics) with Expertise 4.

## DR. HARTLIEB SCHNEIDER

Specialist , Professor (Non-Local)

SILVER TIER



St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Stnce
3(3)	3(1)	3(0)	3	4	3	3/3/2	12	C2

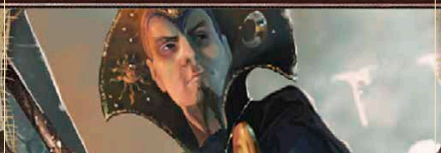
Tends to the ailments of the wealthy. Sneers at anyone below his station. Has been hiding from Elector Countess Emmanuelle von Liebwitz of Nuln for two years after his prescription gave her chronic flatulence. Has a price of 2,000 silver on his head.

Specialist. Specialises in Medicine. Stance R2, Expertise 1.

## NIKLAS SCHILMANN

Celestial Acolyte (Non-Local)

SILVER TIER



St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Stnce
3(3)	3(1)	3(0)	4	5	3	2/8/3	15	R2/C4

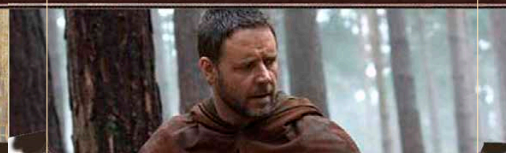
Portrays self with smug self-assurance as an eminent wizard, saying he is on sabbatical to study Stromdorf meteorological patterns. Actually an incompetent acolyte trying to get powerful quickly. Teaxes local children to mollify townspeople.

Each morning he casts a cantrip to disguise his hideous scars. Anyone meeting him who passes a **Hard** (3) **Magical Sight** check notices the cantrip. Anyone passing an **Average** (2) **Spellcraft** check sees through the disguise.

## FRANZ BIEBER

Hunter (Local)

BRASS TIER



St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Stnce
3(5)	4(2)	4(1)	3	3	2	4/3/2	15	R1

Tight-lipped, tougher than he looks, precise movement and mannerisms, never parts with strong yew bow. Best hunter around, huge knowledge of the Oberslecht. Few friends except for Brenner who gives him free ale in return for game. Dislikes most folk but respects honesty, courage and forthrightness. Hatred for beastmen.

Gains 1 on all **Melee Attacks** versus beastmen. When fighting beastmen, must spend at least 1 Aggression die on each attack until he has no more. **Ballistic Skill** and **Nature Lore** trained.

Longbow & quiver of 20 arrows, dagger, hat & sturdy outdoor clothes (Soak 2), lucky ferret's foot necklace, leather backpack, flint & tinder, bedroll, cooking pot & water pouch.



<div>KEILA COBBLEPOT</div> <div>Specialist, Cook (Non-Local)</div> <div>BRASS TIER</div> <div></div> <div><table><tr><th>St</th><th>To</th><th>Ag</th><th>Int</th><th>WP</th><th>Fel</th><th>A/C/E</th><th>Wnds</th><th>Snce</th></tr><tr><td>2</td><td>2</td><td>4</td><td>3</td><td>3■</td><td>4</td><td>4/3/0</td><td>10</td><td>RI</td></tr></table><p>Proprietress of the Stewpot Tavern, plump, sweet smile, cheerful.</p><p>For years has been in league with the Holtz clan, drugging guests and keeping their valuables.</p></div>	St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Snce	2	2	4	3	3■	4	4/3/0	10	RI	<div>GERT DRIEGO</div> <div>Townsfolk, Master Tanner (Local)</div> <div>BRASS TIER</div> <div></div> <div><table><tr><th>St</th><th>To</th><th>Ag</th><th>Int</th><th>WP</th><th>Fel</th><th>A/C/E</th><th>Wnds</th><th>Snce</th></tr><tr><td>3(3)</td><td>3(1)■</td><td>3(0)</td><td>3</td><td>3■</td><td>3</td><td>4/3/0</td><td>10</td><td>RI</td></tr></table><p>Spattered in the filth of his trade at work, and the stink follows him even after he cleans up to relax in the Thunderwater. Booming voice. Opposed to Adler.</p></div>	St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Snce	3(3)	3(1)■	3(0)	3	3■	3	4/3/0	10	RI	<div>WALTROUT GLOCKNER</div> <div>Townsfolk, Simpleton (Local)</div> <div>BRASS TIER</div> <div></div> <div><table><tr><th>St</th><th>To</th><th>Ag</th><th>Int</th><th>WP</th><th>Fel</th><th>A/C/E</th><th>Wnds</th><th>Snce</th></tr><tr><td>3(3)</td><td>3(1)■</td><td>3(0)</td><td>3</td><td>3■</td><td>3</td><td>4/3/0</td><td>10</td><td>RI</td></tr></table><p>Simlton scraping a living collecting dung for the tannery. Children chase him away with stones. Often visits Brother Grabbe at the cemetery to help make his sculptures of bone. Used to help his other 'friend', Lazarus Mourne, borrowing corpses from Morr's Garden.</p></div>	St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Snce	3(3)	3(1)■	3(0)	3	3■	3	4/3/0	10	RI	<div>LUKAS KALTENBACH</div> <div>Townsfolk, FerryMan (Local)</div> <div>BRASS TIER</div> <div></div> <div><table><tr><th>St</th><th>To</th><th>Ag</th><th>Int</th><th>WP</th><th>Fel</th><th>A/C/E</th><th>Wnds</th><th>Snce</th></tr><tr><td>3(3)</td><td>3(1)■</td><td>3(0)</td><td>3</td><td>3■</td><td>3</td><td>4/3/0</td><td>10</td><td>RI</td></tr></table><p>Enjoys ale too much, weathered and grizzled old man. Good source of local information but blathers tittle tattle if allowed. Skilled ferryman across the Ober even when drunk, in all but the fiercest gale.</p></div>	St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Snce	3(3)	3(1)■	3(0)	3	3■	3	4/3/0	10	RI
St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Snce																																																																			
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3(3)	3(1)■	3(0)	3	3■	3	4/3/0	10	RI																																																																			
<div>HILDETTE KRASS</div> <div>Specialist (First Aid), Herbalist (Local)</div> <div>BRASS TIER</div> <div></div> <div><table><tr><th>St</th><th>To</th><th>Ag</th><th>Int</th><th>WP</th><th>Fel</th><th>A/C/E</th><th>Wnds</th><th>Snce</th></tr><tr><td>3(3)</td><td>3(1)■</td><td>3(0)</td><td>3■</td><td>4■</td><td>3</td><td>3/3/2</td><td>12</td><td>C2</td></tr></table><p>Shy spinster cocooned in rags, helps poor and women-folk with knowledge of local curatives. Bids others to visit barber-surgeon. Mistrusted by men, who whisper of witchcraft. Often goes alone into the Oberslecht to pick herbs.</p><p>For 10 brass, can concoct a healing draught for someone in dire need, after getting ingredients from the Oberslecht.</p></div>	St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Snce	3(3)	3(1)■	3(0)	3■	4■	3	3/3/2	12	C2	<div>ROLF MESSER</div> <div>Specialist (First Aid), Barber-Surgeon (Local)</div> <div>BRASS TIER</div> <div></div> <div><table><tr><th>St</th><th>To</th><th>Ag</th><th>Int</th><th>WP</th><th>Fel</th><th>A/C/E</th><th>Wnds</th><th>Snce</th></tr><tr><td>3(3)</td><td>3(1)■</td><td>3(0)</td><td>3■</td><td>4■</td><td>3</td><td>3/3/2</td><td>12</td><td>C2</td></tr></table><p>Heart laugh, bloody apron. Trims beards and hair at the front (1 brass) and pulls teeth, lances boils, or even amputates at the back 5-10 brass). Mainly menfolk visit him. Sometimes employs Reinhard the Rooster to caterwaul outside his shop to drown out the screams.</p></div>	St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Snce	3(3)	3(1)■	3(0)	3■	4■	3	3/3/2	12	C2	<div>HANKO MUCKE</div> <div>Townsfolk, Failed Merchant (Local)</div> <div>BRASS TIER</div> <div></div> <div><table><tr><th>St</th><th>To</th><th>Ag</th><th>Int</th><th>WP</th><th>Fel</th><th>A/C/E</th><th>Wnds</th><th>Snce</th></tr><tr><td>3(3)</td><td>3(1)■</td><td>3(0)</td><td>3</td><td>3■</td><td>3</td><td>4/3/0</td><td>10</td><td>RI</td></tr></table><p>Failed merchant blaming Adler's taxes. Violently vocal about Adler and often raves about the 'hiding tyrant' in the marketplace in front of the statue of Stichlem. Often put in the stocks by Kessler, but emerges unsoiled, a subtle show of solidarity by the townsfolk.</p><p>Secretly encouraged by Marcel Gerber, who uses him as a pawn to undermine Adler's authority. Has silent support of most of Gerber's workers, an can rely on several dozen tanners to come to his aid if push comes to shove.</p></div>	St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Snce	3(3)	3(1)■	3(0)	3	3■	3	4/3/0	10	RI	<div>EDUARDO CASTILLO RODRIGUES</div> <div>Alcoholic Ex-Adventurer (Non-Local)</div> <div>BRASS TIER</div> <div></div> <div><table><tr><th>St</th><th>To</th><th>Ag</th><th>Int</th><th>WP</th><th>Fel</th><th>A/C/E</th><th>Wnds</th><th>Snce</th></tr><tr><td>3■(5)</td><td>3■(0)</td><td>5■(2)</td><td>3</td><td>3</td><td>4■</td><td>4/1/3</td><td>14</td><td>C2</td></tr></table><p>When not threatened and enough alcohol, must pass a <b>Hard (3♦)</b> Discipline check or become drunk for several hours; all skill checks gain 2■■ and 1□. When not drunk, gains <b>Overwhelmed</b> and <b>Perplexed</b> conditions as he sinks into a reverie.</p><p>Has <b>Weapon Skill</b> trained, wields a superior rapier; add both 1■ and 1□ to all <b>Melee Attacks</b>. Without Vilaro equipped, lower Defence value by 2. Once per turn, on his turn, can draw or sheathe Vilaro for free without having to perform a manoeuvre.</p><p>Bravado adds 1□ to checks <b>Hard (3♦)</b> or more.</p><p>Ragged, smelly clothes, Estalian rapier (superior craftsmanship), a floppy, feathered hat, an empty purse.</p></div>	St	To	Ag	Int	WP	Fel	A/C/E	Wnds	Snce	3■(5)	3■(0)	5■(2)	3	3	4■	4/1/3	14	C2
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3■(5)	3■(0)	5■(2)	3	3	4■	4/1/3	14	C2																																																																			



## REINHARD THE ROOSTER

Townfolk, Minstrel (Local)

BRASS TIER



ST	TO	AG	INT	WP	FEL	A/C/E	WINDS	SINCE
3(3)	3(1)	3(0)	3	3	3	4/3/0	10	RI

Minstrel, musician, poet. Sings like a cockerel. Provides enough entertainment for boorish townfolk, if only as the butt of cruel jokes. Has pretensions to perform in the big city and will follow any outsider resembling an aristocrat, singing loudly in the hope of a commission.

## HUGO SPITZ

Townfolk, Gaoler (Local)

BRASS TIER



ST	TO	AG	INT	WP	FEL	A/C/E	WINDS	SINCE
3(3)	3(1)	3(0)	3	3	3	4/3/0	10	RI

Gangly young man with greasy hair and ring of keys at his belt. Nobody appreciates his intellect; he graduated in Nuln but couldn't get a job. Has a captive audience for his 'illuminating' monologues on philosophy.

## SERGEANT BALTHUS THALBERG

Soldier (Local)

BRASS TIER



ST	TO	AG	INT	WP	FEL	A/C/E	WINDS	SINCE
4	4	3(1)	3	3	3	5/2/1	15	CI

At more than six feet tall, towers over almost everyone. Youthful 25 year old with a mane of light brown hair, deep brown eyes, and a heroic chin. Armed, armoured and uniformed as a watchman.

Stromdorf's girls like to swing from his muscular arms, and he obliges them - he has a soft spot for the ladies when Captain Kessler's eye is not on him.

## FRIDRIK ULFSSON

Townfolk, Miller (Non-local)

BRASS TIER



ST	TO	AG	INT	WP	FEL	A/C/E	WINDS	SINCE
5	4	3(0)	3	3	3	4/3/0	10	RI

Bear of a man from up north. Flowing blond hair and drooping moustaches; eyes are like ice. Dresses outlandishly in coarse linen tabards adorned with curling threadwork. Some say he has ogre blood.

Speaks in a deep, bass drawl, rolling his 'r's. Arrived a few years ago, buying the watermill, apparently with a fortune in sapphires and oddly shaped gold coins.

Each Marktag, his young assistants, Jarek and Benni, load their mule with sacks of flour to sell in town. Townfolk always suspect him of mixing the flour with chalk, though they dare not accuse this giant to his face. Especially since he keeps an enormous greatsword called Frigga above the Mill's doorway.

## LECTOR MAGNUS GOTTSCHALK

Expert, Priest of Sigmar (Local)



ST	TO	AG	INT	WP	FEL	A/C/E	WINDS	SINCE
4(7)	5(4)	3(1)	3	4	4	5/4/2	15	R2

Veteran warrior priest; townfolk flock to hear his stirring sermons. Eyes burn with pious rage. In the last week has been having visions.

Invocation and Piety trained. Gains 1 on all Fellowship checks relating to the citizens of Stromdorf.

Debilitating social actions that target Magnus Gottschalk gain 2 unless he perceives the person trying to influence him as a just and righteous person motivated by piety towards Sigmar.

Gottschalk does not suffer stress.

Sigmarite robes & holy icons; breastplate armour (Defence 1, Soak 4); great weapon (hammer)

## BROTHER THEODERIC GRABBE

Expert, Priest of Morr (Local)



ST	TO	AG	INT	WP	FEL	A/C/E	WINDS	SINCE
4(7)	5(4)	3(1)	3	4	4	5/4/2	15	R2

Has resided at the Garden of Morr for well over sixty years. Straightbacked, with long white hair spilling over the plain black robes of his order, a high cowl framing his face, his skin stretched taught over his noble skull. Eyes glitter with intelligence, and his lips curl subtly into a placid smile.

Brother Grabbe performs Morr's rituals, and protects the cemetery from necromancy and ghouls.

To honour Morr, Grabbe has decorated the ossuary at the Garden with sculptures out of bone. Only Waltrout Glöckner and Adler visit him regularly. Grabbe never leaves the Garden and is unaware of Adler's breakdown.



## AGILE STRIKE

Basic

0

WEAPON SKILL (AG) VS. TARGET DEFENCE



Used By: Franz Bieber, Eduardo Rodrigues  
Engaged with target, melee weapon equipped

Effect: An attack that relies more on cunning and agility than brute force. Franz may use this attack with either his dagger or his bow, in which case it is a ranged attack.

The attack inflicts normal damage

The attack inflicts +1 damage

+1 critical

The attacker may perform a free manoeuvre

The attacker suffers 1 wound



## DAZZLING DISPLAY

Diestro

3

WEAPON SKILL (AG) VS. TARGET DEFENCE



Used By: Eduardo Rodrigues  
Engaged with target, melee weapon equipped

Effect: A dazzling display of swordsmanship, intended to overawe the target as much as injure him.

The attack inflicts -1 damage

The attack inflicts +1 damage

The target gains the Exposed condition for 3 rounds

The target suffers 1 fatigue

The attacker suffers 1 wound







## THE LESSER EVIL



### ACT 1: TO THE LIGHTNING STONE

#### Stealthy Approach

Party and Beastman tokens on the first space.

*Advance the Party token* when the PCs make successful **Stealth** (Ag) checks (to sneak), **Nature Lore** (Int) checks (to find a safe trail), **Athletics** (St) checks (to wrestle the cart through the mud), or use other appropriate skills or ideas.

Difficulty **Easy** (1♦) or **Average** (2♦).

*Advance the Beastman token* when the PCs fail a key check and after each PC has had a chance to act to advance towards their goal. This represents the general level of alertness of the beastmen herd.

#### First Event Space

*If the Party token reaches the first event space before the Beastman token*, the PCs see their goal through the trees and receive 1□ on all future skill checks during this act.

*If the Beastmen token reaches the first event space before the Party token*, the beastmen pick up their scent and become more attentive. The difficulty of all the party's checks to sneak up on the camp increases by 1.

#### Final Event Space

*If the Party token reaches the final event space first*, they have successfully snuck up to the edge of the lightning stone clearing without the Madteeth noticing. *Act 2 begins.*

*If the Beastmen token reaches the final event space first*, or if the party makes no attempt towards stealth, they are ambushed by **4 Ungors** and **1 Gor**. These beastmen are overconfident and attempt to alert the others until the beastmen are outnumbered by the PCs. Then they break and run, leading the PCs straight to the lightning stone. *Act 2 begins.*

#### GORS



#### 4 UNGORS



### ACT 2: TAME THE LIGHTNING

As the PCs approach the clearing they see other beastmen moving towards it and coming together until there must be a 50-100 of them (clearly more than a town of 700 such as Stromdorf could cope with).

If the PCs have successfully sneaked to the edge of the clearing, they see the standing stone being struck by lightning; successful **Observation** (Int) reveals there is another stone fastened atop it that is really the thing being struck.

#### Rally Step

A huge beastman (Izka Madtooth) looms before the stone, bellowing his rage at the sky and haranguing the gathering in their strange argot language, **Observation** (Int) makes out bits of Reiklander mixed in some of what is being said: urging to set aside fears of leaving Oberslecht (apparently there is some old superstition warning against it), signs that works of man will be destroyed, every farm shall be meat for them etc.

If Foaldeath has gone on ahead, his cloaked figure is trying, cautiously, to dissuadehim from war but the lightning striking stone is seen as favouring the huge figure.

The last two survivors of the farm raid are tied to the stone and gruesomely killed as part of the celebration.

If the PCs do nothing, a beastman notices them and bellows, warning the others.

#### IZKA



#### GORS



#### 4 UNGORS



#### 4 UNGORS



#### 4 UNGORS



Use the **lightning stone location card** make sure its location is clear – unless they did unusually well in the previous act, they begin at long range from the stone. Izka Madtooth is engaged with the stone, and scattered around the clearing are **2 standard Gors** and **12 Ungor henchmen**.

Any time a ☆ is rolled on a check, lightning strikes the lightning stone. Anyone engaged with the stone takes 1 wound, ignoring Soak and Toughness. The beastmen bray and beat their chests, and gain 1□ to all checks until the end of the current round.

Removing the stone requires either a Hard (3d) Athletics check to break the ropes, or 3 actions spent cutting or untying the ropes to get it free. *espite*

Once the PCs manage to either kill Izka Madtooth or retrieve the stone, there is a temporary lull in the action. During the rally step, a PC carrying the stone can place it in the cart. The beastmen bellow and reinforcements (2 Ungor henchmen and 1 standard Gor per conscious PC) emerge from the trees, starting at long range from the herdstone.



### ACT 3: ESCAPE THE OBERSLECHT

Escape token on the first space.

Each turn that the PCs make progress towards the edge of the Oberslecht, advance the Escape token.

#### First Event Space

A new wave of **2 Ungor henchmen** and **4 standard Gor** appear at long range, closing fast. Alternatively, Foaldeath attacks the PCs in order to keep the Holtzes' secret safe.

#### FOALDEATH



#### Power



#### Final Event Space

The PCs have reached the edge of the Oberslecht and the beastmen give up the chase.

# THE LESSER EVIL

Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
------	------	----	----	----	-----	----	-----	-------	---	--------

## UNGORS

Beastmen	Ungor	4	4	4	3	3	2	3/3/1	8	N/A
		Dmg 4	Soak 1	Def 0		Str + Dmg 8		To + Sk 5		

## GORS

Beastmen	Gor	5	5	4	3	3	2	4/3/1	12	R1
		Dmg 4	Soak 2	Def 1		Str + Dmg 9		To + Sk 7		

## FOALDEATH

Beastman	Shaman	4	5	4	5	4	3	5/6/3	14	R1/C3
		Dmg 4	Soak 1	Def 1		Str + Dmg 4		To + Sk 6		

### Chaos Shaman:

*Channel Power* (acquires and uses power just like a wizard)

*Grasp of the Oberslecht* (3 power) Grasping roots, vines and muck fatigue enemies in close range.

*Howl of Chaos* (3 power) Bestial bellow cause 1 wound, 1 fatigue and 1 stress.

*Cloud of Gnats* (5 power) Buzzing swarm increases defence by 1; enemies suffer fatigue and possibly wounds.

*Crackling Chaos* (5 power) Crackling bolt of darkness causes damage.

**Nemesis:** Foaldeath has a stance meter (1 Reckless, 3 Conservative) and may adjust his stance (and suffers stress and fatigue) just like a PC.

Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
------	------	----	----	----	-----	----	-----	-------	---	--------

## IZKA MADTOOTH

Beastman	Leader	6	6	4	3	3	2	6/2/1	18	R2
		Dmg 7	Soak 3	Def 2		Str + Dmg 13		To + Sk 9		

**Frightening:** Causes Fear 2.

Armed with a 2-handed greataxe (CR 2) and armoured with scavenged bits of metal and leather.



### BERZERKER SLASH



#### Monstrous

Engaged with target, melee weapon equipped

#### WEAPON SKILL (St) vs. TARGET DEFENCE

*Foaming like a wild animal and roaring with fury, Izka lays about him with his axe.*

*Izka Madtooth must spend at least 1 Aggression die to use this ability.*

✦ The target is struck for +1 damage

✦✦✦ The target is struck, +4 damage and suffers 1 stress

✦✦✦ +1 critical

➡ Attack hits 2nd opponent in same engagement

♠ Izka suffers 1 wound, but if attack is successful, it inflicts +1 damage

♠ Izka suffers 1 wound



### UNDYING FEROCITY



#### Reaction

Engaged with target, received a killing blow

#### WEAPON SKILL (St) vs. TARGET DEFENCE

*As the wargor is dealt a death blow, it lashes out one last time at a nearby opponent.*

*This action is performed immediately after the killing blow attack is resolved, before any other manoeuvres or effects. Undying Ferocity interrupts the active player's turn until this action has been resolved.*

✦ The target is struck for normal damage

✦✦✦ The target is struck for +2 damage, critical damage

✦✦✦ +2 damage

♠ The target may perform a free manoeuvre after this action is resolved

## ALL BEASTMEN

**Ambush:** When rolling for initiative, each beastman group adds one to its check.

When beastmen act during an encounter, add 1 to all combat actions they take against opponents who have not yet acted during the encounter.

**Unruly:** When critically wounded, beastmen lose their discipline. Whenever a beastman becomes critically wounded, remove 1 Aggression, Cunning, and Expertise die from that group's allotment.

### All Beastmen



### SAVAGE STRIKE



#### Basic

Engaged with target

#### WEAPON SKILL (St) vs. TARGET DEFENCE

*The beastman's most common attack, it lashes out with fists, horns, claws, or weapons to pummel its foes.*

✦ The target is struck for normal damage

✦✦✦ The target is struck for normal damage, +1 critical

✦✦✦ +2 damage

♠ The attacker suffers 1 wound

✧ The attacker suffers 1 wound

### Gors & Wargors



### BESTIAL HOWL



#### Monstrous, Trauma

Targets within close range

#### INTIMIDATE (St) vs. TARGET DISCIPLINE (WP)

*The beastman unleashes a fearsome roar, attempting to unnerve his opponents, and spur fellow beastmen to action.*

*The beastman targets an engagement within close range. Check is opposed by the highest WP among enemies in the engagement. Each opponent with Discipline trained adds 1 to the dice pool.*

✦ Each opponent in the engagement suffers 1 stress

✦✦ Each opponent in the engagement suffers 2 stress

✦✦✦ Up to 2 beastmen within close range of engagement may immediately join it as a free manoeuvre

♠ An opponent in the targeted engagement may safely leave the engagement as a free manoeuvre. Or an unengaged opponent within close range of the acting beastman may immediately engage the beastman as a free manoeuvre.

### Gors & Wargors



### FEARSOME CHARGE



Engaged with target, target within close range

#### WEAPON SKILL (St) vs. TARGET DEFENCE

*The beastman lowers its sharp horns and charges into battle, looking to impale the target.*

*The beastman performs a free manoeuvre as part of the action to engage the target.*

✦ The target is struck for +1 damage

✦✦✦ The target is struck for +3 damage

✦✦✦ The target must succeed at an **Average (2)** Discipline (WP) check or gain the **Rattled** condition for 2 rounds

♠ The target may immediately take a free **Basic Melee Attack** against the beastman





# A TIME TO MOURN

## EPISODE 3, ACT 1: WHAT LIES BENEATH

The mass rising of undead causes **Terror 2**



Advance the tracker 1 space at the end of each round. Listed is the number of zombie henchmen groups the PCs face. At the beginning of each round they face completely new groups and survivors become part of one of the new groups.

**Slaughter token:** Advance another token 1 space each time a group of zombies is destroyed in a single round. When this reaches the end, the PCs reach the ossuary. *Rally Step.*

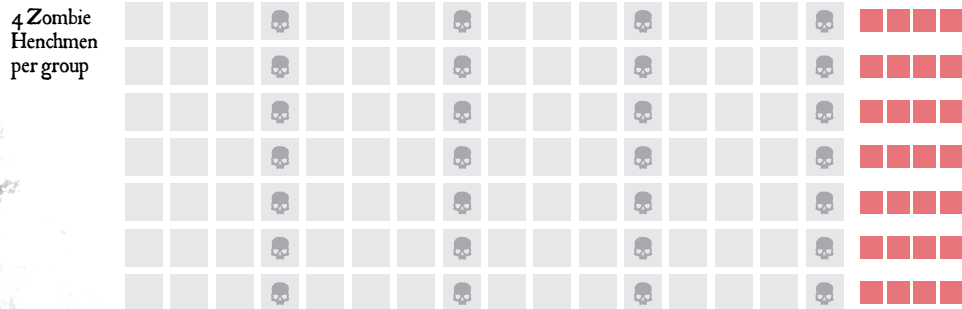
Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
ARISEN ZOMBIE	HENCHMEN	4	4	2	1	3	1	4/0/0	4	Cl
		Dmg 4	Soak 0	Def 0 ■			Str+Dmg 8		To+Sk 4	

**NO ESCAPE, NO HOPE** 3  
Engaged with target

WEAPON SKILL (St) vs. TARGET DEFENCE

The zombie places an unyielding grip upon its target.  
If the attack is successful, the target does not gain a free manoeuvre on its turn for as long as this action is recharging.

- ☞ The target suffers 1 stress and 1 fatigue
- ☞☞☞ The target suffers 1 additional stress and 1 additional fatigue for each undead engaged with him
- ☞☞ The target suffers the **Rattled** condition for 2 rounds
- ☞☞ Add 1 additional recharge token to this action
- ☠☠ The attacker suffers 1 wound
- ☼ The target may immediately retaliate with a *Basic Melee Attack* after the attacker completes this action



Each group makes a single attack, adding 3 ☐.

## EPISODE 3, ACT 2: THE OSSUARY

Skeletons cause **Terror 1** and start at close range.

Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
SKELETON		3	3	1	1	3	1	5/0/2	8	Cl
		Dmg 4	Soak 1	Def 1 ■			Str+Dmg 7		To+Sk 4	

**All Bones:** Skeletons do not suffer critical wounds. Any critical wounds inflicted are treated as normal wounds.

**NO ESCAPE, NO HOPE** 3  
Engaged with target

WEAPON SKILL (St) vs. TARGET DEFENCE

The zombie places an unyielding grip upon its target.  
If the attack is successful, the target does not gain a free manoeuvre on its turn for as long as this action is recharging.

- ☞ The target suffers 1 stress and 1 fatigue
- ☞☞☞ The target suffers 1 additional stress and 1 additional fatigue for each undead engaged with him
- ☞☞ The target suffers the **Rattled** condition for 2 rounds
- ☞☞ Add 1 additional recharge token to this action
- ☠☠ The attacker suffers 1 wound
- ☼ The target may immediately retaliate with a *Basic Melee Attack* after the attacker completes this action

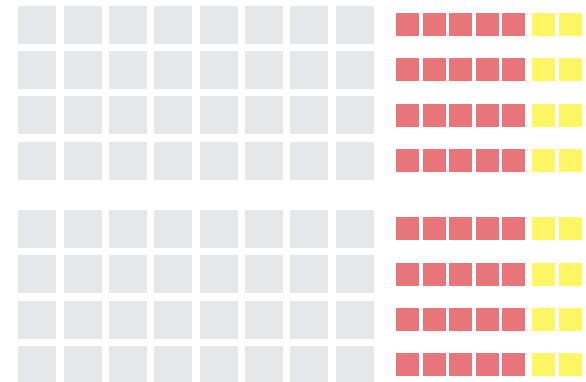
**A BONE TO PICK** 0  
Engaged with target

WEAPON SKILL (St) vs. TARGET DEFENCE

The skeleton lunges at its victim.  
If more than 1 undead is engaged with the target, remove the difficulty modifier. If undead outnumber opponents, add 1 ☐.

- ☞ The attack inflicts normal damage
- ☞☞☞ The attack inflicts +2 damage
- ☞☞ The target suffers **Overwhelmed** condition for 2 rounds
- ☠ The target may immediately perform a free manoeuvre after this action is resolved
- ☞☞ Attacker may immediately attempt a *Basic Melee Attack* after completing this action

Skeletons



**Frightened (Brief effect):** While engaged with a target that has a Fear or Terror rating, you convert one less characteristic die into a stance die. At the beginning of your turn, suffer 1 stress.

**Ill-Fortuned (Dependent Effect):** Suffer 1 stress each time you suffer 1 or more wounds.

# A TIME TO MOURN

Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
STICHELM'S SKELETON	Warrior	5	4	2	2	3	1	5/0/2	15	C2
		Dmg 7	Soak 5	Def 1	Str+Dmg 12		To+Sk 9			

**All Bones:** Stichel does not suffer critical wounds. Any critical wounds inflicted are treated as normal wounds.

**Skeletal Guardian:** Uses **Parry**, **Guarded Position** and **Block** actions. **Weapon Skill** trained: add 1 to all *Melee Attacks*.

**Sword of the Hero:** Superior quality. Adds 1 to all *Melee Attacks*.

**Marble Shield:** If he uses the **Block** action and is still hit with a *Melee Attack*, the attacker suffers 1 Wound on a 6. PCs attacking Stichel with a *Melee Attack* who generate a 6 result also suffer 1 wound, hit or miss.

## GRAVE BLADE

Melee weapon, target within close range

**WEAPON SKILL (St) vs. TARGET DEFENCE**

A ferocious attack with an ancient and deadly blade, the sword has trailing wisps of foul, dark energy crackling about it.

If the target is not engaged with the attacker, add 1 to the dice pool.

- The attack hits for normal damage
- The attack hits for +2 damage and the target suffers 1 stress
- The target suffers 2 stress
- +3 damage
- The attacker suffers 1 wound

## DEATHLY PRESENCE

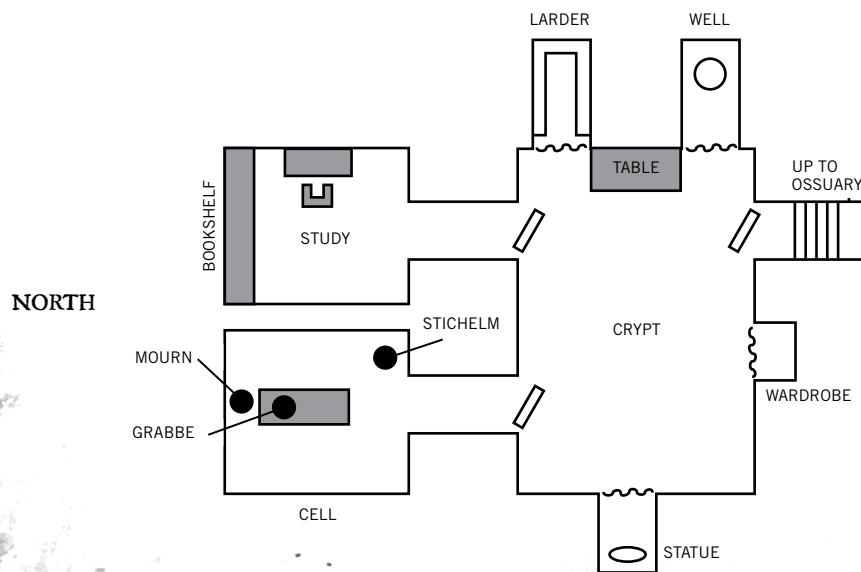
Target within medium range

**INTIMIDATE (St) vs. TARGET DISCIPLINE (WP)**

A chill wind seems to blow through the area. While this action is recharging, undead in this encounter cause **Terror** rather than **Fear**.

- The target suffers 1 stress
- The target suffers 2 stress
- The target gains an **Insanity** with the *Supernatural* or *Trauma* trait
- All PCs within close range may remove 1 recharge token from one of their action cards

Stichelm's Skeleton



Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
LAZARUS MOURN	Necromancer	4	4	2	4	4	2	3/8/2	14	RI/C3
		Dmg 4	Soak 0	Def 0	Str+Dmg 8		To+Sk 4			

**Necromancer:** Mourn drains power as described on p44.

**Drain Life** (2 power) Heal wounds and power by draining from living targets.

**Hand of Dust** (2 power) *Melee Attack*; touch withers flesh and corrodes metal.

**Mortification** (3 power) Noxious green vapours drain life force from a target.

**Curse of Undeath** (4 power) Causes damage, and slain creatures rise as zombies under Mourn's control.

**Nemesis:** Mourn may adjust his stance (and suffers stress and fatigue) just like a PC. Destroying Mourn or severing his connection to Madriga Brenner's body will incapacitate or destroy all the undead resurrected by his magicks.

## DELICIOUS BRAAAAAAINS!

Engaged with target

**WEAPON SKILL (St) vs. TARGET DEFENCE**

The zombie bites its target, driven to mindlessly feast on its tasty brains.

- The attack inflicts normal damage
- The attack inflicts +1 damage, critical damage
- The target suffers 2 stress
- Attack hits 2nd opponent in same engagement
- The target may immediately disengage from the attacker as a free manoeuvre
- The target may immediately retaliate with a *Basic Melee Attack* after the attacker completes this action

## DEATHLY PRESENCE

Target within medium range

**INTIMIDATE (St) vs. TARGET DISCIPLINE (WP)**

A chill wind seems to blow through the area. While this action is recharging, undead in this encounter cause **Terror** rather than **Fear**.

- The target suffers 1 stress
- The target suffers 2 stress
- The target gains an **Insanity** with the *Supernatural* or *Trauma* trait
- All PCs within close range may remove 1 recharge token from one of their action cards



**Composure:** Every time Mourn would suffer fatigue or stress, instead advance the Composure token that number of spaces. If it reaches the last space, he temporarily loses control of Madriga's body. Mourn cannot perform any actions on his next turn, as Madriga wails in horror. Then reset the token to the first space.

Lazarus Mourn



Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
WALTROUT GLOCKNER	Simpleton	3	3	3	1	2	4	4/3/0	10	RI
		Dmg 3	Soak 1	Def 0	Str+Dmg 6		To+Sk 4			

If the PCs have treated him badly, he may join the battle on Mourn's side. If Waltrout has been won over as an ally, he adds 1 to the action of his favourite PC each round.

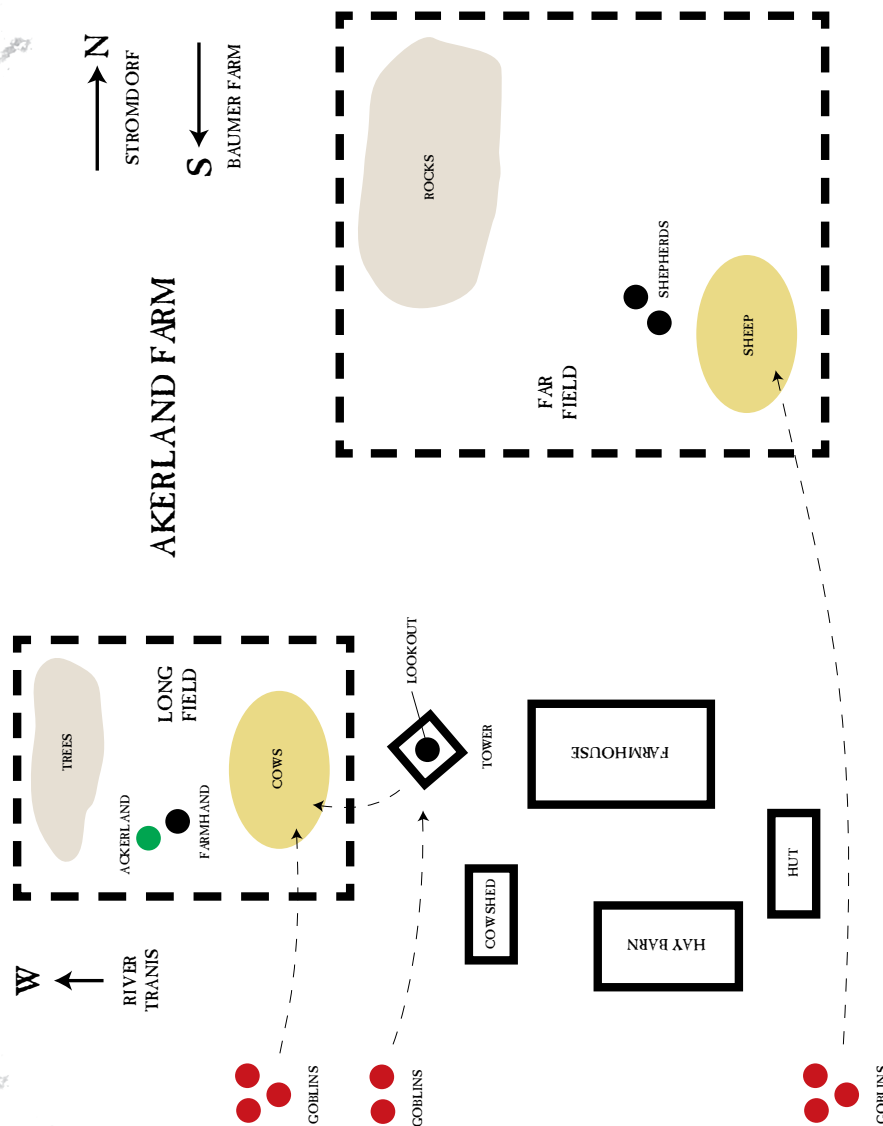
Waltrout Glöckner





# WHEN NIGHT FALLS - ACKERLAND FARM

## EPISODE 1, ACT 1: RAIDERS IN THE NIGHT



Race	Type	St	To	Ag	Int	Wp	Fel	A/C/E	W	STANCE
DA SIKBOYZ GOBLINS										
Night Goblins	Rank-and-file	3	3	4	3□	2	3	3/2/1	10	Cl
		Dmg 4	Soak 1	Def 0■			Str+Dmg 7		To+Sk 4	

Goblins  
Long Field


Goblins  
Tower then Long Field


Goblins  
Far Field


**To spot the goblins:** PC Observation check, opposed by goblin Stealth.

(Torus/Immolatus 2♦; Grudge/Yuri 4♦). Add 2■ to the check because of the dark, cloudy night.

Spotted goblins are at medium range (long range if at least 2♣ are rolled).

**To spot a hidden adventurer:** Goblin Observation (3♦1□) check, opposed by PC Stealth.

(to spot Torus 4♦; Grudge/Yuri, 3♦; Immolatus 1♦). A spotted adventurer is targeted with slackfungus.

**Slackfungus Attack:** Medium range, land at the target's feet on a successful ranged attack.

Target and those engaged with target must make a **Daunting** (4♦) Resilience check (bonus with covering mouth or noses). Those in close range must make an **Average** (2♦) Resilience check.

**Failed:**

**Sluggish** (Brief effect: suffer +1 fatigue for each additional manoeuvre you perform during your turn), + 1■ to all actions.

**STICK 'EM WIF DA POINTY END** 4  
Basic, Greenskin  
Engaged with target

WEAPON SKILL (St) VS. TARGET DEFENCE

The most basic of techniques learned by users of weapons with a point to them: stick the pointy end into the target.

For each other Sikboyz goblin in the engagement, remove 1 from the dice pool.


1	The target is struck for normal damage
2	The target is struck for +1 damage
3	The target's soak value is reduced by 1 for each other Sikboyz goblin in the engagement
4	The attack does +1 damage for each other Sikboyz goblin in the engagement
5	The attacker suffers 1 wound

**JEER 'N' JAB** 0  
Greenskin  
Engaged with target


WEAPON SKILL (St) VS. TARGET DEFENCE

The goblin attacks simultaneously with his weapon and cruel laughter and mocking words (thoroughly corrupted by the strange goblin dialect).

1	The target is struck for normal damage, and suffers 1 stress
2	The attack inflicts normal damage, and the target suffers fatigue and stress equal to the number of critical wounds he is currently suffering
3	+1 critical
4	The target may perform a free manoeuvre after the attacker completes this action
5	All greenskins in this engagement suffer 1 wound



## BOUNCE 'N' CHOMP









### *Monstrous*

Target within close range

**WEAPON SKILL (St) VS. TARGET DEFENCE**

*Da Squig bounces on top of his target and bites down hard. It moves to engage the target as part of this action. Da Squig does not suffer any penalty for leaving an engagement it was already in.*

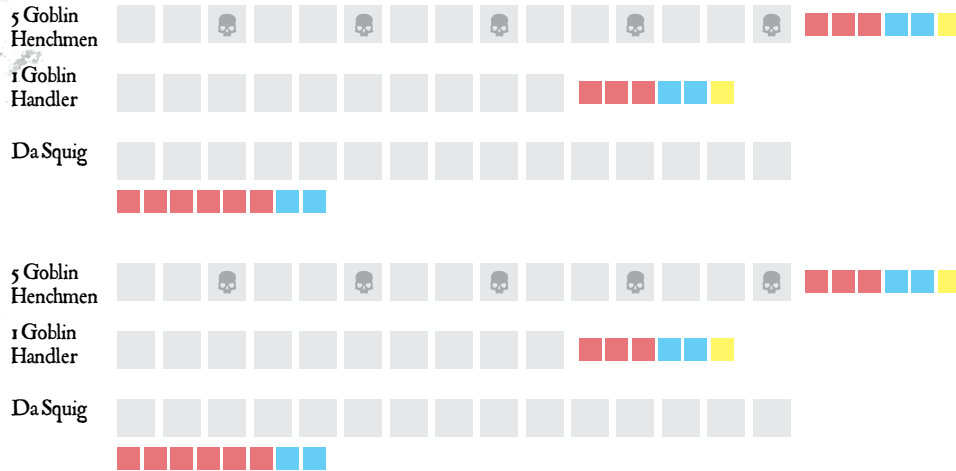
	The attack hits for +1 damage
	The attack hits for +1 damage, critical damage
	As above, and the target falls prone, and suffers 1 fatigue
	All enemies in the engagement suffer 1 fatigue and 1 stress
	The attacker suffers 2 wounds
	+3 damage, +1 critical

# WHEN NIGHT FALLS

## GOBLIN PATROL: 5 HENCHMEN, 1 HANDLER AND SQUIG

Every 15 min the PCs are around the farm outskirts, roll 1 ■ die: on a ■ a patrol moves into the area.

Goblin Observation (3 ♦ 1 □ 2 ♦) check, +1 ■ with a squig.



## CLUBBERS *Melee attacks performed by a Clubber gain:*

- The target suffers 1 fatigue
- The target suffers 2 fatigue
- The target suffers 3 fatigue

## NETTERS *Melee attacks performed by a Netter gain:*

- The target suffers the **Staggered** condition for 3 rounds
- The target suffers the **Exposed** condition for 3 rounds
- The target is knocked prone

## INTRUDAZ!

### Alarm is raised:

Must pass an Discipline check (2 ♦) to get organised enough to act: first round **Daunting** (4 ♦), second round 3 ♦, third round 2 ♦, fourth round 1 ♦, fifth round 0 ♦. If Gobspite is present or the goblins are otherwise motivated, add □.

Once passed, the goblins in the tower shoot at intruders, and those in the gatehouse manouvre to do the same. The squig patrol moves in a circuit around the palisade. Remaining goblins rush out from the barn.

Goblins split into mobs of 2 groups of henchmen each. If PCs are spotted by a neaby mob, they move to close range and attack.

Once PCs have been attacked, another mob arrives within medium range at the start of the next round.

The search is called off if the PCs hide for more than a half hour, though the goblins will be on the alert for the next hour.

## GOBLIN MORALE

Every time the PCs kill a mob of henchmen or one of Gobspite's bodyguards, advance 1 space. If Gobspite or Bulge are killed, advance 2 spaces. At the end, any goblins outnumbered in an engagement flee (except Gobspite and bodyguards).



## BULGE THE HUNGRY TROLL

Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
STONE TROLL	Monster	7□	6	2	1	2	1	5/0/2	18	RI
		Dmg 5	Soak 3	Def 1■			Str+Dmg 12		To+Sk 9	

**Magic Resistance:** Spell actions targeting a stone troll gain ♦.

**Regeneration:** Recover 1 normal wound at the end of each round. Does not work on wounds inflicted by fire.



### Troll encountered in the pantry:

Must pass an Int check to realise what is going on:

First round 4 ♦, second round 3 ♦, third round 2 ♦, fourth round 1 ♦, fifth round 0 ♦. If injured, add □ based on how badly it was hurt that round. Troll's roar *raises the alarm*.

**Restrictive Space in Pantry:** 2 ■ to PCs using 2-handed or especially large weapons. Only 3 PCs can be engaged with the troll at once.

## REND THE FLESH

### Monstrous

Engaged with target

#### WEAPON SKILL (St) vs. TARGET DEFENCE

The troll rakes its terrible claws across the flesh of its intended victim.

- The target suffers 1 fatigue
- The attack inflicts normal damage, and the target suffers 2 fatigue
- The target suffers 1 fatigue
- The troll recovers 1 wound
- The troll suffers 1 wound
- ☆ The target may immediately retaliate with a *Basic Melee Attack* after the attacker completes this action

## DEVASTATING SWING

### Basic, Monstrous

Engaged with target, or within close if melee weapon equipped

#### WEAPON SKILL (St) vs. TARGET DEFENCE

The towering creature takes a wide swing at its opponents, flattening its target and causing others to scatter.

Even if the attack fails, all enemies engaged with the attacker suffer 1 fatigue.

- The attack inflicts normal damage
- The attack inflicts critical damage
- The target suffers from **Staggered** condition for 2 rounds
- All characters engaged with the target suffer 1 fatigue
- ☆ The attacker loses his weapon, throwing it a close distance away from himself

## VOMIT

### Monstrous

Target within close range

#### RESILIENCE (To) vs. TARGET DEFENCE

The vile creature belches a sizzling stream of potent stomach acid at its unfortunate target.

- The attack inflicts critical damage
- As above, and the target must succeed at an **Average** (2 ♦) Discipline check or immediately suffer a temporary insanity with the *Chaos* or *Trauma* trait
- +1 damage
- The troll recovers 1 wound
- 2nd target within close range of the main target also affected
- The troll suffers 1 wound
- ☆ Troll suffers 1 wound. Add 2 recharge tokens to this action



# WHEN NIGHT FALLS

## GOBSPITE'S WRATH

Oak Door:



Soak 3; if not broken down in 2 rounds, Soak 5.

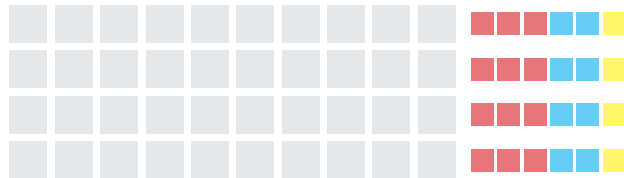
Initiative:

If PCs break down the door while barricade is being built, guards add ♦ to Initiative check.

If the door was barricaded, PCs add ♦ to Initiative check.

Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
<b>GOBLIN BODYGUARDS</b>										
Night Goblins	Rank-and-file	3	3	4	3□	2	3	3/2/1	10	Cl
		Dmg 5	Soak 1	Def 1■		Str+Dmg 8 (CR 3)		To+Sk 5		

Goblins  
Bodyguards



Race	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
<b>GOBSPITE</b>										
Night Goblin	Shaman	3	3□	3	4□□	4	4	3/6/2	12	R3/Cl
		Dmg 3	Soak 1	Def 1■		Str+Dmg 6		To+Sk 4		

**Waaagh! Shaman:**

*Channel Power* (acquires and uses power just like a wizard)

*Da' Brainbursta* (5 power) Target's brain feels like it's going to burst and suffers 3/4+Fel wounds.

*Gaze of Mork* (3 power) Greenish ray of light from eyes, causing 2+Int damage; can effect Cunning budget.

*Gerroff Me!* (3 power) Screeches in rage, burst of power; enemies injured and knocked back.

*Quite Yer Yappin'* (variable power) Can add ■ to an enemy's dice pool.

**Nemesis:** Gobspite may adjust his stance (and suffers stress and fatigue) just like a PC.

**Using Throne as Cover:** Ranged attacks targeting him gain ♦.

Wounds	14 empty squares	4 colored squares (red, red, blue, yellow)
Power	10 empty squares	
Fatigue	10 empty squares	1 skull icon
Stress	10 empty squares	1 skull icon

**STICK 'EM WIF DA POINTY END** 4  
Basic, Greenskin  
Engaged with target

### WEAPON SKILL (St) vs. TARGET DEFENCE

The most basic of techniques learned by users of weapons with a point to them: stick the pointy end into the target.

For each other Sikboyz goblin in the engagement, remove ■ from the dice pool.

- 1 The target is struck for normal damage
- 1 1 1 The target is struck for +1 damage
- 1 The target's soak value is reduced by 1 for each other Sikboyz goblin in the engagement
- 1 1 The attack does +1 damage for each other Sikboyz goblin in the engagement
- 1 The attacker suffers 1 wound

**JEER 'N' JAB** 0  
Greenskin  
Engaged with target

### WEAPON SKILL (St) vs. TARGET DEFENCE

The goblin attacks simultaneously with his weapon and cruel laughter and mocking words (thoroughly corrupted by the strange goblin dialect).

- 1 The target is struck for normal damage, and suffers 1 stress
- 1 1 1 The attack inflicts normal damage, and the target suffers fatigue and stress equal to the number of critical wounds he is currently suffering
- 1 1 1 +1 critical
- 1 The target may perform a free manoeuvre after the attacker completes this action
- 1 All greenskins in this engagement suffer 1 wound

## ON THE ROOF

While climbing, PCs are **Exposed** (Brief effect: Attackers attacks targeting you add 1□ to dice pools).

PCs on the roof not Coordination trained (all PCs) adds 1■ to all physical actions. On 3 or a ✱, he falls off the roof.

At the end of each round roll a ♦. On a 1 lightning strikes the roof. On a ✱, lightning strikes the shard on Gobspite's head and he falls off the roof.

Gobspite casts <i>Gerroff Me!</i> as he flees up the chimney.	Gobspite insults the PCs from the roof.	Gobspite marshalls remaining goblins in the yard; orders release of troll.	Goblins release troll via the kitchen; it heads up stairs.	Troll tries to eat PCs.

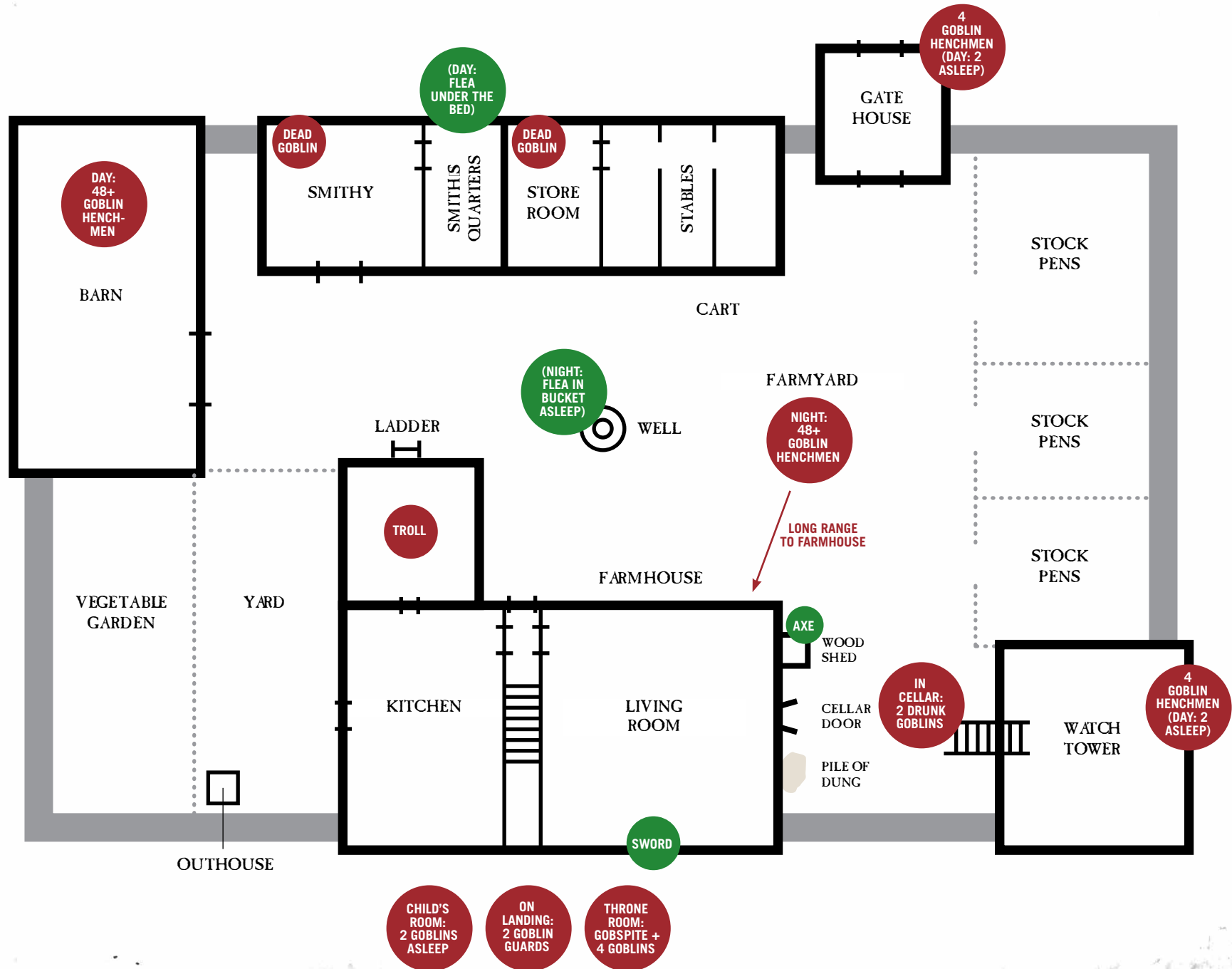
**Roof on Fire:** Roof catches on fire if it is struck more than once. Place a token on the first place and advance it 1 space each round the fire is burning, and back 1 space every time a character fights the fire.

Characters on the burning roof (or in the building if the blaze spreads) must make a **Resilience** check with the difficulty shown on the round marker:

1 Suffer 1 fatigue from smoke inhalation ✱ Suffer 1 wound from burns ✱ 1 wound suffered becomes a critical wound

0♦	0♦	0♦	Fire cannot be put out 1♦	1♦	1♦
1♦	Roof collapses 2♦	2♦	3♦	3♦	Raging inferno 3♦

# WHEN NIGHT FALLS - BAUMER FARM





# SCHULMANN'S GAMBIT

Name	Profession	ST	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Niklaus Schulmann	Celestial Acolyte	3	3	3□	4□	5	3□□	2/8/3	15	R2/C4
		Dmg 4	Soak 1	Def 1■	Str+Dmg 7	To+Sk 4				

Each morning he casts a cantrip to disguise his hideous scars. Anyone meeting him who passes a **Hard (3♦)** *Magical Sight* check notices the cantrip. Anyone passing an **Average (2♦)** *Spellcraft* check sees through the disguise.

**Quarterstaff:** CR 4, Defensive.

**Trained Skills:** Channelling (Celestial Order), Education (Ancient Elvish), Magical Sight, Spellcraft.

**Celestial Order:** Whenever he casts a Celestial spell, may spend 1 power to add 1□ to the cast.

**Channelling:** 5♦ 2□ 1■ 1♦ **Channelling In Nexus (+1 WP):** 6♦ 2□ 2■ 2♦ (+1■ if engaged)

**Spellcasting:** 4♦ 1□ 1■ ?♦ **Spellcasting in Nexus:** 4♦ 1□ 2■ 1+?♦



## STORM SHROUD



**Celestial Order, Ongoing**

4 power + 1 power for each enemy engaged with him

### SPELLCRAFT (INT)

**Special:** Reduce the difficulty modifier by a number of ■ equal to the stage the Stromdorf Storm Tracker is on.

**Effect:** Winds swirl around Schulmann, protecting him while keeping his enemies at bay.

☘ While recharging, Soak and Defence values are increased by an amount equal to the current stage of the Storm Tracker

☘☘☘ As above, and add 2 additional recharge tokens on this action

☘☘☘ Enemies engaged with Schulmann suffer 1 fatigue

☘☘☘☘ Schulmann suffers 1 wound



## IMPERIOUS MANNER



**Social**

Target within medium range, target understands you

### WILLPOWER VS. TARGET DISCIPLINE (WP)

**Effect:** Schulmann uses his inflated ego and superior status (real or only imagined) to put the target in his place. This may involve a snide comment, or nothing more than an artfully arched eyebrow.

☘ Place 1 recharge token on each *Social* action the target has recharging. While this action is recharging, skill checks that target Schulmann suffer ♦

☘☘☘ As above, and the target suffers 2 stress

☘☘☘☘ Schulmann recovers 1 stress and gains 1 power

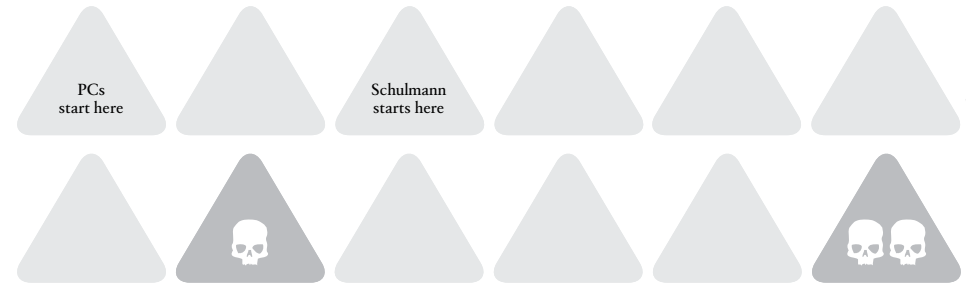
☘☘☘☘☘ Schulmann suffers 1 stress



**Talent:** Resolute. Exhaust to recover 2 stress.



## THE STORM BREAKS



### Event 1: Leap of Faith

If the PCs do not immediately pursue, **advance Schulmann 1 space.**

### Event 2: Grabbing a Ride

If the PCs take more than a few minutes to deal with the stable hands, **advance Schulmann 1 space.**

### Event 3: Pursuit

**Advance Schulmann 1 space.**

If the PCs are on foot, **advance PCs 1 space.**

If the PCs are on horses (may chose to push horses with 2♦ *Ride* check to advance additional space; ☘ horse is injured), **advance PCs 2 spaces.**

### Event 4: Borrowing a Boat

**Advance Schulmann 1 space.**

When PCs put the boat to water, **advance PCs 1 space.**

If the PCs took time to repair the boat, **advance Schulmann 1 space.**

As he assaults the ward, if he makes a 2♦ *Spellcraft* check, **advance Schulmann 1 space.**

### Entering the Fray

Same space: medium range.

1 Space Away: Long range.

2 Spaces Away: Extreme range.

3 or More Spaces Away: Advance PC token 1 space and Schulmann casts a spell at ward.

### Weathering Down the Ward

Each time Schulmann casts an offensive spell at the ward, **advance Schulmann 1 space** for each critical wound inflicted.

### Event Spaces

☘ **Nexus ward weakens.** Schulmann gains ■ to all spells. For each ☘ he suffers a wound.

☘☘ **Nexus ward destroyed.** Go to Act 3: A Watery Grave?

## THE COMET



At the end of each round, roll a number of ■ equal to the score on the tracker. If at least one ☘ is generated, or the token reaches the end, the comet strikes, inflicting damage equal to its distance along the track +10 to anything within close range of the nexus. If it strikes after reaching the end of the track, damage is 20, and targets within medium range suffer 15 damage.

Anyone near the comet must make a Resilience check: **Daunting (4♦)** if at close range from the nexus, **Hard (3♦)** if at medium range, **Average (2♦)** if at long range. If the check fails, gain the Shock condition (Lingering effect: you may not recover Stress, mental checks gain ■). Targets within range also suffer 1 fatigue per ☘ generated, and if the check failed, suffer 1 critical wound per ☘.

# BEASTMEN BAND

Race	Type	St	To	Ag	Int	WP	Fel	A/C/E	W	Stance
------	------	----	----	----	-----	----	-----	-------	---	--------

## UNGORS

Beastmen	Ungor	4	4	4	3	3	2	3/3/1	8	N/A
		Dmg 4	Soak 1	Def 0		Str + Dmg 8		To + Sk 5		

4 UNGORS



## GORS

Beastmen	Gor	5	5	4	3	3	2	4/3/1	12	RI
		Dmg 4	Soak 2	Def 1		Str + Dmg 9		To + Sk 7		

GORS



## FOALDEATH

Beastman	Shaman	4	5	4	5	4	3	5/6/3	14	RI/C3
		Dmg 4	Soak 1	Def 1		Str + Dmg 4		To + Sk 6		

FOALDEATH



Power



### Chaos Shaman:

*Channel Power* (acquires and uses power just like a wizard)

*Grasp of the Oberslecht* (3 power) Grasping roots, vines and muck fatigue enemies in close range.

*Howl of Chaos* (3 power) Bestial bellow cause 1 wound, 1 fatigue and 1 stress.

*Cloud of Gnats* (5 power) Buzzing swarm increases defence by 1; enemies suffer fatigue and possibly wounds.

*Crackling Chaos* (5 power) Crackling bolt of darkness causes damage.

**Nemesis:** Foaldeath has a stance meter (1 Reckless, 3 Conservative) and may adjust his stance (and suffers stress and fatigue) just like a PC.

Stance



## ALL BEASTMEN

**Ambush:** When rolling for initiative, each beastman group adds one to its check.

When beastmen act during an encounter, add 1 to all combat actions they take against opponents who have not yet acted during the encounter.

**Unruly:** When critically wounded, beastmen lose their discipline. Whenever a beastman becomes critically wounded, remove 1 Aggression, Cunning, and Expertise die from that group's allotment.

### All Beastmen

## SAVAGE STRIKE

①



### Basic

Engaged with target

WEAPON SKILL (St) vs. TARGET DEFENCE

The beastman's most common attack, it lashes out with fists, horns, claws, or weapons to pummel its foes.

✋ The target is struck for normal damage

✋✋ The target is struck for normal damage, +1 critical

✋✋✋ +2 damage

☠☠ The attacker suffers 1 wound

☠☠ The attacker suffers 1 wound

### Gors & Wargors

## BESTIAL HOWL

4

### Monstrous, Trauma

Targets within close range

INTIMIDATE (St) vs. TARGET DISCIPLINE (WP)

The beastman unleashes a fearsome roar, attempting to unnerve his opponents, and spur fellow beastmen to action.

The beastman targets an engagement within close range. Check is opposed by the highest WP among enemies in the engagement. Each opponent with Discipline trained adds 1 to the dice pool.

✋ Each opponent in the engagement suffers 1 stress

✋✋ Each opponent in the engagement suffers 2 stress

✋✋✋ Up to 2 beastmen within close range of engagement may immediately join it as a free manoeuvre

☠ An opponent in the targeted engagement may safely leave the engagement as a free manoeuvre. Or an unengaged opponent within close range of the acting beastman may immediately engage the beastman as a free manoeuvre.

### Gors & Wargors

## FEARSOME CHARGE

3



Engaged with target, target within close range

WEAPON SKILL (St) vs. TARGET DEFENCE

The beastman lowers its sharp horns and charges into battle, looking to impale the target.

The beastman performs a free manoeuvre as part of the action to engage the target.

✋ The target is struck for +1 damage

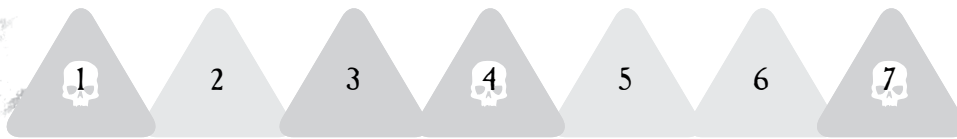
✋✋ The target is struck for +3 damage

✋✋✋ The target must succeed at an Average (2) Discipline (WP) check or gain the Rattled condition for 2 rounds

☠ The target may immediately take a free Basic Melee Attack against the beastman



# THE BANDIT ATTACK



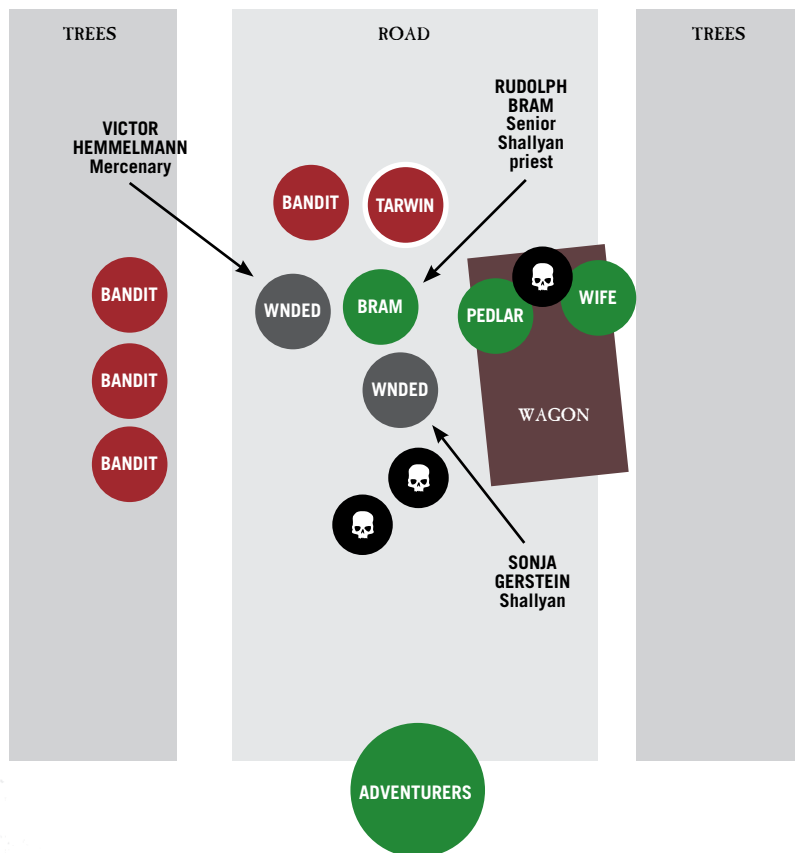
**Space 1:** Bandit kills Victor Hemmelmann.

A bandit in the treeline may spot the Immolatus (**Observation** (3♦1♦): if he succeeds he shoots him (long range).

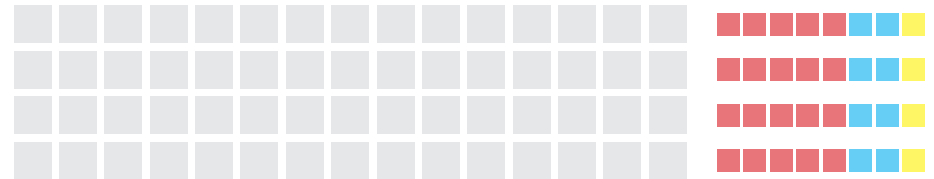
**Space 3:** Tarwin Fleischer engages and attacks Rudolph Bram. If the PCs pose a threat, he uses him as a hostage.

**Space 4:** If not tended to, Sonja Gerstein dies from her wounds.

**Space 7:** If Victor Hemmelmann survived but is not tended to, he dies from his wounds.



Name	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
Bandits	Soldiers	3□	3□	3	3	3	3	5/2/1	15	Cl
		Dmg 4	Soak 2	Def 1■			Str+Dmg 7		To+Sk 5	



Longsword, crossbow and leather armour.

**Long Sword:** DR 5 (Str+Dmg 8), CR 3

**Crossbow:** DR 6 (Ag+Dmg 9), CR 3, Long range, Reload, 2-Handed.

Name	Type	St	To	Ag	Int	WP	FEL	A/C/E	W	STANCE
Tarwin Fleischer	Soldier	3	3	4	3□	3	4	3/4/2	15	Cl
		Dmg 5	Soak 2	Def 2■			Str+Dmg 8		To+Sk 6	



Longsword, crossbow and leather armour.

**Long Sword:** DR 5 (Str+Dmg 8), CR 3

**Crossbow:** DR 6 (Ag+Dmg 9), CR 3, Long range, Reload, 2-Handed.

**SUBDUE** 3

**NPC**

Engaged with target

WEAPON SKILL (St) VS. TARGET DEFENCE	
The soldier attempts to overpower a target with a minimum of bloodshed.	
✋	The attack inflicts -1 damage, and the target suffers from the Overwhelmed condition for 2 rounds
✋✋	As above, and the target suffers 1 fatigue
✋✋✋	The target suffers the Weakened condition for 2 rounds
✋	If the target was wielding a weapon, he is disarmed
☠	The attacker suffers 1 wound
☠	The attacker is disarmed, dropping his weapon

## TARWIN FLEISCHER

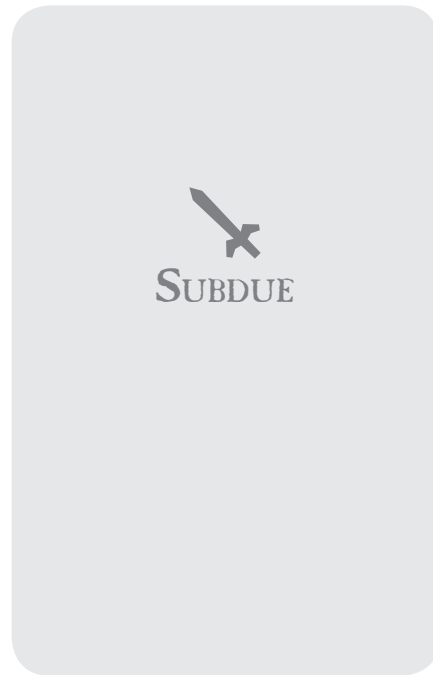
Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Soldier	4□	3□	3	3	3	3	6/3/1	16	R2
Dmg 5   STR+Dmg 9    Def 1■    Soak 2   To+Soak 5									



Long Sword DR 5 (STR+Dmg 10), CR 3.

Crossbow DR 6 (AG+Dmg 9), CR 3, Long range, Reload, 2-Handed.

Leather armour.



Name	Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Bandits	Soldiers	3□	3□	3	3	3	3	5/2/1	15	CI
Dmg 4   STR+Dmg 7    Def 1■    Soak 2   To+Soak 5										



Sword DR 5 (STR+Dmg 8), CR 3.

Crossbow DR 6 (AG+Dmg 9), CR 3, Long Range, Reload, 2-Handed.

Leather armour.

## GUDRUN ENSSLIN

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Innkeeper	3	3□	3	3	3□	3	4/3/0	10	RI
Dmg 5   STR+Dmg 8    Def 0■    Soak 2   To+Soak 5									



Sword DR 5 (STR+Dmg 8), CR 3.

Leather armour.

## ROLF BEK

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Agitator	3	3□	3	3	3□	3	4/3/0	10	RI
Dmg 5   STR+Dmg 8    Def 0■    Soak 2   To+Soak 5									



Sword DR 5 (STR+Dmg 8), CR 3.

Leather armour.

## DR WILHELM VERFULLEN

Type	STR	TO	AG	INT	WP	FEL	A/C/E	W	STANCE
Physician	3	3□	3	3□	4□	3	3/3/2	12	CI
Dmg 3   STR+Dmg 6    Def 0■    Soak 1   To+Soak 4									



Sword DR 5 (STR+Dmg 8), CR 3.