

# The Curiosity of Men

*A one page scenario for WFRP by Lauri "doc\_cthulhu" Maijala*

**Overview:** The party is drawn into problems when in a village they are visiting a strange box is found and the bailiff is found dead afterward. Has the local ruler something to do with the box or is it a cursed artifact stolen from the creatures of chaos.

## Act 1: The Sealed Box

From some remote location an old lead box is carried to the village the characters are visiting. The hunters who brought it in claim they just found it and are averting any additional questions.

The box is actually quite large and could hold countless treasures inside if it only could be opened. There are no markings, no clear lock or anything else visible but the line of the lid. Even though many men will certainly try it will not open.

During that night a strange storm breaks out from nowhere and it is almost like the gods are trying to drown the whole village. Some claim the box to be cursed but none the less it is left in the house of the local bailiff who naturally is found mysteriously dead at the next morning.

As the characters are not from the villages they are begged to bear the bad news to the local ruler.

## Act 2: Visiting the Lord

The lord of these lands lives in a castle near the village. It is a well defended spot and clearly crucial for the defense of the Province. Should the characters gather information about the ruler they will learn that the rulership is highly contested and wanted as it guarantees lots of income and influence.

The party is met by the castle guards, all members of a distinct Knightly Order, and will

have to influence them to gain an audience with the ruler, who has is known to be an exceptional hunter.

The lord listens to the characters and is quite furious about the dead of his bailiff and looks troubled if the box is described. He immediately commands his men to follow him and lets the characters lead him into the village.

## Act 3: The Gruesome Fate

When the party return to the village the face an utter destruction. The box has driven the people insane with curiosity and jealousy and driven them to wage war on each other. Most of the villagers are dead and those few still alive have fortified themselves in the houses at the city square so they can watch out for anyone trying to "steal their treasure".

The Lord is visibly shocked when he actually sees the box. He turn pale and demands to know if anybody opened it. No matter what the answer is the lord commands the whole village to put into the sword and later to cover the whole thing as a beastmen attack.

The box is then taken by the knights as they leave and never seen again.

## Possible Complications

Should the characters come up with a clever way to open the box it could reveal some horrible secret about the local ruler. Or maybe it actually is filled with gold and was taken from the beastmen by the hunters.

## Alternative Uses

This episode could be run in various locations without much of alteration. It could happen in dwarf hold or the slums of Altdorf. The box itself is not necessary but only a "macguffin" that will set the things in motion.