

SWEETEST KISS

An adventure intended for characters still in their first career.

Summary: *The party has been captured by villagers to be sacrificed to the gods of the woods. How do they escape the forgotten temple and will they put an end to forbidden rituals and heinous blasphemy?*

Original idea: Old World Bestiary p.85 and [Lobos de Alba](#)

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Books used (WFRP2): Core book, OWB, ToC, Sigmar's Heirs

Forewarning: This adventure deals in detail with the horrible customs involving the beastmen and the men and women who live at the very edge of the Empire. It features concepts that not all are comfortable with. To make things even worse this scenario was written as a starting point of a dungeon bashing campaign.

This is a completely unofficial, fan-written adventure for Warhammer Fantasy Roleplay 2nd Edition.

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CHAPTER 1 - BACKGROUND

Apfeldorf

The small village of **Apfeldorf** is located at the outskirts of the **Great Forest** at the edge of **Totenwald** (Dead Wood). It struggles by with apple orchards and some goats and pigs most of which are sold for pie ingredients, cheese and sausages to halfling merchants who travel from Krugenheim to Bechafen. Just recently a member of a somewhat influential halfling merchant house of *Gabberwinks* has moved into the village. This is mainly due the fact that lately the exports of Apfeldorf developed a strange and bitter taste that has become very popular with the noble who live along the **East Road**. The Gabberwinks are keenly watching on their interests here.

As it is common for the villages at the edge of the civilization the Apfeldorf has always been a place of superstition. The villagers have always offered the first pieces of each harvest to local forest gods as well as Taal and Rhya. But over the time these customs have been corrupted to something totally wicked.

It all began with a single mutated child being born. The child was quickly killed and buried in the forest by her parents but in a tight community like Apfeldorf the deed was soon uncovered. For reasons that have been forgotten the village elders came to the conclusion that the mutant child was a curse of the Gods of the Forest for making unsuitable offerings. The villagers tried turning the apples into cider and baking the meat from the livestock into delicious pies but somehow it was not ever enough. Ill omens were cast over the village. Thus the simple offerings of first harvest evolved during centuries into giving each firstborn to the woods.

The villagers have now been leaving their firstborns into the woods for decades. Nobody even questions it anymore. It is just something they have to do to survive. This has naturally lured a tribe of beastmen to settle in near Apfeldorf.

First signs of the beastmen were the bloody bones of a newborn that the villagers found from one of their sacrificial sites. As the mindset of the villagers was already corrupted by their long history of blasphemous habits they only thought that this was a new sign from the gods of the forest. As no children had been eaten previously and the morning the remains were found happened to be Mittherbst the villagers only thought that the woods needed to consume something and thus reasoned that it was better to capture travellers to be offered to the woods at that date.

Since the beginning of 26th century the village of Apfeldorf has been contented with their rituals. The firstborns are left to one of the old sacred sites around the village and travellers are captured to be offered to the ravenous spirits at every Mittherbst.

Mittherbst - Less Growth (Autumn Equinox)

Quoted from [KalevalaHammer](#)

Place: Everywhere

Date: Day between Erntezeit (8th month) and Brauzeit (9th month).

Lenght: One day.

Sources: Signs of Faith (WFRP3 sourcebook), WFRP2 Core Rulebook, Tome of Salvation (WFRP2 sourcebook), Knights of the Grail (WFRP2 sourcebook), Sigmar's Heirs (WFRP2 sourcebook), Marienburg:Sold Down the River (WFRP1 sourcebook), Lost in Translation: In Search for the Old Faith (by Alfred Nuñez, Jr. and Anthony Ragan; WFRP2 sourcebook), Lost in Translation: Going Underground - Servants of the Ancestors (by Alfred Nuñez, Jr.; WFRP2 sourcebook)

Origin: Unknown.

Description: Weather is turning colder and the leaves are dropping from the trees. This time is also called Campaign's End. Taal and Rhya are offered the first fruits of harvest as thanks for a successful year. On bad years, peasants offer their own blood by flagellating themselves to appease the gods for next year. This festival also marks the return of winter, and great bonfires are burned to welcome back Ulric. Cattle and sheep are driven between these bonfires to cleanse them of evil spirits. The first few sheep through the fire are set free in the wilderness so that Ulric's wolves will sate their hunger and spare the rest of the flock. It is thought that children born on Less Growth become grim and fatalistic adults, with a penchant for looking towards the glory of the past rather than the promise of the future. Old Faith Druids consider this date also a major holy day as it marks the turning of the season. This day is also minor holy day for the cult of Stromfels. It is seen as the start of storm season when Stromfels' wrath lashes the oceans and coasts.

In Bretonnia this day is called the Grail Day. In origin, this festival honoured the Grail. It is now an occasion for sampling as much wine as possible. Traditionally, wine is drunk undiluted on this day, which makes many celebrations extremely raucous.

To halflings this is major holy day.

Special Events: Huge festivals and bonfires in the countryside. Wine drinking in the Bretonnia. Halflings honor their Gods, especially Esmeralda.

WFRP2 bonuses: Priests of Taal & Rhya, Manann and Ulric gain +2 bonus to any Casting Rolls they make. If you use Old Faith Druids they gain +2 bonus to any Casting Rolls they make.

Note: Some of the text taken from Knights of the Realm and Signs of Fate and Tome of Salvation.

Tribe of the Eternal Hunt

The beastmen tribe has been living in the woodlands around Apfeldorf for a long time before the Storm of Chaos. They were only loosely formed as a tribe that accepted sacrifices from the people of Apfeldorf in exchange of leaving them in piece. In fact most of them were turnskins or mutants born in the village and left to the "Gods of the Forest". These beastmen haunted the streets and those hunters who ventured too deep in the woods.

This all changed when Archaon marched to war against the Empire.

The foul winds of chaos made the beastmen unruly and agitated (even more so than normally). Some of them joined travelling warherds and almost all of them participated in smaller skirmishes against the local communities excluding Apfeldorf.

When the war ended that beastmen were still hungry for more blood and were about to charge to Apfeldorf when a mighty wargor called White Death came. It was touched by his god Halni (a Norscan aspect of Slaanesh) and eternal winter was with him. It challenged the local leaders and slaughtered them.

White Death was on something it called an Eternal Hunt. Hunting beasts, monsters and humans it had followed the Norscan tribes to the South. Guided by visions from Halni it came to the woods of Apfeldorf seeking the tomb of a fallen chaos champion. It is cunning and merciless and burning with the desire to hunt. The soothsayers of the local beastmen aligned quickly with it and with them all of the others as well.

Since its arrival White Death has been gathering a warherd. It knows it will live for centuries unless killed in battle and it is no hurry. With the guidance from Halni it has gathered the most humanlike ungors from the tribe and sent them to the local villages to lure men and women to the Cult of the Sweetest Kiss.

CHAPTER 2 - TRAPPED!

Act 1 - What Happened?

The adventure begins with the characters waking up in a moist and dark dungeon. Each player should make a **Routine (+10%) Toughness test** or suffer -5 to all physical tests until the end of the Part 1 for feeling odd and sick.

During last night festivities the characters were poisoned with Nightshade. They were dragged to the dungeons by the locals and their trappings were stripped from them. If a character has clearly stated that he has a concealed weapon (or anything) make a **Perception test for a Villager** (Int 33%). If the test fails the concealed equipment is still with the character.

If a character wishes tries to listen whether he can spot any sounds behind the door it calls for a **Challenging (-10%) Perception test**. If the test is successful the character hears someone singing mournfully and with a monstrous voice (this is the Guardian). Making the check outside the cell door negates the penalty.

Act 2 - Escaping the Dungeon

Check the end of the document for map of the dungeon.

Once the characters are out of their confinement they have a good chance of alerting the Guardian by making too much noise. Any time a character does something that could cause a sound or neglects to inform the GM that he is trying his best to be silent he must make a successful **Silent Move test**. If the test fails by at least 1 DoS the Guardian is alert and will come to investigate the noises.

In this Act the characters are quite free to study their surroundings. There is not much the be found in the basement but what little there is, is described below.

The Darkness

It is bitch black in the dungeons. If the characters had concealed ways of igniting makeshift torches, good for them. Otherwise the character cannot see a thing. Nightvision does not help in this matter. This darkness confers a -20% penalty to all tests based on vision.

1 - The Cell

This is where the characters woke up. It was build most likely for storing purposes but now it has acted as a cell for decades. There are scratch marks and scribbles on the walls but nothing too striking. What is striking in the cell though is the smell. The mixture of decomposed leaves,

mold and ages old feces is so striking it might be too hard to handle for some.

The dungeon the characters are trapped in is an old basement with a sturdy oaken door. It is locked from the outside but can be either broken or picked with a **Challenging (-10%) Strength** or **Pick Locks test**. A character failing either test by two or more Degrees of Success (DoS) will alert the guardian. He will come to check noise.

With a successful **Hard (-20%) Search** test the characters spots an ominous warning amongst the most recent markings: *"Beware the Sweetest Kiss and the Shaft of Millavog"*. A successful **Academic Knowledge (Theology)** or a successful **Challenging (-10%) Common Knowledge (Empire)** reveals that Millavog is a deity of dancing. If the character scores at least 1 DoS with the Search test he also finds a shank (homemade knife, use normal stats for Knife but give it *Unreliable* quality).

There is a small table just outside the door. A snuffed out candle is left on this table. There is a *poor quality* tinderbox besides it. It can has d6 uses left and it only has 25% chance of lighting. There is also a censer filled with a dose of Nightshade that is planned to use to sedate the characters once they need to be transferred to the sacrificial site.

2 - The Pit

Shut with a heavy iron bars this pit is an odd thing to find in a basement. A successful **Perception** test or an **Easy (+20%) Academic Knowledge (Engineering)** allows the character to notice that the pit has been dug only some time after the basement was build. The pit is 4 yards by 4 yards (2x2 squares) wide and about 4 yards deep. The bars can be locked with a simple bolt.

The villagers have used this pit to trap in most formidable prisoners and it only requires a player to say that he searches the walls for marks to notice there has been someone or something trying to climb out of the pit. There is a rope ladder (6 yards long) tied into a cast iron ring next to the pit. The rope can easily be cut.

If one of the character is clearly more intimidating than the others the villagers could have separated him from the others. Such characters (troll slayers for example) should start the adventure locked in to the pit.

3. The Storage

This room was once used as the living quarter of the couple of priest maintaining the shrine. It has long since fallen out of use in such a manner and now acts more of a common storage and waste room. From on of the corners the character could find a tunnel too narrow even for a halfling that giant rats have used to find shelter from the cold.

Every character may try to **Search** the piles in the storage to find one of the following. Each DoS allows the character to find an additional item. The GM may wish to allow the characters to

choose from the following or roll on a d10. Repeated results should be rerolled.

d10	Result
1	Healing Poultice
2	Spade
3	10 yards of rope
4	Grappling Hook
5	Snare
6-7	Improvised Weapon
8	Matches (10 uses)
9	Lantern
10	Hand weapon (poor quality, ax)

If the Search test result into at least one Degree of Failure (DoF) a **Giant Rat** is disturbed for each DoF. They will attack the character. *Use either the Giant Rat statistics from OWB p. 96 or Dogs statistics from the Corebook p.232.*

4. Closets

These closets were intended to the priests to hang their robes. The shelves have crumbled and most likely anything salvageable has been taken. A successful **Hard (-20%) Search test** reveals the old robe with symbols of antlers and sickles and an antler head gear (a character with **Street Fighting** could use it to make an attack with SB-2). If at least 1 DoS is scored the character also finds a matching pair of silver bracelets (20 silver per bracelet).

5. The Staircase

Old staircase leads up from the basement. Though it is shut with a wooden trapdoor some light shines through and Night Vision negate the darkness penalty in this corridor. The trapdoor can be opened with ease and should the Guardian be alerted he will leave it open when he comes to study the noises from below.

Act 3 - The Shrine

Check the end of the document for map of the shrine.

If the characters have not alerted the guardian before they reach the stairs they will have to make another **Silent Move test**. If the test fails the Guardian knows something is amiss and sets to ambush the characters.

This shrine is more ancient than the basement below it. It was used for centuries and it has only fallen out of use about a century ago. In fact the basement was built under it to allow a pair of priests to be permanently present. It is build from rough, unmortared stone. The conical roof

build from timber is in terrible shape with large holes in it.

The huge tree once acted as the centre pillar and the fulcrum of worship has been hewn down (which also helps to explain the bad shape of the shrine's roof). The now dead stump stand in the middle of the circular shrine as a morbid reminder of better times. Anyone wishing to study the tree stump in more detail may make a **Search** test to find profane marking scratched into its once holy surface. Taal is long gone from this place.

Beside the wall across the room from the door made from three enormous blocks of stone is a small encampment used by the Guardian. He has a modest campfire and few rags to serve as his bed. The Guardians trappings can be found here once he is dealt with.

When the characters have faced the Guardian in either the dungeon or the shrine they are able to leave the shrine and move to Chapter 3.

CHAPTER 3 - THE VILLAGE

This chapter acts in more open style than the previous one. There is no strict guideline how it should be played. This chapter should be used to build up the tension towards the night's celebrations. GM's responsibility is to describe the villagers as nothing more than ordinary villagers with terrible believings.

An example of structure for this chapter is given below. It might play out in an entirely different way but in any case the characters should be guided into the next chapter and their dealing with the cultists.

Act 1 - Spying the Village

The characters advance to the village from the shrine. They take out the guard in the watchtower and plan on how to get their trappings back. They notice most people setting the party for the Mittherbst and someone carrying one of their trappings to the Town Hall. Long tables are carried out from the Town Hall to the well square.

Act 2 - Thieves in the Night

After some planning the characters infiltrate the village and break into the Town Hall while the villagers are outside celebrating. The characters find their trappings and the Diary of the Captain Gerber Gaffwiger.

Act 3 - Confrontation with the villagers

While inside the party is inside Town Hall the villagers go to the shrine to fetch them as sacrifices. One of them returns running and a search party is formed. The characters must either confront the villagers lead by the Captain Gaffwiger or escape into the forest.

The Villagers

After capturing the PCs the villagers went on with their daily lives. The Mittherbst will be celebrated tonight and they have their daily business and the celebration preparations to attend to. The villagers have captured a number of travellers over the decades. Nobody has yet to get past of the Guardian they are not expecting the characters to return.

The villagers are not under any impression that the capturing of travellers would be a nice thing to do. They do however believe that if they do not present proper sacrifices to the spirits of the woods they will fall under a terrible curse.

There are around fifty people living in Apfeldorf. From those fifty fourteen are too young or too old to fight. In addition to them six villagers belong to the Cult of the Sweetest Kiss and will avoid the fight. That leaves about thirty villagers ranging from children old enough to hold a knife to village elder with his crude and bludgeoning staff.

If the characters decide to attack the villagers they will keep on coming until the characters are captured or at least equal number of them to the characters has died. If the villagers lose the fight they will use Flee! to escape into the woods. Most of them will still try to help and escort those not capable of fighting to flee with them.

Any character willingly participating into this kind of full scale attack on a village has to make a **Challenging (-10%) Willpower test**. If the test is failed the character gains 1d3 Insanity Points and even if the character passes the test he will still gain one Insanity Point.

The Apfeldorf Map

Editor's note: This village has not been mapped yet.

Hovels

The villagers live in simple hovels built from timber. Most of them have only a single room where the inhabitants sleep and dine. Beds are positioned against the walls and a small table is next to the fireplace or simple fireside. Only one or two of the hovels have wooden planks to cover the ground. Some hovels have a small cold cellar accessible via a trapdoor (they might use this to hide their children) and some have even two rooms. Most houses have old and simple carvings in their doors that resemble the Horned God Taal (it might be easy to confuse them to resemble beastmen).

1. Makeshift Watchtower

There is a relatively new watchtower guarding the village. It is built completely of timber and is about 30 feet high. There is one Villager posted here with a Long Bow and horn. If characters do nothing to hide their approach to Apfeldorf make an **Very Easy (+30) Perception test** for him

(Villagers have Int 29%). If the characters spot him in advance and sneak upon him they should make a **Silent Move test** against the **Villager's Perception**.

There is nothing interesting in the small cabin of the watchtower. But it does offer an excellent viewpoint over the whole village.

2. The Town Hall

The town hall is at the center of Apfeldorf and is only a little more impressive than rest of the hovels. It is build from timber (yes, it will burn down easily) and is two storeys high. It also has a narrow bell tower but the bell has been melted into pots.

On the first floor is the common room of the village. Here the locals meet to discuss events that will affect the whole village. When the characters break out from the dungeon the men of Apfeldorf are here to discuss their fate: should all of them be presented as sacrifices or some of them kept as slaves to be offered during next Mittherbst.

On the second floor are the private quarters of the **Captain Gerber Gaffwiger**, his wife **Gertrude** and their two daughters **Hilda** and **Laura**. The trappings of the characters have been taken here and are currently laying on a long wooden table next to a window. If any character had a strikingly good hand weapon (a sword or any weapon of good quality) Gerber has taken it to his own use and will be armed with it. Other weapons of the characters have been distributed to most able bodied men and women.

While looting the Town Hall any character may take a **Search test** to find a *Healing Draught*. For each Degree of Success he scores he finds another one. Once one character is successful in this test no other character may make it.

The Diary of the Captain

In his service as the regiment sergeant Captain Gaffwiger learnt the habit of writing a simple journal. This is the only book that can be found from Apfeldorf (all other villagers are illiterate). Captain Gaffwiger keeps it in his apartment on a writing desk that is saturated with candles. The journal is a quick read and describes the events of last one and a half year. It starts with the Captain's return from the Storm of Chaos and end with the note of new sacrifices being captured (the characters).

*It also withholds the Captains suspicion that something might have followed him from the war. He implies that it is well within his power to save the villagers from any harm but that at first he should be able to point out which villagers have been lured into the darkness. The diary is written in such a bad handwriting and with numerous side notes that unless the reader is in no hurry he is required to take a **Read/Write test** to grasp the clues given in it. The information can be given as follows:*

2=> DoS - The character thinks that the diary belongs to a witch hunter as it is written in a strange code and hints on investigating the villagers.

Failure - The character is unable to gain any new information from the book.

Success - The character notices that the Captain returned from the Storm of Chaos and has allowed the villagers to kidnap travellers as sacrifices since.

1 DoS - As above, and the character notices the single mention of a hoofprints and remains of rituals at the Shaft of Millavog.

2 DoS - As above, and the character gets the feeling that the writer is clearly delirious.

3. Granary

The village Granary is locked with a simple wooden bolt that weighs enough to keep animals out. It is used to house the apples and what ever other crops to villagers can harvest for their common use. There are still some old barrels here, branded with the sign of a halfling brewery of **Krugenheim**. With a successful **Hard (-20%) Search test** the character manages to find a forgotten small barrel of Good Quality cider.

4. The Graveyard

The villagers have a no-nonsense attitude when it comes to burying their dead. The closeness of Sylvania made them too scared of undead to follow proper burial rites. The dead are usually carried to the old Morr's Garden and burned on a pyre at once. On some occasions when the villagers have witnessed bad signs or when it ill times have fallen onto them they carry the dead to the woods and leave them there. Not even bones are found if someone goes looking for these corpses.

With successful **Search test** the character finds a the following:

Success - A spade

1 DoS - As above, + a bottle of Spirits

2 DoS - As above, + a Good Quality Dagger

3 DoS - As above, + a silver brooch (value 3d6 silver)

5. The Apple Garden

The beating heart of Apfeldorf is an apple garden that grows on a lush green hill next to the Herbalist's Cabin. There are around fifty trees here most of which grow delicious apples during each harvest. Each tree has been planted to a specific villager.

The garden is surrounded with a two foot high stone wall (the only stone structure in the village) and the gate of the garden is decorated with two carved stag heads.

In the middle of the garden stands an old dead apple tree of great size. It is decorated with colorful ribbons and pieces of parchment. The villagers water it every day and bring small offerings to it each *Festag*.

This garden is saturated with the magical wind of *Ghyran* that hangs like evergreen blossoms on the branches of the trees. The Holy Tree in the center looks to be the center of this magic and feeding the other trees with it.

Note - All spells from the Lore of Life gain +1 on their casting rolls while in the garden. If the wizards is touching the Holy Tree he may add an additional dice to his casting pool.

Should the characters search the garden they may make a **Challenging (-10%) Search test** (if the player says he is searching the Holy Tree in specific this test is made unmodified). If it is successful they will find an *Old Gold Coin* with the stag head of Taal on it (counts as a *Lucky Charm*).

6. Herbalist's Cabin

At the hedge of the village lives an old midwife. Though her cabin might look like a house of a witch there is no magic even lingering here. **Mamma Mageald** grows the herbs to sedate the targeted sacrifices and help the villagers in other illness behind her cabin in a small garden. As soon as Mamma Mageald sees the characters she tries to Flee! from the village. If the characters get into combat with her it only requires an **Easy (+20%) Weapon Skill test** to kill her.

If the party searches the cabin they **automatically find 1d3 unlabeled Strange Bottles**. From the garden they may recognize and gather **d8 doses of the *Nightshade*** used to drug them with a successful **Trade (Herbalist)** test.

Nightshade

Rare plant that grows in the coniferous forests and is gathered during autumn. Nightshade is usually used as a drug by eating it. The *Ghyran* that flows from the Holy Tree in the Apple Garden has made this batch more potent so it can be used as vapour. Mamma Mageald has no knowledge of the effect the Wind of Life has on her garden. It has just always been this way. D4 hours after consuming or inhaling a dose of Nightshade, the character must make a successful **Toughness Test** or fall into sleep for d6+6 hours.

7. Gabberwink's House

Most dashing of the houses of Apfeldorf - which is not exactly saying much, the house of **Garbo Gabberwink** is situated at beside the Town Hall. Owned by the member of the somewhat famous merchant house of Gabberwinks this building has a certain halfling feeling. From the outside it looks pretty much like a regular imperial house though the window slits and door knobs have been lowered to a more suitable height. The shiny brass rooster sits on the high pitched roof and the sides of the building are covered with well kept flower gardens.

Garbo Gabberwink

Garbo Gabberwink is a halfling of 46 years of age. He grew up in the halfling ghettos of Altdorf and raised to prominence only after his uncle managed to build a rather notable merchant house on the River Stir. Most notable thing in his appearance are his large ears of which Garbo is quite proud of. He actually likes to show his monetary stature with large and dandy earrings. Mister Gabberwink, as he prefers to be called, is without a question the richest person in the village.

CHAPTER 4 - The DECADENT GATHERING

Shaft of Millavog

This ancient ritualistic site was once a menhir of radiating power. The humans adopted it as their ritual site and have brought offerings to it since. As the woods are filled with holy sites of rural believes the practices of Millavog have been lost to time. Before the Cult of the Sweetest Kiss only a few ever visited this site.

After the founding of the Cult the Shaft has been gradually turned into a place for Chaos. The taint is still subtle and can be reversed but nevertheless it is there. The stone itself has been decorated with the last flowers of the summer and anointed with honey, cider, blood, saliva and other bodily fluids.

Any character foolish enough to touch the shaft will have to make an **Easy (+20%) Toughness test** or generate one random mutation (use the table for mutations of Slaanesh if you have access to the *Tome of Corruption*). Because of the ancient properties and the lure of Chaos wood elves make this check unmodified (use the table for mutations for wood elves from *Defenders of the Forest* in this case).

The Rituals of the Sweetest Kiss

Once the sun sets and the moon of Mittherbst rises the cultists of the Sweetest Kiss begin their foul gathering at the site of **Shaft of Millavog**. The gathering begins with the cultists starting a big bonfire and roasting a captured boar while drinking some stolen wine. If the characters had any alcohol with them it is stolen by the cultists and consumed by them.

The characters can smell the roasting boar and the smoke from the bonfire by succeeding in a **Very Hard (-30%) Perception test**.

Unless the cult activities are interrupted the will go on as follows:

After their initial set up the cultist will began playing pipes made of bone and antlers and beating drums of deer skin to summon the beastmen of the beastmen herd to them. The sound will increase with each passing hour making it easier and easier for the characters to find them (check the table below).

At midnight the beastmen ungors come to the cultists. The villagers fornicate with the beastmen

for one hour while at the same time feasting with blood and whatever wine and boar they have left. The gathering pinnacles with the arrival of a huge beastman.

The dominating beastman ravishes all of the participants and lets out a beastly bellow to establish its brutal dominion over the cult. This beastman is so empowered by his act he will storm the village and slay at least two villagers before leading its rampage to the woods.

Any character witnessing the foulness of these rituals must make a **Challenging (-10%) Willpower check**. Those who fail the roll will gain d3 Insanity Points as even succeeding in the check grants 1. These rituals are not for the eyes of those who do not serve Chaos.

As the outcome of this ritual the women of the Cult of the Sweetest Kiss and the female ungor will give birth to mutant offspring in nine months. At least one of them will be a turnskin.

Time	Cult Activity	Perception test
Sunset	Starting the bonfire	-30%
+1hr	Eating the boar	-20%
+2hr	Playing with pipes, dancing	-10%
+3hr	As above with adding drums	unmodified
Midnight (+4h)	Beastmen arrive	+10%
+5hr	The pinnacle of the gathering	+20%

Act 1 - The Noises from the Woods

When the sun has set the characters have an increasing chance of spotting the disgusting ritual gathering that is going on in the woods. Once this first clue is given it should be made apparent that nothing good will follow. The smell and sounds might seem like common festivities at first but more sinister sensations entwine with them over the pass of time until it is clear that there are forces of chaos in the shadows of the woods.

Act 2 - The Gathering

The characters arrive at Shaft of Millavog to witness the rituals taking place. They may spy on the participants as they wish for they are too busy to be likely to notice the characters (they may take a **Hard (-20%) Perception test** to notice the lurking PCs).

Act 3 - The Sweetest Kiss

If the characters allow the cult's ritual to reach its pinnacle the Dominating Gor sets on a rampage and attacks the characters. If the characters are lurking at the edge of the forest at the Shaft of Millavog the ungor join the gor in combat but the cultists flee into the woods to be encountered in a possible future. If the characters are still in Apfeldorf the gor reaches them there.

CHAPTER 5 - ENDING THE ADVENTURE

Once the character have dealt with the Cult of the Sweetest Kiss they have vanquished the most immediate threat to locals. If uninterrupted the villagers will still go on with their sacrifices until such a day when road wardens or even witch hunters find out their secret and burn the village to the ground. This can happen with the help of the characters or not.

Experience Points (70-310 xp):

The experience points are awarded to all characters that take part in the activity in a meaningful way.

Chapter 2 - Trapped! 30-70 xp *or*:

Opening the Cell Door: *15 xp*

Finding a source of light: *10 xp*

Uncovering the warning about the Shaft of Millavog: *15 xp*

Overcoming the Guardian: *30 xp*

Chapter 3 - The Village 0-110 xp *or*:

Spying the village without being noticed: *15 xp*

Getting past the watchtower without alarming the village: *20 xp*

Breaking in into the Town Hall: *20 xp*

Finding the Diary of Captain Gerber Gaffwiger: *10 xp each*

Managing to avoid harming the villager: *15 xp*

Attacking the villagers: *0 xp*

Overcoming the Captain *30 xp*

Chapter 4 - The Decadent Gathering 40-130 xp *or*:

Following the sounds and smells to the ritual site: *10 xp*

Witnessing the ritual to take place: *20 xp (Watching the whole ritual: 50 xp)*

Disposing the cultists: *10 xp*

Killing the ungors: *20 xp*

Slaying the Dominating Gor: *40 xp*

CHAPTER 6 - NPCs

NPCs are presented in the likely order of appearance.

The Guardian (Mutant Brute)

Aldfreid Bruckert is one of the few firstborn returned from the Woods. For some reason the beastmen drove him away from their herd once he was just a child. The former Guardian adopted him and raised him as his successor. At the age of twenty the deranged Aldfreid killed his foster father and ate him. To villagers the Guardian is a distant figure that is both feared and revered.

WS	BS	S	T	Ag	Int	WP	Fel
37	35	30	30	40	19	37	28
A	W	SB	TB	M	Mag	IP	FP
1	16	4*	3	4	0	0	0

Skills: Animal Care, Concealment, Consume Alcohol, Dodge Blow, Evaluate, Intimidate, Outdoor Survival, Perception, Search, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Street Fighting, Strike Mighty Blow*, Strike to Injure, Specialist Weapon Group (Two-handed)

Special:

- *Mutations:* Tail (Ag +8%), Warped Mind (Int -11%)

Trappings: Bottle of Spirits, Dagger, Hand weapon (club), Rations x4, Snare x2, Tinderbox, Torch x3, Woodsman's ax (great weapon)

Combat Tactics: The Guardian tries to ambush the characters in narrow space where he can finish them off one by one. He will use his club (hand weapon) and usually makes *All-Out Attacks* since he can spot that the characters are unarmed. If he is confronted at the shrine he uses his woodsman's ax (two-handed weapon) instead, takes *Guarded Attack* and tries to use his Flee! when possible.

Captain Gerber Gaffwiger (Human Captain, ex-Watchman, ex-Sergeant)

Gerber Gaffwiger is an elderly soldier who is one of the few villagers ever to leave Appledorf. He served in the Storm of Chaos and acted as regiment sergeant before returning to home a year ago. While Gerber is the one usually issuing the capturing of sacrifices he believes he is only protecting his home. He has some suspects that something evil followed him home from the War but does not believe the rumors of locals fornicating with the beastmen.

WS	BS	S	T	Ag	Int	WP	Fel
48	45	46	40	40	38	43	46
A	W	SB	TB	M	Mag	IP	FP
2	15	5*	4	4	0	3	0

Skills: Academic Knowledge (Law), Command +10%, Common Knowledge (the Empire, Kislev), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception +10%, Read/Write, Ride, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel, Kislev)

Talents: Coolheaded, Disarm, Menacing, Savvy, Street Fighting, Strike Mighty Blow, Strike to Stun*

Special:

- *Insanities:* Delirious Saviour

Armour: Medium Armour 3AP (Full Mail Armour)

Weapons: Poor quality sword, Shield, Dagger, and a weapon stolen from a character

Trappings: a Purse (3d6 gc.), Uniform

Combat Tactics: Captain Gerber is used to fight alongside other troops. He will try to muster the spirits of the villagers to re-capture the characters or simply kill them if needed. He is delirious and insane and thinks that “the old ways” are the only thing keeping the Chaos in bay. He will not flee from battle. Captain Gerber tries to attack with at least two other villagers to overpower his enemy. He uses the *Swift Attack* trying to hack his opponent down. If not surprised Captain Gerber will be wearing his mail shirt and Ostermark uniform.

The Villagers (Human)

All villagers use the profile given below.

WS	BS	S	T	Ag	Int	WP	Fel
25	25	28	32	31	29	32	33
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	3	0

Skills: Charm Animal, Concealment, Gossip, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!

Armour: Nore

Weapons: Improvised Hand Weapon (scythes, pitchforks, etc.)

Trappings: Rags

Combat Tactics: Villagers prefer to attack alongside Captain Gerber Gaffwiger is possible. If not they try to overcome the opponent by outnumbering them or Flee!

Cultists of the Sweetest Kiss (Human Cultist)

There are three (two women and one man) cultists in the village. They are all a bit insane (to worship the beastmen) but not overly so. If needed there could have been another members in this cult who have left the village to spread the word of the seeds of the beast.

WS	BS	S	T	Ag	Int	WP	Fel
25*	26	22*	32	32	28	34	36
A	W	SB	TB	M	Mag	IP	FP
1	9*	2	3	4	0	3	0

Skills: Charm Animal, Concealment, Gossip, Outdoor Survival, Perception, Performer (Dance, Play Pipes & Drums, Debauchery), Silent Move, Speak Language (Reikspiel, Dark Tongue)

Talents: Flee!

Armour: Nore

Weapons: Improvised Hand Weapon (scythes, pitchforks, etc.)

Trappings: Amanita Powder, knives and daggers, knotted ropes

Combat Tactics: The cultists are weakened for their part in the ritual and will only fight as long as the ungors are there to help them. If the ungors have not yet arrived when the characters attack them they will try to flee instead of fighting. If forced into combat the cultist will attack with Dagger and by using *Guarded Attack*.

Ungors

In addition to their main role of luring villagers to perform rites of the Sweetest Kiss, these ungors are part of the warherd mainly uses them as the breeding stock and scouts. They all have the blessing of Slaanesh and this gives all ungors and brays the *Alluring* mutation (the profile uses a static +5% Fel bonus. If variation is needed replace it with 20%+d10%).

WS	BS	S	T	Ag	Int	WP	Fel
30	21	31	35	30	24	24	25
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

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

Talents: Keen Sense, Rover

Special:

- Silent as the Beasts of the Woods: +20% to Silent Move and +10% to Concealment tests.
- Mutations: Alluring (+5%Fel), Animalistic Legs (+1M), Bestial Appearance (-10%Fel), Horns (SB-1)

Trappings: Hand Weapon

Dominating Gor

WS	BS	S	T	Ag	Int	WP	Fel
48	25	35	44	35	26	25	25
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	5	0	0	0

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

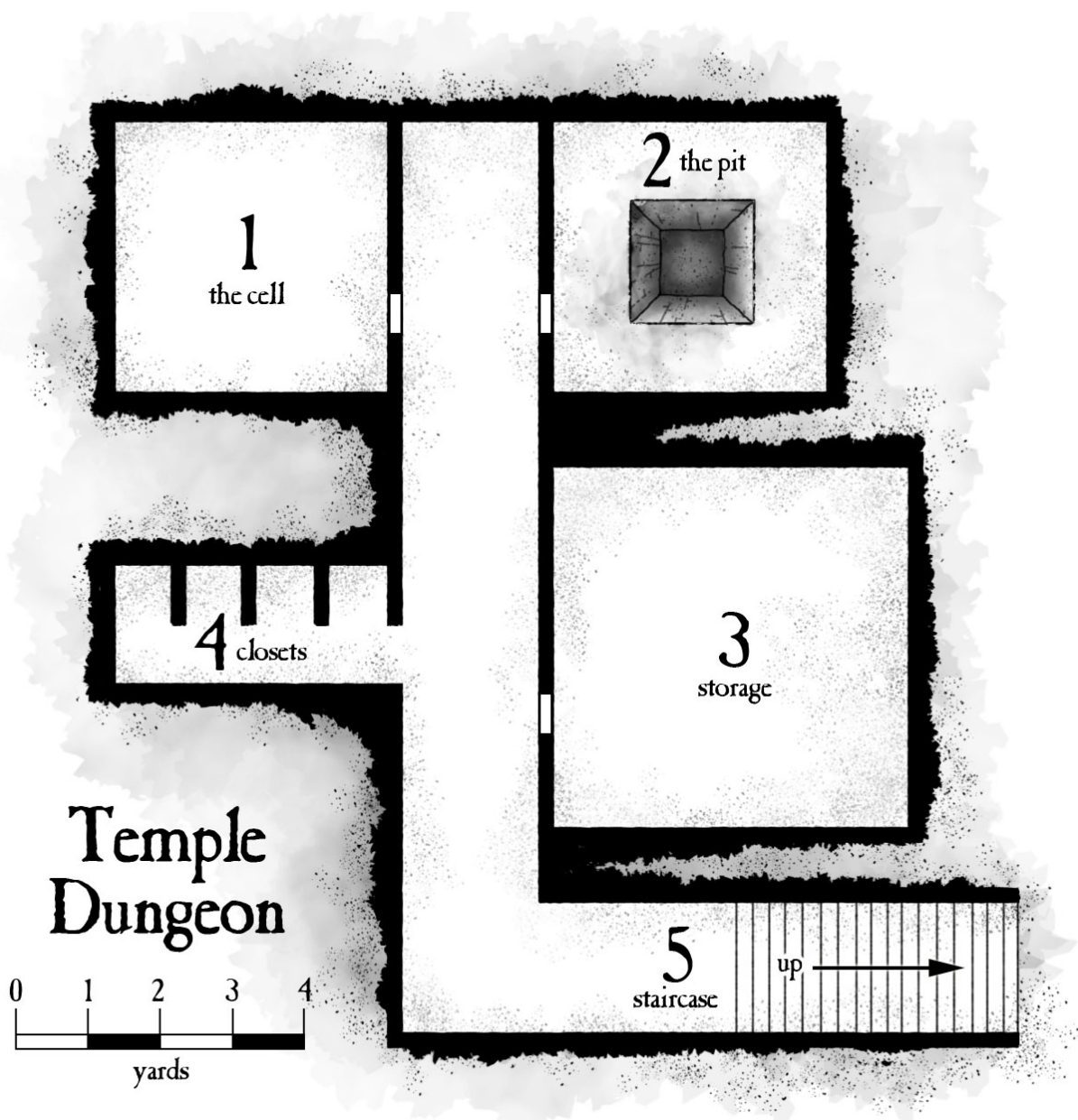
Talents: Keen Sense, Menacing, Rover

Special:

- Silent as the Beasts of the Woods: +20% to Silent Move and +10% to Concealment tests.
- Mutations: Animalistic Legs (+1M), Bestial Appearance (-10%Fel), Horns (SB-1)

Trappings: Light Armour (Leather Jack), 2x Hand Weapon

Combat Tactics: This gor is out of its mind. It will only ravish and charge recklessly anything that comes into its path. It takes only *Charge* and *All-Out Attacks* and will fight until it has been slain.



Shrine to Taal

