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# *The Sins of Our Fathers*



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A scenario  
for Warhammer Fantasy Roleplay  
by Luke Ó Scolaidhe.

I also wish to thank and acknowledge the works of Michael Anderson, Alfred Nuñez Jr. and Cornelius Henriksen for all the tips and encouragement given during the writing of this scenario.

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## **Introduction**

The Sins Of our Fathers is a complete scenario written for Warhammer Fantasy Roleplay for characters just starting their advanced careers. This adventure can be used as part of an existing campaign or if you prefer, simply as a one off. Originally the scenario was conceived as a possible extension to the River encounter 'The Maria Borger' from the 'River Encounters' supplement to 'Death on the Reik'. This connection assumes that Graf Orlock escaped from the players clutches during that encounter. This is handled by having Orlock turn ethereal in his coffin and materialize to fight the PC's before they stake him through the heart in the course of their investigations onboard the Maria Borger. You should arrange for his escape before he is destroyed in the fight. The adventure can still be used without this encounter having been played out but works far better and adds greater weight to this scenario as a pre-cursor. This sets Orlock up as a nemesis character for the PC's. Some distance should be put between running the river encounter and this adventure to allow the dust to settle. When their attention is elsewhere you can start this adventure allowing them to reacquaint themselves with their previous adversary...

The adventure assumes the players are heading North toward Marienburg. This can be by road or river it really doesn't matter. You will need to find a reason for them to travel to the small animal trapping village of Arzbach. This could be to follow up a false lead from another adventure or they can simply be trying to get to the port city itself. The adventure encompasses investigation, combat and horror elements and should prove a challenge to both experienced and novice players alike.

## **Background to my Campaign**

Graf Orlock has recovered from his encounter with the PC's and after some time hatching a plan has made his way closer to Marienburg. With the destruction of the Maria Borger and the escape of the PC's, he was able to use a wind blast spell to direct the burning hulk to the shore and make good his escape. But not first without saving his coffins that lay in the cargo hold. Being a vampire he would not risk entering the blaze himself and so raised the dead crew of the Maria Borger to do his bidding. Once done he sent them into the burning boat where they dragged out the coffins to safety by the shore.

With this done, he quickly made for the road and onto the next coaching inn in the form of a bat. From there over the course of the next few nights travelling passengers were subjected to attacks while he had the remains of the boat crew transport his coffins throughout the nights covered by darkness and the eaves of the surrounding forest. From his new base he was able to finally secure a coach onward to Merxheim, a small settlement close to the Wasteland border. From there his progress has been slowed by the changing weather. The roads have been made impassable in places and coaches refuse to move. It is at this point the PC's will catch up with him.

## **Background**

On the surface Merxheim is prosperous bustling small town that seems positively on the rise. Its strategic location on the border with the Wasteland, has secured its position as a taxable point to control incoming goods from Marienburg and all outgoing farm produce and fur trade leaving the Empire for foreign markets. To the trained eye its prospects look good and a bountiful future seems certain for the small township.

But not all is as it seems... For Merxheim is a town of secrets. Secrets that bubble beneath the surface and will soon rise to the fore, for the fortunes of fate are conspiring against it and soon the hidden secrets of the townspeople and the dark past of Merxheim itself will return to haunt the present... All are answerable to the actions of the past and the past shall take its revenge...

Our story starts over 700 years ago. In those days Merxheim was nothing but a small fur trading post on some high ground above the river Reik. Its remote position seemed perfect for the location chosen by an obscure sect of the cult of Morr to build their monastery. The Order of the Scythe chose the hill overlooking the Reik and over the next few decades as the monastery was completed, a village grew up around what was to become known as Mourners Hill. The Order of the Scythe was an active branch of the cult of Morr dedicated to the destruction of the undead in all their forms. Far removed from the day to day duties of the rank and file members of the main cult, The Order of the Scythe were called upon many times by the cult to deal with the abominations that were so prevalent in this area at that time of the Empire's history (see TEW p.12). Encouraged by their earlier successes in the previous centuries, in 2202 IC, the upper echelons of the cult of Morr based in Lucini, called upon the Order of the Scythe to send a crusade into the accursed lands of Sylvania. The peasants there had reported the worst abominations of the undead in centuries and if the rumours were true, it seemed that somehow the higher ranking noble houses of the elite had succumbed to the influence of Khaine, the Dark Lord of Murder.

The pious monks of Morr lead by Siegfried Hexebrenner the high Abbot of the Order, lead a holy war into the area. It was in the small hamlet of Orlockdorf that they finally tracked the fiends to their source. It seemed that the whole Noble family of the Orlock's had succumbed to the dark kiss and were now reigning in secret over the peasantry who had been reduced to mere cattle under the tyranny of their vampiric lords.

Siegfried Hexebrenner and his pious monks marched South and rallied the people with his fervent sermons and led a holy rebellion against the undead oppressors. After the rebellion was complete, the whole barony had overthrown the Orlocks, destroying all trace of their bloodline. All but for one... For the peasants were not all as knowledgeable in the lore of vampires as their pious clerical leaders, although the Graf Lugosi Orlock was indeed staked through the heart as he rested in his coffin, he was not destroyed. Left for dead, his corpse lay in its coffin down in the deep dungeons below while his castle burned above. And there it lay among the ruins for over three hundred years...

With the vampire lords overthrown, the Order of the Scythe returned to Merxheim and the town continued to grow and began to take on the shape it has today. Orlockdorf became known as Leichberg and Siegfriedhof gained its title in honour of the then Abbot of Merxheim.

Then in 2429 IC Marienburg seceded from the Empire. In the coming struggle the Wasteland would later draw its borders and ultimately become its own country. In those days however that was yet to be determined. One of the first battles fought became known the battle of the ford. The position of Merxheim and the Reik-Brücke the Dwarf designed rope bridge that spanned the Reik became a location of the highest strategic importance. This battle would end in a stalemate and later lead to the siege of Merxheim. For two months the town took a battering from the Empires siege engines and battle wizards as the rebels held out in the walled town. When the siege was finally broken the rebels retreated North where they would later face and defeat Emperor Dieter IV's forces of the Empire outside Marienburg in the Battle of Grootscher Marsh. Merxheim however, lay in ruins. The old monastery of 'Raven's Home' had been reduced to rubble. The Order of the Scythe had been largely butchered during the breach and those that survived mostly left and joined the other orders of the cult of Morr.

The Wasteland became an independent state and Merxheim found itself on the Empires side of the border. The cult of Morr largely lost interest in the place and the Order of the Scythe all but fell apart. Today the town is populated by loyal Reiklanders and is accountable indirectly to the capital of Altdorf.



Then only seven years ago the whole area became the playground for a band of highwaymen led by the infamous 'Three Rope Hugo' who grew notorious for their boldness and ability to outwit the authorities. To this end, the current captain of the militia or 'sheriff' as he has become known, took the law into his own hands and hung the band of outlaws. This finally ended in a

cover up that has left an uneasy atmosphere among the hierarchy of the town. All of the town's hierarchy so far have been happy to support their sheriff for his past actions. But this uneasy arrangement is about to be pushed to breaking point in the coming days...

For Graf Orlock was not destroyed! Though the stake was driven into his heart it was not enough to vanquish him. Several months ago an obscure cult of Khaine known as the 'Sting of the Scorpion' hunted down and discovered the corpse of the ancient vampire. The vampire would walk the Earth once again... In an effort to restore and thus gain favour from him, they removed the stake and revived him with blood and the vampire was returned to un-life once again. He quickly gave due thanks by feeding upon his saviours and then made plans to destroy those who had previously deposed him. It was not long however, before he realised the fate that had befallen him. He had awoken into a world three hundred years into the future. He longed for revenge but his enemies were nowhere to be found. He swore vengeance for his family and cursed the Order of the Scythe. To this end, he made for the town of Merxheim where he would reap his revenge on those who had deposed him. If he could no longer face his usurpers he would destroy all traces of the order from history and if necessary, the whole town itself!

### **A change in the weather**

Leaving Leichberg, the vampire headed North and arranged a river boat to take him from Nuln to the upper quarters of the river Reik and on to Merxheim itself. (This journey is covered in 'River Encounters' from 'Death on the Reik'). Upon reaching Arzbach (A small fur trading village just South of Merxheim), Graf Orlock booked himself into the inn where he met a group of coachmen destined for Marienburg in the Wasteland. He secured himself passage and arranged for his coffins to be loaded aboard the coach in their wooden crate. Using his aristocratic position it was not hard for him to muscle his way into the carriage itself alongside a group of merchants. Tipping the coachmen (using the dead merchants gold) he insisted on leaving before dawn and made sure he was first to the coach before dawn in complete darkness. Shortly after the three heavy cowled and coated merchants left their room and boarded the coach in total darkness. Not long after Orlock murdered and fed upon them all and then raised their corpses as zombies. The coachmen were obviously unaware of the passengers they were now carrying...

Safe inside the coach, the sunlight of the day was not a problem as the heavy curtains were drawn. Everything was going to Orlock's plan as the coach sped for Merxheim until the weather took a turn for the worse. A heavy rain storm dominated the day from early morning and it was not long before conditions deteriorated dramatically. Heavy cloud filled the sky and the road became a mess of mud and deep puddles. Before long it became apparent the coach would stop at Merxheim for the night and pulled in through the safety of its gates. Little did the inhabitants of this small trading town know of the events that were about to unfold...



Upon reaching Merxheim, Count Orlock insisted the coachmen arrange lodging for him and his 'new found friends' at one of the inns 'The Blazing Comet'. When this was done, all four of the undead passengers made for the inn. Orlock entered the inn introducing himself as Baron Osterberg of Stirland a minor noble of the region, commented on the weather and bought a round of drinks for all in the inn. Drawing attention away from his zombie friends as they shuffled to their rooms. Nobody noticed anything odd about them as they made their way to their room with all attention on Orlock but for a small dog owned by Anders Stollberg who growled and yelped at them as they passed. His normal friendly nature forgotten. With his plan a success all was now ready for the ancient Count of Sylvania to enjoy himself at the expense of Merxheim...

### **A surprise at dawn...**

Next morning the townspeople of Merxheim awoke to a shock. Upon calling at the home of the Blutblocher family (local sheep farmers) Anders Schaffenheimer, a paid work hand, found the family lying dead in their beds. All showed no signs of any reason for death. The only survivor of the family of five was Greta Blutblocher, a six year old girl. Horrified at her family's deaths she could not explain what had happened. This shocking blow has shaken the village to its core. The Blutblochers were well liked and respected Sheep farmers by all in the village. The only sense that could be made of the situation was that Greta mentioned her father had been suffering with a cold. News of this has spread like wildfire and tongues have begun to wag. Some of the most paranoid villagers have been heard to utter in hushed whispers the word 'plague'...

### **Enter the good doctor...**

Upon finding the dead family word spread across the small town like wildfire. The local physician Herman Betruger was immediately sent for and ushered into the house to examine the bodies. Herman examined the corpses but could come up with no realistic reason for their deaths. Paranoid about his lack of expertise and afraid of being shown up for the sham that he is, he opted to offer to explain that they were suffering from some sort of disease. This coupled with young Greta's previous mention of her fathers cold has caused hysteria to spread like wildfire. By the following day it has become the common belief they died of disease.

### **Herman Betruger**

Herman Betruger is the local physician of Merxheim. He has been a resident of the village for eight years now and has positioned himself as a trusted 'Doktor' among the towns population. His credentials hail from the

Nordland city of Schoppendorf where he studied under the guild before moving on to start his own practice elsewhere. The truth however is quite different. Betruger is a fake. While he does have some training in healing minor ailments that allow him to pass off as a physician, his skill and knowledge of disease are very minor indeed. It is true that he did actually study under the guild of Schoppendorf but that is where the truth ends. Being a wayward spoiled student with rich parents, Herman squandered his opportunity and failed his exams and was ejected from the guild. Unable to bear his shameful news home he left Schoppendorf using his father's money to acquire forgeries of his necessary qualifications. With these he set up shop in Merxheim. In the last couple of years his wayward partying ways have begun to catch up on him and he has slumped deeper into alcoholism. He now is finding it more and more difficult to hide this failing and fears being discovered.

### **A cunning plan**

All that night the rumours began to spread and all about the town that evening in the common watering holes word was spreading of the fate of the Blutblochers and the plight of the now orphaned young Greta. However, Count Orlock has not been idle. That evening he mixed with the locals of the Blazing Comet and learned of the rumours of plague surrounding the deaths of the sheep farming family. Being a vampire having walked the old world for over one thousand years since before the age of the three Emperors, Orlock new the minds of men. He could predict their every move; he had learned how to anticipate their every reaction and a few mere mortals in some backwater Reikland village would not stand in his way now. For centuries he has played out this scene over a thousand times. It was for this reason he had decided to kill the family by merely draining their life force while staying in his ethereal form. Leaving no trace of his fangs in their necks he had done so to purposely plant the seed of disease in the minds of the town's people and now it was time to instigate the second part of his devious plan.

Claiming to be wandering the Western Empire looking for new property and investment he wooed the locals, once again utilising the dead merchants gold he filled the locals of the inns bellies with ale as they recounted their worries and rumours of plague. He informed the inn keeper that the merchants had chosen to stay in their room saying that it seemed travel did not agree with them but requesting that they have food delivered to their room. Arrangements were made and the food was delivered by the young bar help, a young boy named Hultz. Hultz brought the food and left it outside the door but noted a foul smell coming from the room but being a lowly poor lad thought it best not to bother the important guests and done as he had been instructed. Orlock then slipped into another room where he used his ability to turn ethereal to take a short cut and double back to the merchant's room where he disposed of the plate and food. He then returned back into the main bar room the way he had came. To all in the inn it appeared he had merely left the room for a moment but to the proprietors of the inn it would seem as if the merchants had taken the tray of food from the hall and brought it into their room. In this way Orlock



managed to disguise the fact the merchants are actually already dead.

Orlock then settled into his role of seducing the young women present in the inn that night. One particular beauty caught his eye, Orlock would strike again this night but first he would need an alibi. He decided to fixate his attentions on a young commoner named Kirsten Jaeger. All in the inn saw them together and the wine flowed while he charmed and wooed her late into the evening. Later, unable to resist his advances, Orlock took her to his room to satisfy his lust and pleasure. Flattered by the attentions of this dashing young Noble, Kirsten was more than responsive to his attentions. It was not long before she fell asleep and during the night the Count once again using his ability to turn ethereal left the room silently and appeared instead at the window of Boris Randelhoven. In his bed lay Bianca Luderheim, a young daughter of a prominent artisan of Carroburg. Bianca had been conducting an illicit affair with Boris for the past few months and managed to slip out while her husband has been on business in Middenheim.

She awoke with a shock to see a shape peering at her through the window. Powerless to the hypnotic effect of the vampires gaze opened her window inviting the fiend in and allowing him to both take his pleasure and to feed. Selma's fate was sealed while Boris lay sleeping in the bed beside her. Being now hungry for blood, Count Orlock needed to replenish his power. He drained her corpse of blood but seeing Boris stirring from his sleep quickly escaped back through the window. Boris awoke to find Selma's corpse lying motionless on the floor and jumping out of bed caught only a glimpse of a large winged creature disappearing into the night.

### **In the pale light of morning**

These latest events have left Boris in a very dangerous situation. Under any other circumstances he might have come clean and explained exactly what had happened that night but given the nature of his relationship with Selma it is unlikely the truth would be believed. He has absolutely no proof to back up his story of huge winged shapes leaving his room. He also must explain what Selma was doing in his bed chambers that night. Terrified, Boris has chosen to somehow dispose of his lovers body. So far while still deep in grief he has managed to hold it together, but search parties are already searching for the woman while her corpse in his room is beginning to smell. He must do something about it fast...

### **A dirty secret...**

Werner Scholtz is the current Sheriff here in Merxheim. Unlike other Sizeable villages, Merxheim does not have a watch barracks. The town is governed by the villagers themselves and many double as militia to man the gates at night. A retired road warden, Werner decided to settle in Merxheim after being offered the position ten years ago. It was the capture of a particular nasty criminal by the name of Hugo Dross who accompanied by his small band of followers had scourged the road ways between Halsdorf in the Wasteland and Carroburg. Hugo was the wayward son of a wealthy noble family in

Bergsburg in Western Ostland. Becoming bored with his dull surroundings he had fallen in with some minor criminals and begun raiding the roadways of the Empire to sate his lust for action and adventure. Scholtz spent three years tracking the highwaymen before finally capturing and bringing in Dross at Merxheim and extracting justice for himself. Hugo Dross had first started his reign of terror while working the great North road between Middenheim and Marienburg. Finding that road too well patrolled for his liking he decided to shift his attentions to the border itself and alternating attacks between the Empire and the Wasteland. Knowing full well the Empires road wardens had no jurisdiction there he and his band could slip across the border to evade the law when the heat of pursuit became too much to bear. This campaign of terror left roads unsafe to travel. Coach prices soared as the extra cost of armed escort threatened to put coaching companies out of business.

### **A fatal mistake**

Werner Scholtz and his men came within a close grasp of finally catching up with the scoundrel on a number of occasions only for him to escape across the border to the dismay of his pursuers. It was at this point Scholtz and his warden made a decision to bend the rules. Once in pursuit of the highwaymen they through caution to the wind and crossed the border to bring the culprit in. This caught Dross by surprise and ended in a long and bloody shoot out between Scholtz's men and the highwaymen. In the end the criminals finally gave themselves up. And were dragged back across the border and into Merxheim. Fearing, that his bending of the rules would result in Dross paying a high standing lawyer to secure his release. He decided to extract his justice there and then. None in Merxheim disagreed. A rope was hung in the village square and Hugo was hung for his crimes much to the satisfaction of the village.

While Werner knew the true identity of the man he had hung, the villagers did not and at the rope Hugo warned the crowd of the consequences of their actions. His final dying words were that he would return for his revenge.

***"Be it plague or be it haunting I will be avenged. Let all here bear witness to fruits of your endeavours. I will have my respite. With my spilling blood you seal this pact! This I do solemnly swear with my most bitter dying breadth!"***

Seven years have passed since this fateful day and Werner Scholtz now retired from his duties has chosen to settle here in Merxheim where he is respected by the people and positioned as the current sheriff of the militia. His former road warden colleagues have long since moved on to new assignments leaving only him and one other trusted man behind. Willie Festern now works as a local blacksmith having too hung up his spurs. Neither ever speaks of the hanging and those who were there to witness it have too much respect for Werner Scholtz to dig into the past.

## Enter our bold adventurers...

It is into these strange unfolding events that our players will soon find themselves entangled. At the beginning of this adventure the players should be on their way to Marienburg and will most likely be travelling by river. If not it should make little difference. Approaching the small village of Arzbach they should find ample room at the small jetty during their brief stay here the players will be drawn into the story either directly by the villagers of Merxheim or through conversation with the villagers of Arzbach.

## Of Weather and Disease

The core of this adventure lies in a simple GM's plot device. The players will find the roads and rivers unnavigable. This is achieved by means of the weather. The adventure as written, assumes this to be as by means of a heavy storm but the exact details can be changed to suit play as required. During the course of this adventure and the three days leading up to it, the weather suddenly turns sour. This can easily be achieved in winter by use of a heavy blizzard or snowfall. The aftermath of such weather will often leave isolated towns cut off for weeks! Even with melting snow the river will become bloated and swell spilling into the surrounding land causing major flooding.

If you choose to run this adventure in summer time, the same conditions can still be achieved. A spell of dry hot weather can lead to summer storms. Torrential rain can cause havoc on the Empires roads and dislodge countless debris into the Reik clogging up rougher areas of the river and making river travel hazardous.

Both spring and autumn weather are notoriously unpredictable in the Northern Empire. A spell of bad weather can easily be written off as such and would not seem completely unusual to Northerners.

If necessary and it better suits your Gaming style, you can always use a plot device such as damage to the PC's boat or cart as a reason to stall your player's movements. Some Stolen or lame animals coupled with horrendous weather could also work. How you choose to achieve this makes little difference, what is most important is that the PC's are stuck in Merxheim.

The other major plot device in this scenario is disease. Old Worlders are terrified of it. Plague and disease are responsible for more deaths than any war. People live their whole lives in fear of it and nobody truly knows what causes it. Explanations vary from bad living to the very will of the Gods themselves! While the reasons for the fate of Merxheim are quite different, exposure to bad weather during the course of this adventure will bring its own problems. This may help you as a GM to reinforce the false idea as the adventure progresses that there really is a problem with plague that must be dealt with.

PC's exposed to constant bad weather will run the risk of getting sick under these circumstances. Two diseases in particular will play a part in this adventure. Both are taken from **Corrupting Influence - Warpstone magazine's Best of 1-9**. For your convenience their details are repeated here. You may however find the

article 'Disease in Warhammer' from this book useful for the running of this adventure though it is not essential.

## Colds, Common

Although commonly affecting most people at some stage, it is the old and young who are most at risk. Colds open them up to further complications. In the Northern Empire, a cold is often referred to as "Pneumonia's Herald". Small pouches of strong herbs are worn around the neck to ease the symptoms.

**Incubation:** D3 days

**Treatment:** Bed resting.

**Last:** D6+1 days

**Follow up:** 1% Bronchitis, 2% Pneumonia

**Game effect:** All percentage characteristics are reduced by 5% for D6+1 days. This time is halved if the person stays in bed. All attempts at sneaking and hiding get a -10 penalty because of sneezing etc. Any characters that have travelled outdoors in soaking wet weather should make *disease* tests against common cold.

## Dysentery

This is one of the most common diseases in the Old World. Outbreaks frequently happen in the poorer sections of cities and towns. Those affected suffer from bloody diarrhoea and pain. The cult of Shallya has long believed that open sewers are to blame, but have had little success in convincing those in power to make the changes necessary to help eradicate the disease.

Dysentery is occasionally known as The Breton Runs, due to the fact it is common in Brettonia. Dysentery is usually treated with diets and special herbs and is only deadly in rare circumstances. A current theory among imperial physicians involves adding ground gold into their herbal concoctions.

In tropical areas, dysentery exists as amoebic dysentery (a class 4 disease) which is more serious.

**Incubation:** D6+1 days

**Treatment:** Diets, herbs and fluids.

**Last:** 3D6+1 days

**Death Rate:** 2%, or 10% with Amoebic dysentery.

**Game effect:** Bloody diarrhoea. Sufferer is *subject* to *headaches* (actually, both headaches and stomach pains, but the game effects are the same). 30% of mild fever.

## Running the adventure

### Day 1

On the first day Graf Orlock is travelling in his coach to the small town of Merxheim. Along the way the weather takes a major turn for the worse. The coach pulls into Merxheim late that night and the roads have become muddy and unusable. The Merxen, a small river adjoining the Reik just past Merxheim has swollen and the bridge is too dangerous to cross. Orlock orders the coachmen to book him and his fellow passengers two rooms at 'The Blazing Comet' inn and pays them some money to transport his 'valuable cargo' (crate with coffins) to the cellar of the inn. He then enters the inn and makes an impression with all the locals inside by buying them all drinks. He toasts to the towns health while the zombie merchants then enter the inn heavily coated and cowed and head straight for their room.

Orlock introduces himself as Ignatius Osterberg, a

travelling nobleman from Stirland on the look out for new investment land holdings in the area. He woos the locals with free drinks and generally makes a good impression. The rustic locals are more than impressed with the generous upstanding noble and he mingles in a friendly manner with all in the inn.

Not everyone in the inn however is so easily fooled by Orlock's cover story. During his rounds of the inns locals the vampire crossed the path of Anders Stollberg and his old hunting dog 'Wolf'. Upon being confronted by the fiend Wolf, normally a pleasant subdued animal became upset and started to growl and snarl at the stranger. Anders thinks this odd but not wildly unusual. In the commotion in the inn, nobody notices the merchants are actually dead as they make the quick trip to their room.

## **Day 2**

The following morning the town's people awake to a shock. The street is full of people all gathered outside the Blutblochers residence. The whole family saving only for the youngest six year old daughter have been found dead in their beds. Horrified, the locals are at a complete loss for an explanation. Neighbours stand dumbfounded in the falling rain in small groups while others discuss the mornings tragedy. The truth is however, Orlock has killed each of them in turn by draining their life force while in his ethereal form. He knows he is trapped here due to the weather but must feed, so has devised a plan to allow him to do this while remaining undetected. He will instigate a false plague... the previous night Orlock noticed Hermann Blutblocher was suffering from a severe cold. This seemed perfect. He killed them all while they slept and next morning talk is about town about these mysterious deaths during the night. The young daughter testifies to her father having been ill and the local 'Doktor' is sent for.

The local physician arrives and examines the corpses. Unable to diagnose the cause of death becomes both paranoid about his position and worried perhaps this 'death' is catching. He exclaims they have all died from a rare illness. Nobody else in the town knows any better than to trust his 'expertise' on the matter. This only serves to add fuel to the now growing rumours that there is a deadly disease in town...

Later that evening, Orlock emerges from his room, during the day he sleeps in his coffin but uses his ability to turn ethereal to travel to his room and emerge from there. He goes down stairs and mentions to the inn keeper that the merchants are not feeling well and would prefer to be undisturbed in their room. He feigns concern for their health and pays for some soup to be sent to their rooms. He then leaves the main bar room and turns ethereal and heads straight back up to their room by another route. The young bar help 'Hultz' brings the tray holding the bowls of soup to the merchant's door and leaves it on the floor outside. Orlock instructs him from behind the door and then tells him to leave. The young boy does as he is told but not before noting the smell now coming from behind the door as the zombies have begun to decay. Thinking this odd he shrugs his shoulders and leaves the soup as requested and goes. (Again this is a clue for the PC's to pick up on later) All this is to give the impression the

merchants were actually alive when they got to Merxheim... Orlock then returns to the Inn bar room by ethereal means. His illusion complete...

Having now reduced his MP total Orlock again needs another victim. That night at the inn he wooed a young bar maid and took her to his room for the evening. She was not to be his victim however, but actually his alibi. Everyone in the inn took note of the young local having hooked up with the 'wealthy noble'. Being a lowly commoner it was easy for him to impress the woman. The two spent the evening together drinking the inns finest wines until finally the young woman fell asleep. While she was sleeping he left the room and came to the window of the residence of a local called Boris. Boris Randelhoven is a local who was currently having an affair with Bianca Luderheim, the wife of a wealthy trader and landlord here in Merxheim. Bianca's husband was away and while he is gone she and her lover had been together in Boris's bed. Both were sleeping when Orlock came to the window and then Bianca awoke. Feeling herself drawn to the window he transfixed her with his gaze and she opened the window and invited him in. He drank her blood while Boris slept and then transformed into a bat and exited the window. It was at that moment Boris awoke only to see Bianca on the floor, the window open and a large black shape escaping into the night... Terrified, he was stunned and unsure what to do. He considered telling the rest of the village, but realising how far fetched his story would be and unable to invent an acceptable reason why Bianca should be in his bedroom in the middle of the night he panicked and hid her corpse under his bed... He is now beside himself with grief and horrified by his actions. Bianca is starting to smell while he considers what he must do...

## **Day 3**

On the morning of the third day the merchants were found dead in their room. Some of the villagers panicked. News spread like wildfire. Talk of a plague was on everybody's lips. People began to lock their doors and hang wards up to shield them from evil. Some villagers left the village braving the roads even in the gruesome storm. Merxheim quickly began to resemble a ghost town as people refused to leave their homes. The rain has continued to fall. The river is swollen and heaving with dangerous debris.

## **Enter our bold adventures...**

The players arrive in the small trapping village of Arzbach on the evening of day 3 during which this adventure takes place. Arzbach is a small village of hunters and trappers with a population of 47 residents. It has a single inn that doubles as a trading centre for traders and merchants visiting from Merxheim and as far afield as Carroburg and even Marienburg. During their stay here the players will be able to pick up several rumours regarding recent events in Merxheim as well as engage in an important encounter that will lead them to the border town where the adventure begins proper.

## Arriving in Arzbach

Whether arriving by River or road, the adventurers should arrive in Arzbach fairly late in the afternoon. It has been raining all day and unless they have taken suitable precautions such as good foul weather gear or Protection from Rain spells or suchlike, they will be soaked through and in need of a nice fire and a warm bed. Arzbach The watchman on the stone wall opens the gates to allow the PC's inn after first enquiring who they are and what their business is in Arzbach. With the short interview over he will point them at the villages single inn and trading centre 'The Laughing Jackass' and advises they take advantage of its warm beds.

*"Make sure you get yerselves indoors. It's a filthy night that stands before us. Count yerselves lucky you don't have to stand out here in it like me. Treat yerselves to some of 'One eyed Rolf's' brandy you lucky sods!"*

## What's so funny?

Inside the Laughing Jackass lies a mixed bag of clientele. The inn is run by One Eyed Rolf, an old trapper and native of Arzbach. Rolf lost his eye during an attack by an angry bear over twenty years ago and still shows the signs of bad scarring on either side of the large eye patch that covers the remains of his right eye. He welcomes travellers courteously and will encourage the players to take a seat at one of the tables in the centre of the bar room. The inn currently has several rooms available containing two beds. A single gold crown will secure two adventurers a room for the night. After seeing the players to their table he will ask as to their needs. The house currently has hot broth available for a good price.

Seated at the players table are two muleskinners on their way to Altdorf and a young man by the name of Horst Weiler who is currently trying to get back to Merxheim, so far with little success. All are friendly and courteous to the PC's. On another table are a group of three trappers. This group has just come back from a hunting trip lasting the last two weeks. Having sold their skins they are now very drunk and are very loud and constantly harass Rolf to bring more drink to their table. Other residents in the bar room include fur traders and a few peddlers on their way to Marienburg.

The key here is for the players to impress Horst Weiler. The young man is desperately trying to get back to Merxheim for his young wife is heavily pregnant and expecting her baby any day now. He has tried to convince the muleskinners and even a few trappers to take him there but nobody is willing to brave the stormy weather. Allow the players to acquaint themselves with the NPC's in the bar and pick up a few rumours before launching into the next scene.

## Rumours

- *The weather seems to have turned drastically for the worse. This will not abate at least for a few days. You'll see, a few days from now and the river will be so swollen you'll be able to sail a small river boat into the surrounding fields*

*round here. Remember, it was me what's said it.*

- *There's some funny doings in Merxheim lately, a family passed through here yesterday, mentioned something funny about a curse or whatnot. Mad as hatters Merxheimers, spend too much time mixing with nutty Wastelanders if you ask me. Take no notice of them, they're all mad!*
- *Trapping's been good lately, that's sure to end with all this weather though. You just never seem to get a proper break in life round here. Sometimes I think I'm gonna give up the rural life and head for Altdorf. They say there's plenty of work down the docks there. Maybe I should cut my losses and head for the city of gold?*
- *There is plenty of smuggling activity on the river lately. They say that Carroburg is awash with illegal spirits from Marienburg at the moment. The Roadwardens have been combing the river on the look out for boats laden with Bretonian Brandy and some strange liquor called Uisce Beatha. They say it comes all the way from the misty isle of Aeren. It's left scores of Reiklanders lying on their backs in the Carroburg streets. Typical Reiklanders, can't hold their drink!*

## What are you looking at?

At some point during the evening the three drunken trappers in the inn will start a row with someone in the inn. One of the bar maids has been turning heads in the inn all night. The three trappers will continue to throw suggestive insults at the young woman throughout the night. As the night wears on they will become more aggressive and suggestive until one of them will finally grab her and force her to sit on their lap. It is quite clear that the girl is very uncomfortable with their advances. Should the PC's intervene at any point a fight will ensue. The trappers are locals as is the young woman. They do not look favourably on strangers poking their nose into what they see as local business. If the players choose to ignore the unfolding situation or bide their time to see how it pans out, things will get considerably uglier. The young woman will be grabbed by one of them as she tries to clear their table and then in retaliation, slap one of them in the face. The drunken trapper will then follow this retort with a backhand slap that nearly knocks the girl to the floor. If the players do not intervene at this point, Horst Weiler will stand up and come to her aid. The young man will be set upon by the three men and given a good beating. It is likely the players will get involved in this ensuing fight, but if needs be it should not be hard to turn this scene into a proper bar brawl where the whole inn becomes involved. Weapons will not be drawn unless the PC's introduce them to the fight.



### Trappers

**M WS BS S T W I A DEX INT LD CL WP FEL**  
**4 35 40 3 4 6 36 1 39 25 30 30 30 29**

#### Skills

Concealment Rural, Orientation, Row, SL-Ranger, SS-Woodsman, Set trap, Silent Move Rural, Spot Trap.

#### Trappings

Bow and ammunition, Knife, Hand weapon, Fur hat and buckskins.

The point of this scene is to let the players show their ability in a fight. After 2D4 rounds the inn keeper will intervene with a few of the tougher locals to subdue the fight backing him up with crossbows.

When the fight is over, Horst Weiler will approach the PC's and explain his plight.

***"Well, I'm glad you people came along when you did! Arzbach is a rough and ready place alright but that young woman should never be subjected to that sort of barbarity! Let me introduce myself, my name is Horst Weiler, I come from the town of Merxheim just down river from here.***

***I have been trying desperately to find someone willing to give me a lift back to town but nobody has been willing due to this dreadful storm. Please you have to help me. I must get to Merxheim as soon as possible. You people look more than capable of looking after yourselves. My town is not far and I will see you are rewarded well upon our arrival."***

Should the players ask why he needs to get back to town so badly or inquire as to the nature of the reward he will continue:

***It seems I am again to become a father! My wife is now heavily pregnant with my second child but the last birth had her in terrible pain. I could not see her go through that again. I took the short trip to Arzbach to try to obtain a remedy from the old wise woman just outside of town. Then this awful storm has gone and made everyone refuse to travel. I can't leave her there on her own, she's expecting the child any day now. I have some valuables back at home I could give you. Please help me?***

Horst suggests getting an early night tonight and leaving first thing in the morning. The river is swollen from the current rains but he predicts in the following days it will worsen and that debris flowing down from upriver might make travel dangerous delaying the adventurers further. As long as the winds remain manageable travel should well be possible. Road travel he will also point out can only worsen. He will eagerly point out that hanging around Arzbach for a week with angry locals about might not be such a great idea...

### Onward to Merxheim...

The journey to Merxheim the next morning will start early. The inn staff will throw the party a few strange looks as they prepare to leave. Commenting on the

weather and also the fight that took place the night before. The weather has not abated. While the winds have died down somewhat, the rain has been falling throughout the night and is still coming down in sheets.. Horst Weiler is still eager to get moving. While the going is slow nothing seriously dangerous should befall the party on their way to Merxheim. There are potentially some very dangerous encounters to follow and it is best not to weaken them too much before the trouble really begins.

You might like to spice up the journey with a risk test or two relating to the journeying itself. If the players are travelling by road, a horse going lame or a particularly flooded road might be used to add colour. A broken axle on their cart can be used to reinforce their reasons to stay when they finally reach Merxheim Should they be travelling by river, floating debris can be used to cause a few risky moments and induce a leak that will be in need of repair when they reach the border town that evening.

## Arriving in Merxheim

### Day 4

Arriving into town the players are faced with a bleak sight. Evening should be falling upon their arrival with light just beginning to fade. The rain is falling in torrents and as they arrive into town barely a soul can be seen. If they are travelling by road the gate man waves them in taking 3/- a leg. He advises getting indoors and 'keep yourselves to yourselves, we don't want no trouble here'. He waves them in and points toward the centre of town explaining accommodation can be found there.

Should the players be travelling by river, pulling into the wharf they find it deserted. No excise man comes to take their toll. Any character following the Smuggler, Boatman, Seaman or Pilot, careers should get an **INT Test** to realise this seems unusual. After tying up they can enter the town and search for somewhere to stay. Upon entering the town it soon becomes apparent that the place seems deserted. The streets are empty with the only sound being the heavy rain falling from the roofs of the buildings around them. Horst Weiler will explain this seems odd, Even despite the weather, No sign of life can be seen. The players can roam the streets for a while knocking on doors and calling out names but to no avail.

Finally Horst Weiler will spot a small home with the door open and a crack of light leaking out into the street. He will call out and make toward. The door only to see a figure of an old woman come to the door and slam it shut. No amount of hammering on the door will cause the woman to open the door. Questioning from behind the door will only be answered by answers to "be off", "Take your business elsewhere", "Leave an old woman alone". Should the players seek to break down her door, Horst will advise against it. He will quickly suggest while the mood of the town is worrying, he would much rather head for his own home and check on his own family and his wife.

## No place like home

The Weiler residence is on the outskirts on the far side of town. Travelling through the town it becomes very clear that the place seems deserted. Light is now beginning to fade and Horst is eager to reach his home. Cutting across town the players will see some lights bobbing on Mourners Hill and as they approach it becomes clear there are a number of people standing on the hill in the cemetery of the small town. Moving closer, the players will see a large group of people marching down the hill toward the graveyard gate. The procession is led by Albrecht Fissler, Merxheim's current lay priest of Morr. He leads the people in a prayer as they emerge from the graveyard. At this point the players can see a number of people have been crying and Horst Weiler immediately seems to recognise the priest. He begins to enquire as to what is going on in the town and why so many people are assembled at the graveyard?

The Lay priest addresses Horst directly:

***" Ah, young Weiler. You return to us at a sorrowful time. It would seem that many souls have heeded the ravens call and thus it is you find me here. Never the less, it brings me no pleasure to be called forth at such a time of great mourning. Who could have guessed that the master would take so many so soon? But it is not even for us priests to know the methods of the Gods or the reasoning for such things, merely to ease the passing of their souls. Evidently it was time for the Blutblochers to be finally bourn up in Morr's cold embrace. Who are we mortals to judge divine wisdom in these dark and sullen times?"***

***Only two days ago this family was found lying still in their beds, the death mask of the master clearly worn upon their faces. All save for their youngest - Greta. Many have come here to mourn them as you can see. 'Herr Doktor' was sent for and confirmed as was feared; it was disease that was the cause. We have just completed burying another group of travellers only now, confined to their rooms during their short stay here in Merxheim. These are dark times indeed, the people whisper of plague and some of the people have already left. I suggest you get yourself in out of this weather. If indeed this disease is catching, no good will come of it. Your companions look like they could do with some hot soup and a dry bed."***

Any of the people accompanying the priest can confirm the death of the Blutblocher family. Albrecht will advise finding suitable lodgings at the Drunken Pony inn, saying that it's the only inn that is still admitting visitors to his knowledge.

Back at the Drunken Pony the players will be admitted to the inn only after a barrage of questioning from Olaf Jaeger the inn keeper, from behind the protection of a stout door. Do not be afraid to make the players sweat a bit here. FEL tests should not be necessary but questions as to whether they are carrying any plague, where they have come from, when was the last time any of them was feeling ill? Etc. should be enough to

make the players uneasy. Just when they have had enough have him open the door and let them in. Rooms are available but at a hefty price (Olaf is paranoid but still is in need of the money).

Inside the inn the atmosphere is subdued. The bar room contains few local Merxheimers. Most have since fled to their homes due to the rumours now circulating rapidly about town. Horst Weiler is anxious to get back to his family and will ask the players to call at his home the following day where he can arrange to reward them for their help in getting him home safely.

Information can be gained from Olaf the innkeeper and an old drunk by the name of Helmut who never leaves the place! The other residents are a group of travelling leather workers, from Halsdorf in the Wasteland, some glass traders from Carroburg and a rat catcher itinerant currently on the move looking for work. None know a whole lot. Below are some snippets of information that can be gained in the inn.

- Two days ago a local sheep farming family were found dead in their beds. Seems they died of some foul disease.
- The only survivor was a young girl. Seems she is now to be an orphan.
- The local physician has confirmed there is disease in our midst.
- This morning three visitors to the town were found dead in their room.
- People are afraid to leave their homes for fear of catching the disease.

Despite the player's eagerness to investigate, there is little they can do before morning. All homes in town are locked up and nobody is willing to come to their door. Should the persist Werner Scholtz the local sheriff and a few local militia will eventually turn up to move them off.

## Investigations

Come morning time, it is likely the players will be intrigued by these recent events and will want to find out what is going on in Merxheim. The following are a number of plot threads they may choose to pursue.

### Questioning Albrecht Fissler about the recent deaths.

The players can be given directions to the old monastery by any villager in town. The old building stands on the hill on the Eastern end of town. Now nothing more than a ruin having long since fallen into decline. A single building remains in workable condition and is inhabited by Albrecht Fissler The lay priest of Morr now serving the town. Albrecht is a very haughty individual with a much higher opinion of himself than that of his peers whom chose to actually post him here at Merxheim. He is the last surviving member of the 'Order of the Scythe', an ancient sect of the cult of Morr who were dedicated to the eradication of Necromancy that plagued this area of the Empire over two centuries ago. He however has no such inclinations. Content to merely fill his position without ever fulfilling any martial obligations his order actually would have originally stood for.

Born the youngest son to Noble parents, Albrecht would never inherit any of his father's lands and so was ushered into the priesthood. Never having had the aptitude for his position he was designated to Merxheim more to get rid of him than to nurse his apparent inability. Here at Merxheim he was mentored by the orders last remaining serving priest. The cult was happy to move him to the backwater of Merxheim while they gratefully accepted his father's donations to the cult. With his isolation and blue blood, Albrecht's opinion of himself and his 'expertise' in all matters of the dead has since gone unchallenged. Now little more than a self important fool, he is the sole remaining priest here at Merxheim. His young protégé – Otto follows his every command to the letter only reinforcing the arrogance of his master.

Should the players suggest it at any point, Albrecht will refuse to believe in any possibility of foul play by the undead in Merxheim's current problems. He stoutly believes that should any signs of such things exist he would have noticed them. Missing such a thing would be too much of a blow to his ego and after all, is he not the authority on such things here in Merxheim? For Albrecht to believe such a thing it would require him suggesting it himself and given his disposition, he is not likely to do so any time soon. Also, should the players ever consider digging up any of the bodies for inspection he will not allow this under any circumstances, arguing that the dead when laid to rest should never be disturbed. It is Morr's law!

Albrecht can confirm that the bodies of the Blutblochers were indeed buried two days ago. All were found in their beds and none showed any signs of wounding of any kind. It is his opinion that the cause was disease.

He can confirm that the village physician Herman Betruger examined the corpses and confirmed as much. If asked he can also give his opinion that they looked like they died in much distress. ***By the look of their faces it would seem they suffered much at the hands of their torment'.***

He can also confirm that the three merchants were buried this very evening. It seems they suffered from the same ailment as the Blutblochers. All were found dead in their room and must have died a while before they were found. The bodies were starting to smell and had a strange pallor to their skin suggesting they were dead for a while. Tragic, since they must have been too weak to call for aid. (In truth the bodies of these victims had been drained of blood and have puncture marks on their necks, but given the state of the corpses when they were found nobody gave them a thorough look over. He will not offer up this information however assuming the physician did a proper examination).

### Visiting the Blutblocher residence

The home of the Blutblochers lies on the Western side of town. The place now lies deserted. A large wreath of flowers and ravens feathers hangs over on the door. The doors are locked with **CR 10**. The home is a simple affair with two bedrooms in the loft and a large communal room at ground level. Nothing unusual will be found in the house except for a bag of herbs found in the kitchen cupboard. These will be found with a successful search test +10 Herb lore, +10 Identify Plant. Any character with the above skills will identify the herbs on a successful **INT test** as *Krankenzeit* a herb used for treating fever. A mug containing this herb prepared as a drink will also be found in the bedroom of

Gunther Blutblocher and can be identified in the same way.

Locals will not take kindly to the PC's just busting into the house. Should they not take precautions and be noticed doing so will result in them being told off by the locals who will take them for looters and vagrants.

### Visiting Herman Betruger the local physician.

Hermann's home can be found in the centre of the village. He enjoys a comfortable existence and prefers to live close to the Blazing Comet where he can have easy access to his favourite pastime – drinking. He is however careful not to allow the townsfolk to see him get too drunk. For his own consumption he keeps a well stocked wine cellar and on most evenings can be found almost comatose lying on his comfortable chair in his sitting room. He does a good job of keeping it together whilst during the day but should the players call at night they might have a hard time waking him. How this visit goes will really depend on when they call to see him.

#### During the day

Should the players call on him during the day Hermann will come to the door and greet them. He is currently nursing a massive hangover from indulging himself the night before. He will however, accept their enquiries in a friendly manner regarding the disease explaining that the deceased all showed signs of a rare disease that hails from southern Kislev unseen in these parts before. If he is questioned heavily by a character with the Cure Disease skill or by a character with a past or current career as a physician, physicians student, herbalist or Pharmacist is allowed an **INT test** to realise Hermann is hiding something. Not all of his diagnosis makes sense and it appears as if he has muddled some of his facts. If Hermann realises the players can see through his charade he will make his excuses and ask them to leave. The result of this is that the players should come away with an inclination of Hermann's incompetence.

During this encounter players are also allowed an **I test** to smell the stale aroma of alcohol coming from Herman +10 for consume alcohol, +10 chemistry. Hermann fell asleep in his chair last night and spilled some wine down his trousers.

#### During the night

Should the PC's come calling at Hermann's door during the early evening run the encounter as above. If however they call for any reason later into the evening, there is a good chance they will catch Hermann after he has drank himself unconscious. Knocking on his door will yield no response. The players will need to make quite a noise in order to wake him up and have him come to the door. Hermann has a base 30% chance of waking from his stupor. The locals will not take kindly to the players causing a disturbance and may alert the militia by calling from their windows who will arrive in 2D6 rounds to move the Players on.

If they decide to try and peer in a window they will see a dimly candle lit room with a man lying back in a chair, head back, mouth open and a large red stain down his chest. It is quite possible they will jump to conclusions

and conclude the man is dead. Should they break down the door it will result in a Hermann waking up and in his drunken stupor and calling for the militia, not before verbally abusing them with every profanity he can muster.

Should Hermann come to the door due to persistent knocking the players will find a dangerously drunk doctor. He will gaze at them with a deranged look in his eyes and start to verbally abuse them! Telling them to get away from his door and generally making a scene. A large deep red stain covers his chest. Hermann spilled wine all down his chest after he fell asleep. The man reeks of alcohol but should the players fail to make the connection they might consider him to be wounded or even dubious in his habits. The result of this encounter should be ambiguous. The resulting scene will draw attention. Other locals will assemble at the Betruger house and see the PC's off. If they leave with more questions than answers you are on the right track.

### **Interviewing Greta Blutblocher**

It is quite possible the players may well want talk to young Greta Blutblocher. At the moment she is in the care of the Topfer family living on the South side of the village near the gate. Approaching the home the players will be faced by another locked door. Knocking on the door will simply yield an angry voice from the other side asking them to **"clear off"**.

***"Can't you see there is a plague in town? Leave good folk alone and go back to where you came from. There is nothing for you here."***

Requests to speak to Greta will yield responses to the effect of

***"Can't you see the young girls suffered enough? For Mor's sake, her families only dead five minutes and already the vultures are at the door. Don't make me have to go get my stick! Now clear off!"***

Only if the players provide convincing reasoning will they secure an interview with the child. A successful **FEL Test** should be required here +10 Charm, Public Speaking +10 to convince the Topfers the players mean no harm to the girl and are not carrying plague to admit the players to their home and interview the girl.

Alternatively, should the players be threatening a **LD test** should be used instead. A passed test will yield a **WP Test** from the Topfers (WP 35) to see if they comply. While getting them to open the door it will also result in tears from young Greta and make her more reluctant to offer up useful information.

### **What Greta knows**

On the night of her family's death, Greta was lying in her bed when she received a portent from the God of the afterlife – Mor. To the young child's mind this seemed more of a nightmare than some divine visitation. In fact, that is exactly how she perceived it

and went to her parents room sobbing. Her parents comforted her but her father who was suffering from a mild fever told her to return to her bed. Back in her room Greta found it impossible to sleep and being frightened by what she had dreamed decided to hide under her bed from 'the monster'. There she finally fell asleep. That night Graf Orlock came to the house of the Blutblochers having been invited after a free round of drinks in the Blazing Comet. "You my friend Lord Osterberg are welcome in my house anytime"...

The whole family was drained of their life-force. All except young Greta unknowingly saved by Morr through his dream. The young girl awoke When Anders Scheffenheimer, another local and employed farmhand arrived for work the next morning.

What information the players can extract from the girl depends largely on the questions they ask her. Here is the information she will offer if asked:

- Anders Schaffenheimer found the family dead in their beds. She had been asleep when he arrived.
- She did not actually see her dead family. Anders would not allow her into their rooms. (Anders was merely trying to protect the girl from further trauma).
- Her father had been sick and feverish on the days preceding his death.
- She had fallen asleep under her bed. She had been having nightmares and was frightened.

### **The Nightmare**

On the night of her families death Greta had a dream in which she was running through the forest. She could feel the presence of a monster moving through the trees and she tried to run back to the village. No matter how much she ran the village still seemed to be very far away. She could hear the dark shape in the trees whispering her name. Then she tripped on a broken branch and fell to the ground. A huge raven swooped from the trees and began tugging at her clothes with its feet and pulling her hair with its beak. She was terrified and awoke with a start.

This was the portent sent by Mor to the girl in the form of a dream. The dark shape in the forest represented Graf Orlock hovering on the outskirts of Merxheim and thus threatening its destruction. The raven is a symbol of the god Mor trying to pull the child away from her imminent danger. Do not decode this dream for your players. They should do this on their own.

### **GM Note:**

How Greta describes this nightmare really depends on how the players question her. She will not simply describe the whole nightmare in one go for their benefit. She will offer up snippets of it as the questions dictate. Make them work for this information. Greta has a hazy memory of this dream and she is only six after all!

### **Enquiring at the Blazing Comet about the dead merchants.**

The Blazing Comet is the best inn in the village of Merxheim. It is run by Anton Brauer, a chubby inn keeper and caters for the lodgings of the higher end travellers that pass through Merxheim. The Blazing Comet is not currently open for business. Anton will come to the door with a handkerchief wrapped around his mouth and politely ask the players to move on. There are currently no rooms available and he has a responsibility to his guests to keep them safe and the 'plague' outside.

He can be questioned regarding the dead merchants but at this time can only offer up the information as follows:

- The merchants were found dead in their room on the morning of Day 3
- They were wealthy glass merchants from Carroburg and arrived on the night of Day 1
- They were not feeling well and stayed in their rooms for the duration of their stay.
- They arrived on a Four Seasons Coach three nights ago. The coach is still here in Merxheim and should be found at 'The Bleeding Mare' on the South side of town.

### **Another Meeting with Horst Weiler**

At some point the players are likely to revisit Horst Weiler to receive their reward for taking him to Merxheim. They can receive directions by anyone in the Nordweg region of town. It will not take them long to pinpoint the Weiler house. Before the PC's come within even 100 yards of the house they can hear the screams and shrieks of a woman obviously in a lot of pain. As they approach the building they can hear a woman cry out and Host comes to the door. When he sees them he has a huge smile on his face. **"The baby is coming! The baby is coming! Mothers Rhya and Shallya save us! Please excuse my wife my friends but the birth is upon us. It will be a boy, I just know it!"** Horst is clearly ecstatic. He will pay the players 2 crowns each saying it is all he can spare and invite them to the Drunken Pony to celebrate? If the players agree he then leaves his wife with the midwives and departs for the inn. If they decline he will wish them well and suggest it might be better he stays here after all until the baby is born.

### **Events Day on 4**

Regardless of what the players choose to do on their first day in town there are a number of things that will happen that are beyond their control. These are fixed events and vital to the plot of the adventure.

#### **A. Plague!**

Run this event when the players return to their inn to eat or at the end of the day as they head to bed. Inside the inn the atmosphere is subdued. One eyed Rolf works quietly behind the bar while his staff busies themselves with odd jobs. The villagers nurse their drinks in cool silence as eyes meet back and forth. Some just look at the ground. All thoughts are on the disease. The silence in the room is jarring. Rolf strolls over and asks will the PC's be wanting any food and as he does so the door swings open. Standing in the doorway in the pouring rain is Alain Topfer. He strides into the inn and heads straight to the bar. He orders a stiff drink. All eyes in the inn are upon him. His face is

pale and lifeless. The inn keeper pours him some rough spirit and asks him:

**"What is it man? You look like you've seen a ghost!"**

Alain replies:

**"She's got it." He knocks back his drink and stares blindly into space "The little girls got it, the Doktor has been sent for. It's only a matter of time now, the poor girl will be lucky to make it till morning, Ulric save us!"**

At this murmurs begin to circle about all around the inn. People start to suggest getting out of the village while others shoot these suggestions down arguing they will never make it out of here in this weather. Arguments begin and some villagers leave covering their mouths and making holy signs with their hands.



Allow the players enough time to take in this scene until the door swings open again. This time it is Werner Scholtz the head of the village militia accompanied by four of his men.

**"Pipe down you lot! Nobody is going nowhere. As of now this village is under curfew. We are not going to have a panic on our hands, not on my watch! The Blutblocher girl is under our strict supervision now as is the whole Topfer family; it's for their own protection. Topfer! Topfer! I'm talking to you! You just mind your tongue and count yourself lucky I'm not locking you up too! The last thing we need is you spreading further unrest around here. This disease is being contained as of now. No one speaks; no one farts from now on without my say so. Now, everyone calm down, drink up and get back to your homes. Rolf... pour me a drink..."**

The villagers will begin to disperse from the inn. The players can interview Werner Scholtz now if they wish. Should they want to examine Greta they will have to convince Scholtz that they have some medical knowledge: **FEL Test +10** for each medical career completed (Herbalist, Pharmacist, Physicians student, Physician, Priest of Shallya).



### What Werner Scholtz knows

- The villagers are becoming restless. Rumours of an epidemic are rife.
- All the victims of the disease have been found with horrid contorted faces. Whatever this disease does it is not something you want to catch. The final stages would seem to induce agony.
- The merchant's corpses were in a terrible state when they were found. The smell was nauseating, two of the men through up while removing their bodies.
- Dealing with the disease is not the only problem he has to deal with at the moment. Bianca Luderheim the wife of a wealthy local trader is missing. Their work hands have reported for work each morning for the last two days but the mistress has not been there. They know the master is away on business in Middenheim but she was supposed to be looking after things while he was gone.

### B. Orlock takes another victim

The PC's investigations have not gone unnoticed. While the Blazing Comet has remained closed to the public, Orlock has continued to mingle with the clientele of the inn. He has been deeply interested and so far pleased with how his little plan has progressed. Word of the PC's investigation has gotten around as word has spread of the strangers in town asking questions. Paranoid villagers have been discussing Werner Scholtz's past in the Blazing Comet inn and The Graf has been eavesdropping and lubricated enough tongues to piece together the story of what happened here seven years ago. Graf Orlock is now ready to make his next move.

Older Villagers have been discussing the capture of Hugo Dross and the ineptitude of Werner Scholtz. Siegfried Hoffman, the once lieutenant to Scholtz during his road warden days has been chosen by Orlock to further his plan to spread hysteria to Merxheim.

That evening Orlock removes some shed hair from Siegfried's coat while he is talking in the inn. Orlock then heads to his room. From there he turns ethereal and leaves the inn and heads straight to the home of Anders Schaffenheimer. Based on the PC's investigations, he has anticipated that they will seek to interview Anders about the Blutblocher killings. He arrives at the house and makes his way around the back. Here he is met by Anders's watchdog that promptly attacks him. He snaps the animals neck with his bare hands but in this process wakes Marie Anne Schaffenheimer – Anders' eldest daughter. She comes to the window and is met by Orlock's hypnotic gaze. She opens the window to let him enter and he murders her and the rest of the family draining them all of blood and restoring his magic points total.

Orlock then using the strand of Siegfried Hoffman's hair casts a curse spell on Siegfried to create pox marks all over his skin. He then leaves the Schaffenheimer house but not before setting fire to the place and later escaping into the night in the form of a Giant Bat.

Neighbouring villagers assemble at the Schaffenheimer house and begin to form a chain throwing buckets of

water on the fire. The blaze is out of control. The house is already a lost cause.

The players are awoken by shouting in 'the Drunken Donkey'. Someone downstairs is shouting "**fire, fire!**" Looking out the window the players will be able to see a glow coming from the North West of the village. People are running back and forth with buckets to the river. The players can get involved with putting the fire out if they want to but either way it will burn itself out fairly quickly with the falling rain. The wet conditions will stop the fire spreading to the other buildings. If they do help to put the fire out this will stand them in a good light with the locals.

### Aftermath

In the aftermath of the fire it can be seen that little remains of the Schaffenheimer home. The bodies themselves are little more than charred skeletons by the time they are found in the ashes. Nothing is left that could identify them as having been victims of a vampire. The only thing that survived the fire is the old dog house out around the back of the house. If the players search the area they will easily find the body of 'Fangs' the family dog. Any character examining the body can identify that the animals neck has been broken on a successful **INT Test** (+10 Animal Care, +10 Heal Wounds, +20 Surgery, +10 Animal Training). After a proper search with a successful **I Test** two single foot prints can be found in the wet mud outside one of the remains of the window. No sign of any other prints leading to or from the building will be found.

## Day 5

### Events on Day 5

#### A) Mourning in the morning

Next morning Albrecht Fissler leads a procession through the streets carrying the remains of the Schaffenheimer family. The players wake to the sound of their hymns as they proceed down toward the graveyard in order to grant the last rites to the victims of the fire. Out of all of the windows of every building can be seen miserable faces watching the procession as it ambles toward the prepared burial site. Those villagers that are willing to leave their homes and brave the 'plague' follow in mourning behind.

Werner Scholtz rides alongside the funeral procession on his horse while 10 of the town militia follow along to support their captain. The funeral march stops at the graveyard and Albrecht Fissler begins his sermon calling upon Morr to intercede on his behalf and guide the souls of the departed into his realm.

During this ceremony the crowd is uneasy and a lone woman approaches the congregation. She has clearly been crying. She pulls back her hood and immediately launches into a verbal attack on Werner Scholtz.

***"How heavy does the burden of responsibility lie Scholtz? Tell me, how can you sleep at night with what has befallen the people you have vowed to***

**protect? Is not all this the product of your reckoning? Six more dead! Six more dead! How can you still bare to show your face round here when the Shallya herself seems to have clearly abandoned this place? I ask you good people? Is it us that have done anything to deserve this?**

**At this very moment my husband lies in his bed, suffering from this plague that is infesting our town and what have you done? Nothing! He will die. He will die! And what then?**

**Are we to stand idly by and just watch this doom unfold? This is insane! Are we to blame for this? I say not! You all remember. Tell me you do not remember? I ask you now good folk of this town? What will you do?**

With this the people of the procession begin to stir and take on a far uglier demeanour. The people begin to point their fingers at Scholtz shouting:

**"It was him, he started all of this!"**

**"It's true! The hanged mans words have come to pass!"**

**"What are you gonna do Scholtz to fix this? This is all your doing! You've called a curse down upon us! Damn you Scholtz! Damn you!"**

**"The dead demand retribution! Get him!"**

With that the people advance on Scholtz and he calls in his militia to see them off. They stand threateningly in defence of their captain. A few minor blows are struck. This scuffle will not last long. It does not take long to subdue the crowd and most are seen off without too much fuss, scuffling back to their homes. Albrecht Fissler stays on to finish the last rites of the dead but Gurta Hoffman returns to her home to nurse her husband.

## **B) Born unto Fire!**

At some point during the players investigations on day 5 they will become aware of a commotion centred around the town square or outside the Weiler house. Gertrude Weiler has just given birth to her young son. The birth however was a long and laborious one resulting in the birth of a mutant! On the surface the baby seemed normal. The baby was delivered and passed onto his mother. However, after as she rested and later breast fed the baby, the shocking truth finally hit home. The baby had a small set of very sharp teeth and not only desired milk but also blood from its mother!

Horrified, Gertrude was beside herself with fear. Though weak from the birth she decided she could not give up her baby to the witch hunters that would one day come undoubtedly come knocking. She had heard the horror stories before of what befell mutant newborns. Such is the nature of Chaos that a strange instinct overtook her. She decided the only thing for it was to trust her infant to the shelter of the forest. She knew that not all was as it seemed there. She had heard the talk over the years of the unseen watchers that dwelled beneath the eaves in the deeper stretches of the untamed wood. Not to

mention the first hand accounts told by the trappers of the nearby village of Azbach. To this end, still burdened with the shock and trauma of the birth, she decided to sneak the baby into the forest to ensure its survival.

She did not get far however, a lone woman wearing little more than a bed sheet carrying a baby in the rain did not go unnoticed as she approached the village gate. When challenged by the watchman, the wound on her breast and the blood on her sheets were enough to betray her intentions. It was not long before a number of villagers had assembled screaming for the blood of the newly born abomination.

When encountered by the PC's, the villagers are already constructing a pyre of old furniture and wooden debris. Gertrude stands with her hands tied pleading for mercy. Albrecht Fissler stands overseeing the whole scene.

The rain has reduced to a mere drizzle while the wind blows briskly about the rough pyre being assembled in the market square. There are near 40 individuals in the crowd, ranting and raving about the 'doom that is befalling Merxheim'. Two men are rough handling Gertrude while another holds the baby upside-down by one leg while the infant screams and balls with such rough treatment. The mob is ugly and shouts can be heard to the effect of:

**"Chaos, Chaos is among us!"**

**"We must cleanse Merxheim of this abomination!"**

**"Fire!, bring fire!, and wood and oil. The lord of pestilence surely has chosen this town for some ungodly doom? We will burn him out and bring the warmth of Ulric's fury to the child. That's the only way we can be saved. Do the Gods work people, do the Gods work!"**

**"This woman is in league with darkness! She has coveted this vermin in our midst, nursing it in her womb and then meant to harbour it in secret! Death, death to Chaos in all its forms! We will have the will of the gods done here this day. Death! Death to the harbingers of Chaos!"**

**This fiend! This concubine of the incubus! Burn her! Burn her!**

How the PC's react to this situation is up to them. The baby is a mutant after all and it could well be the players will have no problem with its destruction. Gertrude however is not a mutant; the people however mean to burn her too as an 'interloper of Chaos'. Horst Weiler will come to the aid of his wife trying to push his way up the pyre but will be clubbed down by a militia man before being kicked on the ground by the angry villagers. All order in Merxheim is beginning to unravel.

Should the players save Gertrude from the pyre, this will stand them in a bad position with the mob later in the adventure. Should they try to save the baby, they will need a convincing display of might to frighten the villagers enough to back off. Otherwise they will attack the PC's until D6 of them are incapacitated or killed.

This event will weigh heavily during the final events later on...

One way or another, should the players allow the burning to continue Albrecht Fissler will address the crowd:

***"As the only standing clergy here at present in the town land of Merxheim, responsibility falls on me to see the will of the legal Gods of the Empire done.***

***I stand here before you in the two thousandth, five hundred and twelfth year of Sigmars Empire in the presence of the good and God fearing people of Merxheim. The woman who stands before you is charged with giving birth and then harbouring a servant of the dark gods. Seeking to give it life and seeing that it is fostered in good health, though that breaks every law of both Gods and man.***

***Under Ulric's law I am compelled to order the cleansing of this abomination by the fire of his fury. Let all here bear witness and so too the Gods above, that we will see this done."***

With that, the pyre is lit and both mother and baby will die. The screams can be heard all about the town intermixed with the roars and cheers for blood by the people of Merxheim...

Should the PC's not interfere, both Gertrude and her baby will be put to death. Horst will be dragged off and thrown in a cell to be processed later.

### **C) A Blast from the Past!**

As night falls Graf Orlock once again leaves his resting place in the basement of the Blazing Comet. Having learned the night before of secret past of Werner Scholtz, he starts to put the final parts of his plan to destroy Merxheim, Albrecht Fissler and whatever remains of the Order of the Scythe once and for all. Turning ethereal he makes his way to his room. From there he rematerialises and opens the window before transforming into a giant bat. He picks his moment and flies out into the night before landing in the graveyard and once again resuming his original form. He quickly locates the graves of Three Rope Hugo and his followers and casts Summon Undead Minor Hero followed by Summon Skeletons. He then orders them to attack the Militia barracks and finally transforms into a Giant Wolf.

Three Rope Hugo leads his six skeleton followers toward the Barracks to kill as many militias as possible. They are under orders not to kill Werner Scholtz himself, merely wound him. Orlock wants him alive in order to harvest the maximum amount of repercussions this event will bring.

At the same time, Orlock himself now having used up quite a lot of his magical power needs to feed and in the ensuing mayhem and confusion The Skeleton war party will bring has decided to implement a blood bath of his own. He will wait in the graveyard for the skeletons to launch their attack before combing the back alleys in his wolf form for fleeing villagers who have left their homes

to see what all the commotion is about. He then proceeds to pick them off and slaughter them one by one.

Depending where the PC's are at the time, they will become aware of the undead assault either sooner or later. Three Rope Hugo will lead his party to the outside of the barracks. First they will smash as many windows in street as they can. This will draw the on duty militia out of the barracks and also alert off duty militia and rouse them from their homes 2D6 rounds later. The skeletons will then begin the wholesale slaughter of all they encounter.

Orlock's intention here is to strike terror into the population. Scholtz and his men will do their best to engage the undead. For each militiaman killed or incapacitated you should test against Werner Scholtz's **LD** characteristic. If the test is failed they will flee from the scene of the fight. These men are only lightly trained towns people and not hardened warriors. They have never faced supernatural enemies like this before.

Everywhere villagers are running in terror from the undead. Orlock prowls the outskirts of the fight and picks off lone escapees as they flee. He will not do this within sight of the main combat itself.

Scholtz will not leave the fight. If the players come to his aid it will stand them in a very good light with him later on. Should they help defeat the skeletons he will ask them to join the militia, explaining that he could use good men like them.

It is also possible the players will encounter Orlock in his wolf form as he attacks lone townspeople. During the course of the fight he will make multiple kills ripping out the throats of his victims. Only if the players actually make an effort to go searching the area for a necromancer during the course of the combat will they encounter him. If so he will seek to kill one of them should they be alone. He will never leave his wolf form. If outnumbered he will seek to flee into the night.

### **After the fight**

After the defeat of the undead, Werner Scholtz and his men will take stock of the casualties. Scholtz will commend the PC's for their actions if they helped out during the fight. It is not long however before a crowd gathers around scene of the carnage. Townspeople have gathered in large numbers to witness the results of these latest events.

Scholtz seems clearly shaken by these latest events. He will order aid gathered for the wounded and ask for word to be sent to the physician. If the players have not already agreed to join the militia, he will call for all able bodied men to come forth in this hour of need. Watchmen are needed at the gates and lookouts on the walls. He wants to be ready should another assault be forthcoming. Not long after word will spread of the dead found with their throats ripped out among the back alleys. Some witnesses will claim to have seen huge wolves among the confusion. The crowd becomes restless and Scholtz reinforces the curfew. All those not serving in the militia are to return to their homes at once.

If the players have agreed to sign up Scholtz places them on guard duty on the West wall for the next four hours of the watch. Nothing else will happen this night. When their shift time is up he debriefs them, telling them to get some rest and that he has a special job for them in the morning.

If they do not agree to join Scholtz's militia (perhaps because they are suspicious of him) he will order them back to their inn. He will place a guard on their place of lodgings. (He is taking no chances. He is well aware that he is only holding onto order in the town by a thin thread). He does not need 'do gooders' adding their two pence worth to the now growing hysteria.

## Investigations

### Questioning Werner Scholtz

Players seeking to question Werner Scholtz as to the meaning of the outburst from Gurta Hoffman are unlikely to get far. Scholtz will be courteous to the players, explaining that the residents are a superstitious lot and that people will say and do crazy things when put under this sort of pressure. He will try to reverse the questioning, using his position to steer the conversation away from him and more to do with the players actions. Why are they here? Why are they carrying weapons? Why are they going around town asking so many questions?

If the players persist he will simply say:

***"Folk around here are afraid of their own shadows right now. It doesn't take much to lay the seeds of blame at the feet of those that try to make a difference. Suffice it to say, that woman is a trouble maker who would rather heed the empty threats of a dying criminal than listen to the folly of her own words. Now, if you will excuse me, someone has to keep order around here during all this madness!"***

He will then lead his men away on a patrol. He will not under any circumstances discuss his past or the hanging of the highwaymen seven years ago. If necessary, he will even threaten to lock the PC's up for obstructing his ability to keep order in the town.

### Questioning Gurta Hoffman

After the funeral incident it is quite likely the players will wish to speak with Gurta Hoffman, the wife of Siegfried Hoffman. If questioned as to the meaning of her words at the graveyard Gurta will explain that they really should talk to her husband about that matter. She has already said enough. Her husband is already suffering from the plague and she refuses to bring down the retribution of the 'spirits' further on their heads. She can explain that Siegfried came down with plague like symptoms just this morning when he woke. He is currently lying in his bed back at their house. Should the players ask to see him she will gladly lead them to him.

### Back at the Hoffman House

Gurta will lead the players to her home near the North Gate. It is a small run down house where the middle aged couple scratch out a living on their meagre lands just outside the village walls. Inside the house Siegfried is lying in his bed looking miserable with himself. He is currently terrified for his future. He truly believes he will die in the near future. Given the fact all the other victims died suddenly he has resigned himself to this fate. So far he feels fine but his whole body is covered in a series of red pox marks. He awoke this morning covered in these marks and has assumed he has caught the plague.

In truth, Siegfried has been cursed by Graf Orlock. Any character with the Cure Disease skill who examines Siegfried will be able to identify the marks as resembling what he believes look like similar markings to that of the 'Red Pox'. He is not however suffering from any of the other symptoms of the disease at present such as nausea or vomiting. Allow players and **INT Test +10** Cure disease to think this odd at what looks like such an advanced state of the disease.

Any character that examines Siegfried and has the 'Magical sense' skill will be able to sense an aura of magic emanating from him. The use of the 'Detect Magic' spell will also discover this. Such players should be allowed an **INT Test** to make the connection between the symptoms if they were pointed out by a character with 'Cure Disease' and the magical aura +10 if they possess the Curse spell, +10 if they possess the Remove Curse spell.

The spell can only be removed by a level 4 or 5 spell caster using the 'Remove Curse' spell or by destroying Orlock.

Announcing Siegfried is suffering from a magical curse will only compound Gurta and Siegfried's fears of curse being brought down on them by Werner Scholtz's actions seven years ago and will spread like wildfire throughout the village later.

### The Sins of the Past

Should the players question Siegfried Hoffman about the curse and the outburst of Gurta at the graveyard earlier read this to the players:

***"Werner Scholtz is not who you think he is. That is to say, things are not all that they might seem here in Merxheim. Scholtz is the captain of the militia or sheriff as we call him, but it was not always so. The man only took that position seven years ago, before then he was my captain. A captain of the Roadwardens that is. I served under Scholtz for five years and it was in the last three that I really saw the man show his true mettle, his determination and finally his uncompromising ability to see a job done!"***

***In those days the roads around here were terrorised by a group of highwaymen led by a man known as 'Three Rope Hugo'. Little did we know at the time, 'Three Rope Hugo' was actually the***

**wayward son of Alphonse Von Dross, a wealthy noble from Bergsburg in Ostland. Hugo Von Dross, or 'Three Rope Hugo' as he was known to us, was most famous for the pungent smell of perfume that lingered in the air after he had left the scene of the crime.**

**Hugo was a slippery fish and no mistake! For three whole years he led us on a merry chase throughout the surrounding wild lands on both sides of the Reik. Who knows for what reason a wealthy dandy with not a worry in the world takes to a life of crime? Perhaps it was boredom or a lust for adventure, who could know? But the man was smart one, that's for sure...**

**Our hands were tied on so many times, foiled time and time again as our quarry crossed the border into the Wasteland only to appear a few weeks later further North or South to harass traffic once again. So much so the man had become somewhat of a local legend from Leydenhoven to Carroburg.**

**Coach prices soared as the extra cost of armed escort threatened to put coaching companies out of business. Word spread and bounty hunters started tuning up as the price on his head rose. We were determined not to fail. We had spent too long chasing him down to lose him now. Then, seven years ago whilst pursuing the band across the Mirror Moors 'Three Rope Hugo' and his band crossed the border to evade pursuit. Scholtz threw caution to the wind and decided to lead us into the wasteland and capture Hugo once and for all. We knew it was unlawful and out of our jurisdiction but all of us agreed, we would not lose him again!**

**In the dark caught them by surprise, we surrounded their camp. We captured the whole group in one swift stroke. Our celebration however was not to last, we brought the criminals here to Merxheim where the plan was to bring them in to Carroburg for trial. That was when Scholtz discovered who Hugo really was. He mocked us and boasted of how the trial would be thrown out of court. He would hire the best Lawyer in all of Middenland and be back out on the roads again in a week!**

**We knew he was right. We had broken the law to bring him in and he was of noble birth. He would get off and that was too much for Scholtz. He decided to try him here and he got no arguments from the people of Merxheim. Trade had suffered greatly during Hugo's reign of tyranny. He was found guilty and he and his band were hanged here in the village square.**

**The thing is, it's what Hugo said before he died that I have found hard to forget all these years. The hairs still stand up on the back of my neck when I think about it.**

**"Be it plague or be it haunting I will be avenged. Let all here bear witness to fruits of your endeavours. I will have my respite. With my spilling blood you seal this pact! This I do**

**solemnly swear with my most bitter dying breadth!"**

**"Seven years have passed since and Werner Scholtz took his new position as Captain of the militia soon after the trial. Nobody spoke about the trial as the years past. Glad to have the terror of the highwaymen at an end and content to keep the secret safe. That is until now. I fear this secret has brought caused Hugo's curse to resurface! And now the people of Merxheim will pay for it with their lives!**

#### **Investigating the coachmen**

Calling at the Bleeding Mare the players will be confronted by Kurt Vogel the inn keeper who will address them from the open window above the inn. The doors to the inn are locked and a paranoid staff has no intentions of opening the doors. Kurt hears them knocking on the door and levels his loaded blunderbuss in their direction before he begins to speak:

**" Step away from the door good sirs and take a few steps backwards. Now, that door down there has been reinforced by young Frederick here and we have no intention of opening it! As I'm sure you understand, I have a responsibility to my guests, my staff and most importantly to myself that no plague steps through the doorway of my inn. I appreciate that you have problems of your own, but my cellar is stocked only with provisions enough to account for the well being of those already under my care.**

**Now, unless you have some pressing business I ask you nicely to be off and take your business elsewhere. So far the militia have not convinced me of their ability to contain this situation and we are prepared to take these matters into our own hands should the need arise. So if you have something to say, now is the time to say. Otherwise, be off with you!**

If the players require speaking with the four seasons coachmen, they will have to convince Kurt to persuade them to come to the window. Talk of vampires or supernatural phenomenon will only test his patients. Requesting to speak with them about his passengers or the merchants who died from the 'plague' will yield better results. A successful **Fel Test** +10 Charm, +10 Cure Disease will help convince Kurt to bring one of the coachmen to the window before he asks them to finally leave. Refusing to leave results in him firing his blunderbuss into the group! If the players persist, other staff will come to the other windows to fire improvised projectiles down on their heads.

#### **What the Coachmen know.**

- The coachmen left Altdorf just under a week ago carrying several passengers who disembarked in Carroburg.
- In Carroburg they picked up a new set of passengers three glass merchants to complete the trip to Marienburg.



- Upon reaching Azbach they picked up another passenger A wealthy Southerner landowner saying he was on the look out for new holdings in the area by the name of Ignatius Osterberg.
- All seemed in good health. Osterberg tipped well but the merchants seemed rude upon leaving the coach.
- The merchants did not respond to goodbyes or even leave a few brass pennies for a tip. Unusual as they seemed like talkative chaps when we left Azbach.

### Examining Greta Blutblocher

It is very possible the PC's will wish to visit little Greta to get to see this plague up front first hand. They can do this if they wish but will actually be confronted by a real sickness. Greta is actually suffering from the same infection her father had before he was murdered by Graf Orlock. Characters visiting the Hoffman home will find Greta in her bed suffering from dysentery. Details of this disease can be found at the start of this adventure or in ***Corrupting Influence (Best of Warstone 1-9 page 51)***. She is in no immediate danger. Characters with the Cure Disease skill can diagnose this disease with a successful **INT Test** +10 for each medical career completed (Physicians Student, Physician, Herbalist, Pharmacist) Details for curing the disease are given in the book mentioned above. If you prefer you can simply allow the use of the cure disease skill but a complete cure will not be immediate. A treatment of some medicinal herbs and fluids will also be required.

Providing the diagnosis will help put the Hoffman's at ease since they are looking after the girl, but trying to convince the rest of the population of Merxheim that this is not a plague will be fruitless. People are too far gone with paranoia to listen to some out of town strangers.

### Investigating Ignatius Osterberg

Calling at the blazing Comet yields a similar response to the Bleeding Mare. Anton Brauer refuses to open his door. He explains he has a responsibility to his guests. He can confirm that he does have a guest staying at the inn by the name of Ignatius Osterberg **"and a fine upstanding chap he is too!"** He will not entertain any suggestions that Osterberg is clandestine in any way. He explains the Blazing Comet has a reputation as the finest hostelry in Merxheim being known for housing the highest profile guests that visit the small town. He has no intention of putting them or any of his staff at risk with this latest epidemic. Riffraff will not be admitted under any circumstances.

Should by any chance the players find their way into the inn and manage to get into Orlocks room they will find it empty. During the day he is sleeping in his coffin in the basement of the inn. Enquiries as to where he is will be answered by Anton as:

**"My guests are free to come and go as they please. I am neither their father nor mother, merely their servant. Now if you will please leave? Or, must I insist by calling Herr Scholtz and his men to see you out?"**

As the players are leaving they will see Hultz the young bar help pulling up in a small cart and unloading some sacks of supplies. They will find Hultz more accommodating to their enquiries. If they decide to question him about Ignatius Osterberg, Hultz will seem unsure as to whether he should really be answering questions about his patrons guests:

**"I'm not really supposed to discuss the business of my master's guests, I could get into a lot of trouble for gossiping about their private affairs. This job pays little enough already without losing it!"**

Players can get around this with a bribe of 2GC or more. Hultz is aware of the goings on in the inn and can be a good source of information about Ignatius Osterberg.

### What Hultz knows.

- Ignatius Osterberg is a Southerner whom he believes is from Wissenland and speaks with a strong accent. He seems generous and is well liked by all the guests at the inn.
- The atmosphere in the inn is nervous. Everyone is worried about the plague. Everyone in town is gathering supplies. The curfew has escalated the seriousness of the situation.
- The dead merchants never left their room from the moment they arrived. He delivered food to their room and they told him to leave it outside. There was a strong odour coming from their room at the time. He thought this odd at the time.

## Day 6

### The Unquiet Dead

Next morning the PC's are awoken at their place of lodgings by a commotion at the door. Werner Scholtz and ten of his men have arrived carrying assorted bows, crossbows and spears to draft the PC's into the militia:

**"Sorry to wake you at such short notice friends but your presence is required. As the lawman in this town it my duty to keep order and an uneasy mob is assembling around the graveyard, undoubtedly led by that blasted priest of Morr! This town is in danger of degenerating into an unruly rabble and I will not give it over to the mob! I need all able bodied men to present a show of strength to these trouble makers. These are dark times we find ourselves in, but what we need is discipline not unruly rabble rousers spreading disorder and madness. Collect your gear and meet me outside in five minutes. Merxheim will not fall apart. Not on my watch!"**

The players have little choice in this matter. If they refuse they will be told to reconsider. Merxheim needs men like them right now. Surely they do not side with that wild mob? If they still disagree they will be arrested and taken to the cells in the barracks.

Up at the graveyard, the mob has assembled for yet another funeral. Orlock has left no less than five victims

after his killing spree the night before. The crowd is ugly and all have gathered under the leadership of Albrecht Fissler in light of the undead attack last night. When the PC's and the militia arrive they are gathered around the desecrated graves of 'Three Rope Hugo' and the highwaymen. All the graves are empty. Loose soil lies scattered all about the surrounding graves.

The mob is headed by Albrecht Fissler and carry torches and assorted weaponry comprising mainly of farming implements. They accuse Scholtz of bringing down a curse upon them for his past actions. Albrecht Fissler backed by the angry mob addresses Werner Scholtz, the remaining militia and the PC's:

**"And what say you of this Werner Scholtz? Will you claim now that all of this is none of your doing? The dead have risen! A blasphemy in the eyes of the Lord of the Underworld, to whom I have sworn to serve. Tell us now master sheriff, are we to believe you have not brought down a curse upon this fair town with your selfish actions of the past?"**

***This town was ridden with plague and yet you denied it. A babe forsworn to the four dark powers by birth and still you deny it. And now in this dark hour, the very spirits of the men you executed on this very soil have unnaturally risen from their slumber, scores lie dead, wolves roam the streets!, and still you deny it?***

***Well we say to you good sheriff, the people have had enough! This ends now! STRING HIM UP!***

With that the crowd gets ugly brandishing sticks and rope, the angry townspeople lunge forward and attack the militia. Werner Scholtz will order his men to form a defensive circle to fight off the angry mob.

Scholtz and his men will seek to stun rather than kill the townsfolk. He does not want blood on his hands. PC's seeking to kill townsfolk will be warned against it. The mob is a large force of 30+ angry townspeople. Though not able fighters they do still pose a threat to the PC's. A swift display of impressive magic or perhaps gunfire might sway them. In such circumstances, a **LD test** based on Albrecht Fisslers **LD 35** should be made. If the test fails the mob will flee. Under normal fighting conditions, when 2D6 townspeople have been incapacitated they will flee.

### **Taking stock**

After seeing off the mob Werner will order his men back to the barracks to regroup. He will ask the players to accompany him reasoning that the townspeople involved in the mob will now recognise them and it would be better that they were not caught on their own.

Back at the barracks he will order his men into groups and explain to the PC's that he has his hands full here keeping order here in the town. He needs them to perform a task for him. He can pay them for their services on completion of the job. He does not have much to offer but both his respect and thanks. He can scrape the coffers and offer them a reward of 20 Crowns

for their help in the locating a missing person. If they agree read the script below to the players:

If the PC's did not take part in the fight but were arrested and flung in the cells, they will first become aware of the guard in their cell rising from his seat to check on a lot of shouting and scuffling coming from the main guardroom. They can hear shouts and orders being barked by Werner Scholtz and his men. After a while Scholtz will enter the jail room and explain he is sorry he had to throw them in the cells earlier. The town is descending into chaos and he must do all he can to prevent all order from being lost. He asks the players to please reconsider doing some work for him. At this point read the script below to the players.

***"By now you can see what I am up against here. I wish I never had to involve you all in this but as you can see the mob has left me little choice. That damn priest has whipped the mob up into a frenzy. All reason has left them. All my resources are spent just keeping them from either hurting themselves or each other. Albrecht Fissler has messed with their heads, preaching his dogma and has decided that I am somehow responsible for all of this!"***

***That is utter nonsense of course. Still, it does seem there is definitely something very strange going on here. I do not however have the resources to investigate it. You people seem to have your noses firmly poking into every ones business around here. Yes, yes, that's right, I know all about your investigating. My men have been keeping tabs on you since you got here. But perhaps you were right to be suspicious. There are obviously dark forces at work here.***

***Four days ago a woman by the name of Bianca Luderheim went missing here in town. That was around the same time all these troubles began. My past experience tells me that there has to be some connection. Of all the deaths that have taken place here over the last few days there has still been no sign of her body. Bianca lives in a big house on Mourners Hill. My men can give you directions. I need you to find her and if she is alive bring her back. She is a wealthy woman and her husband is currently away on business in Middenheim. People could certainly use some good news around here. Bring her back. We're counting on you.***

***Go to the Luderheim house; see what you can find out. Leave no stone unturned. People don't just disappear!***

***I have to stay here and keep order. I am relying on you. Find Bianca Luderheim!"***

### **At the Luderheim House**

The Luderheim House sits on the top of Mourners hill not far from the ruins of the old monastery. Approaching the house the place seems deserted. The house is a two storey building and one of the oldest in all of Merxheim. On the centre of the roof is an attic room that resembles a small tower overlooking the town. The residence is surrounded by an eight foot wall

and the gate is open with a path leading up to the house. The door is decorated with a large brass knocker in the shape of a griffon. Knocking at the door yields little at first. The players will hear creaks and distant noises from upstairs. Several minutes later the door will open slightly ajar. Behind the door stands a small hunchbacked man with a crooked grin. Lars, the man servant of the house will enquire what it is the PC's want.

The key here is getting into the house and searching the attic tower. This room is where Bianca hides her diary. Lars will be stand offish at first but once he realises the PC's are here to help he will become more open and be more forthcoming with what he knows. Saying they have been sent by Captain Scholtz will put them in good stead with Lars.

### What Lars knows

- The master of the house is away on business in Middenheim. He left three weeks ago with four wagons of agricultural produce. He should have been back by now but considering the condition of the roads right now he has surely been delayed.
- The lady of the house does not tell him much of her business. She wedded the master two years ago but is considerably younger than him. Lars gets the impression though she is quite unhappy here in Merxheim. On more than one occasion he has caught her crying alone when she thinks nobody is around.
- The lady of the house disappeared without warning. She is normally very predictable in her routines. Lately however she was spending more and more time alone. Spending days at a time on her own up in the attic.
- On the day of her disappearance, Lady Luderheim left on one of her regular trips into the forest to pick wild flowers as was her pastime. Lars is not sure if she returned after this outing as he was off collecting firewood at that time, but he certainly has not seen her since she left.
- The ladies disappearance was reported to Werner Scholtz but little has come of it. He now fears for her safety. It would be sheer tragedy for the master to return to find his wife missing or worse...

### Searching the Luderheim House

Should the players suggest to Lars that they search the house for clues, he will seem unsure at first but it will take little to convince him. He will insist on accompanying them at all times during their search however and will not tolerate them stealing from the master or her ladyship.

### The Luderheim House

#### 1) The Hall

The hallway to the mansion is decorated in the style of a hundred years ago. Expensive paintings decorate the walls depicting images of the surrounding countryside, the free stadt of Kemperbad and Middenheim as it was 400 years ago. Luderheim obviously has expensive tastes. Any character with the Art skill can identify this

on a successful **INT Test** +10 Art. The floor is decorated in exquisite rugs and antique décor.

#### 3) Dining Room

The dining room has a large mahogany table set with fine silver cutlery. Obscure objects decorate the room which gives it a strange foreign feel. Odd looking masks brought from as far as the South lands, Religious totems from the steppes of Kislev and an intricately decorated gold torque from the misty isle of Aeren are among the items displayed in this room.

#### 4) Kitchen

A modest affair, the kitchen is well stocked with food with an assortment of cooking implements. Lars will take great exception to anyone fiddling around in here. This is his workplace and he keeps it very clean.

#### 5) Landing

The landing is decorated with a large mirror at the top of the stairs. More assorted art adorns the walls here. A portrait of the Mirror moors, the coastal town of Salkalten and a recent portrait of Bianca Luderheim are among those displayed here.

#### 2) The Study

The study is decorated in Luderheim's favourite antique furniture which for him is more of a passion rather than a show of wealth. . Around the walls stand two large book cases displaying subjects such as art (mostly from the 18<sup>th</sup> century), history and antique furniture. A large section is given over to this subject. Curiously, there is also a tattered copy of 'The Book of Light' a strange and rare magical tome written by the eccentric wizard/poet Alain Ginsberg. It contains along with some terrible poems regarding the heavens and daylight, the Petty magic spells Glowing Light, Marsh lights and Magic Flame.

#### 6) Servants Quarters

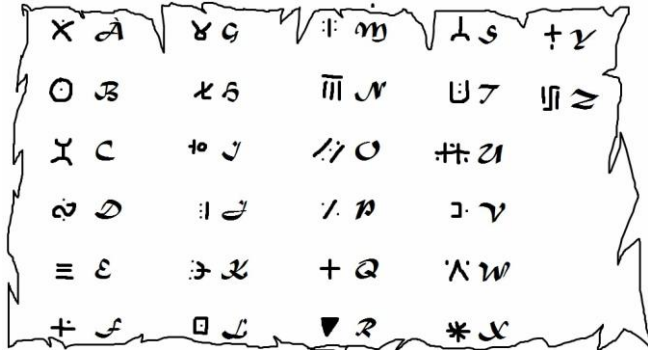
This is the room Lars occupies and spends most of his spare time here. It is a simply decorated room. Lars will not be impressed with PC's wanting to tear this place apart for clues and will make his feelings felt should they try.

#### 7) Master Bedroom

This is the main bedroom of the house occupied by Herr Ludwig Luderheim and his wife Bianca Luderheim. It is tastefully decorated and is dominated by a large four poster bed in the centre of the room. The dresser on the far wall contains many of Bianca's personal items but contains no clues. There is a jewellery box here with a gold necklace with a large ruby. Worth 150GC. Also are a number of lesser items of jewellery such as bracelets and ear rings with a total value of 75GC.

Hidden under a loose floorboard is a small black book which contains the code used by Bianca Luderheim and her lover Boris **Handout 1**. This will be found on a difficult search test **(-10 I)** Usual bonuses for Spot Trap +10 and +10 if the character has completed the burglar career. The finding of this item may or may not be crucial to the players deciphering the love letter found later in the old lightning struck stump.

### Handout 1



### 8) Guest rooms

#### 9) Attic

This room is dominated by a large buttressed viewing window. Viewed from outside, the window box looks like a small tower overlooking the whole town. From here can be viewed the whole Western half of Merxheim. Inside, the attic can be reached by a small stairway based at the end of the upstairs hallway. The attic itself is a dusty area that has been used for storing rugs, old furniture and other brick-a-brack. In the window box area is a small chair and writing desk that is noticeably less dusty and contains both parchment and ink in a small drawer. Its less dusty appearance will be noticed on a successful **I Test** (Read/Write +10). Searching the desk on a successful I Test (Spot Trap +10) will reveal a loose panel in the back of the desk that contains a bunch of letters belonging to Bianca Luderheim. Give the players **Handout 2**.

### Handout 2

*How did I find myself here in this strange and melancholy existence? As a young girl I dreamed of a life free of toil and pain. So strange to now have found myself here? Ludwig is sweet and tries so hard to please me but it gets harder and harder to conceal my contempt for him. I am so full of misery cooped up in this place. This room is like a prison. My heart yearns for more, just a ray of sunlight in this bleak and sterile excuse for a life.*

*If it were not for my love, I think I'd die. My heart aches for our next meeting. He is all that now keeps me going. He is a ray of hope in this dark and sullen world. If I were to be discovered now all would be lost. This house, this life, everything! Ludwig must not find out, he will not find out!*

*The code book he left for me at the monolith was a clever move. My love has insisted that we use it from now on, insisting I burn all our older and even our forthcoming correspondence. The flowers are all blooming now. So beautiful, the woods are*

*so pretty at this time of year. Collecting the flowers is a good excuse for me to go into the woods, it makes retrieving his notes so much easier now. And nipping off to the monolith does not take long. Ludwig leaves for Alddenheim in a few days. It will not be long now until we can lie together once again. How my heart yearns for him...*

### Into the Woods...

After their time at the Luderheim house, if the players have done their work properly they will likely want to head into the woods to search for Bianca Luderheim. Lars can easily point them in the direction of the area where Bianca goes to pick flowers. Trying to find someone with knowledge of the surrounding woods who will know of the Ancient monolith mentioned in Handout 1 will prove fruitless. Lars can confirm however, that it is only a short walk to where the wild bluebells and snowdrops grow that Bianca loves so much. He can also explain Bianca normally picks flowers along the woodland trail and never travels far from it for safety reasons. These local woods are not known for being dangerous but being on the fringes of deeper more dangerous forest the threat is always there.

Leaving the towns North gate the players will find a rough trail leading West into the woodland. A light rain falls and the reduced light casts an eerie atmosphere in these woods. It is still a good mile and a half inward into the forest however before it becomes wild and untamed. Local loggers have thinned the forest here just outside town and large clearings can be found throughout this area. The dirt track has become slushy with mud and characters with Follow Trail will be unable to discern if anyone has travelled this way over the last few days. Finding the area of ancient monolith unguided relies upon a characters ability to locate the flowers Bianca was searching for. You can allow players to realise this on a successful **INT Test** if they don't think of it themselves.

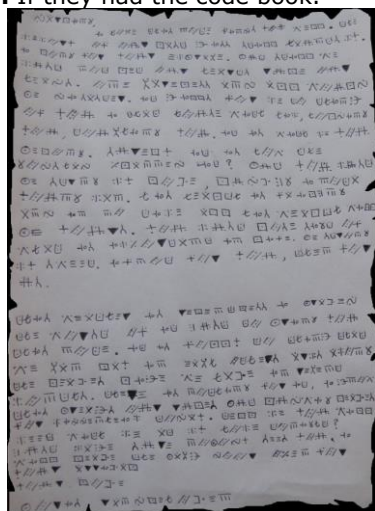
Characters trying to identify such a location with Identify Plant get a bonus of +10, Herb Lore gives only a +5 to this test. Alternatively combing the area and looking for an old overgrown pile of stones could take hours.



### A Rock and a Hard Place

In a rough clearing in the woods lies an ancient dolmen. It is overgrown with brush and the whole area is interspaced with trees. All about the forest floor grow bluebells and other assorted forest flowers depending on the time of year. Any character following the Old Faith will recognise this place as sacred on a successful **INT Test**. A character having followed the druid or druidic priest careers will recognise it instantly.

Depending on how they go about it will determine how long it takes to find this place. Searching at the foot of the stones underneath some leaves is a small metal box. Opening the box will reveal a hand written letter written in a strange code. Deciphering this code should be easy using the book found in the Luderheim house. Alternatively, characters with the cryptography skill can decipher the code on a successful **INT Test**. Give them **Handout 3**. If they had the code book.



If they deciphered the code without the book give them **Handout 4** instead.

### Handout 4

*Darling,*

*I hope this note finds you well. The memory of our last kiss still haunts my dreams. I long for your embrace. But still, we must not let our hearts rule our heads. One careless mistake and all would be disaster. It kills for me to think of you in that house with him, holding you, touching you. It is with me that you belong. Surely it is how the Gods had planned it? But*

*you must be strong my love, Ludwig is not a young man. His health is failing and in no time all his wealth will be yours. You must not lose sight of what is important in life. Be strong my sweet. If not for you, then for us,*

*This weather is relentless. I braved the worst of it just to bring you this note here. It is folly to think that we can lie in each others arms among the leaves like we have in recent months. There is nothing for it. I know this breaks all our rules but Ludwig leaves for Middenheim today. Tell me you will meet me at my home tonight? Just make sure nobody sees you. I will leave the back door open for your arrival.*  
*Your love*  
*Boris Randelthoven*

### Back Into the Eye of the Storm

After discovering the letter that was left for Bianca at the dolmen and deciphering the code, the players should have a fairly good idea just exactly what was going on in Bianca's life. They should also now know that she was meant to read this letter and that if she did then she would have gone to the home of Boris Randelthoven on the night of her disappearance.

Heading back to town the weather gets far worse. The rain is now falling down in sheets and will thoroughly soak any characters who have not adequately prepared for it. It should be late evening by the time they finally reach town. It is important at this point to start mounting the tension of what is now to lead to the climax of the adventure. As darkness falls the storm worsens. Thunder can be heard in the sky and visibility becomes impaired. The storm should build from now on worsening by the minute.

During their walk back they will witness a huge cloud of crows as they head into the woods to roost. It takes two whole minutes for the cloud to finally complete their passing over the PC's position. While any ranger character will not see this as unusual behaviour, it



might well serve to unnerve them. Especially if they make the connection with the cult of Morr.

The sun will be going down over the hills as they arrive. On the fence of the town a lone raven sits barking out its sordid call as daytime slowly gives way to night. Any character with the Animal Care skill or having completed one ranger career or more will think this strange. Ravens should be heading off to roost at this time. The bird will continue this activity right into darkness unless disturbed. The PC's can read what they will into this 'omen'. The bird will not react to them in any way other than to fly away if disturbed.

Upon arrival back to town, the players can seek directions to Boris Randelhoven from anyone in town. He lives on the southern end of town.

### **A Choice Encounter**

On the way to Boris Randelhoven's home the PC's will encounter Albrecht Fissler and his vigilantes – now a mob of at least a hundred strong. He will challenge the PC's, questioning them about where they are going and why. He will explain that He and 'his' flock are taking back Merxheim. Werner Scholtz and his men are not capable of protecting the town. If they know what is good for them they will stand aside or face the fate of the militia! If questioned as to where they are he will proudly say they are back in the barracks 'safely subdued'! As far as Fissler and his mob see it, higher and darker forces are at work here. Morr will be their protector now! He is self righteous and unmoving on this. He warns if the PC's resist, they will face the same fate.

As the players leave, Fissler tells one of his men to follow them. He does not trust them and wants to know what they might have to do with the recent events here in town. On the journey to Boris's house the players will be followed. Characters with Sixth Sense will become aware of this. Their pursuer will stay at a distance and merely watch where they go. If he is challenged he will run back and report to Fissler.

### **Choices, Choices, Choices...**

Since the night of the vampire attack Boris has in a state of shock. He has taken to hiding out in his home. This has come as no surprise to anyone in town due to the curfew and the general fear that has been keeping most Merxheimers off the street. Nobody has suspected that his reasons for his isolation are any different to the other local households.

He has however been beside himself with grief. Bianca's death has had an unstable effect on poor Boris and he has lost all sense of how to cope with this situation. The affair with Bianca was not merely fun for either of them. Boris and Bianca were deeply in love and her death has sent him over the edge. For the past few days he has tried to come to terms with what has happened. All he knows is that some sort of flying creature killed his lover while he slept. This was bad enough and any normal person would have reported what had happened to the militia so the creature could be hunted and he could be acquitted of any suspicion. The truth however is that Bianca is the wife of Ludwig Luderheim, A prosperous

merchant and property owner of many of the homes in Merxheim. Just how could he justify Bianca lying dead in his room? Some likely Story of a 'creature' was just too unbelievable in light of this fact.

He reasoned that he was more likely to swing for her murder than be believed. Ludwig Luderheim would see to that. Moreover, Bianca has lain under Boris's bed for the past few days. But now he is desperate. Her body has begun to smell and is attracting flies.

He is now in a state of panic and fears being discovered with a badly decayed corpse. To this end, he has decided to dispose of her body tonight.

### **A Bungled Body in the Night**

Depending on how quickly the players made it back to town will determine how they will find Boris. If they were efficient discovering the dolmen and the coded letter beneath then Boris will still be in the house when they arrive. He will protest to anyone entering his home. He will deny any knowledge of Bianca's whereabouts. If confronted however, with evidence of their affair (producing the code book or either of the letters) he will instantly fall apart under the pressure.

Bianca's body can be found in a sack in the kitchen. Boris will explain the whole mess and his reasoning for his actions:

***"I know what this must look like! But you must believe me; I am not responsible for any of this. I know this is hard to believe, but I loved this woman. She was mine and I was hers.***

***Four nights ago she came here to this house. We had planned to be together for so long. That old man Luderheim has never made her happy. It is me she loved. We planned to be together. How could this have happened?***

***She came here and we spent the night together and that's when it happened. I had been sleeping and suddenly awoke to the sound of my love dying. There was a strange chill in the air; I could see my own breadth! I was barely awake when I realised what was going on. Bianca lay motionless upon the floor and a large dark shape lurked by the window. By the time I had risen from the bed I could only see the strange creature leaving through the window. I did not get a proper look at it but it had dark fur and large featherless wings and was bigger than a man. It escaped into the night and left me alone with my dead lover on the floor.***

***What was I to do? What am I to do? Nobody will believe the truth! Even if they do how would I explain having the body of Bianca Luderheim here in my bedroom? Please help me. I swear it is the truth. Please, don't see me hang for this?"***

On the other hand, if the players delayed in finding the hidden box with the letter then Boris will already be in the process of carrying Bianca's body from the house. Arriving at the house the players will have a base 30% chance of hearing Boris sneaking out the back of the

house with the body in a sack. Either way, should they catch him in the act or he get out unnoticed, it will not be long before Albrecht Fissler and his mob will arrive to enquire as to his actions. In this case the players will hear the commotion and be able to interrupt.

Upon discovery he will protest his innocence:

**"I know what this must look like! But you must believe me; I am not responsible for any of this. I know this is hard to believe, but I loved this woman. She was mine and I was hers.**

**Four nights ago she came here to this house. We had planned to be together for so long. That old man Luderheim has never made her happy. It is me she loved. We planned to be together. How could this have happened? She came here and we spent the night together and that's when it happened. I had been sleeping and only awoke to the sound of my love dying. There was a strange chill in the air and I was barely awake when I realised what was going on. Bianca lay upon the floor and a large dark shape lurked by the window. By the time I had risen from the bed I could only see the strange creature leaving through the window. I did not get a proper look at it but it had black fur and it had featherless wings and was bigger than a man. It escaped into the night and left me alone with my dead lover on the floor.**

**If you don't believe me just look at her body! I didn't do it!"**

Any PC examining the body of Bianca Luderheim will notice two puncture marks on her neck on a successful **I Test** (+10 Heal Wounds, +20 Surgery). Should the players fail this test then one of the members of the mob will notice it. The body has been almost completely drained of blood.

Boris will again reinforce his story by blaming a monster on the woman's death. You should give the players enough time here to come to their own conclusions about a vampire being the cause of all of the trouble. You can buy them time here using the crowd to argue among themselves debating and shouting over one another. **Only** if the players do not suggest it themselves, after much debate by members of the mob as to what horror could have caused this, Albrecht Fissler will finally rally the crowd and set the players straight.

#### **GM note**

The speech below can be used even if the players actually suggest vampirism as the cause. Albrecht simply believes he came up with the conclusion himself anyway. Play this for its most worth. You should seek to irritate and annoy the players. Albrecht is an irritating individual after all!

**"A fiend! There is now no doubt. My worst fears have been confirmed. I'd hoped it had not come to this but had always suspected..."**

**A fiend hides among us and I fear it is the darkest fiend of nightmares. Surely we must take this as a**

**sign Morr sent it here to test us? What now I ask you, do we now fail him in our piety?**

**This fiend my good people is a vampire no less and it must be destroyed! Less it destroy us all. It is a duty for which my proud order was created many centuries ago. As the last serving priest of Raven's Home I speak for Mor when I say take up your torches, leave no house unchecked, no stone unturned! Root this nightmare out of its hiding place! We will sanctify this place of the evil that now lurks within! Tear this place apart! Find the creature! We will watch this abomination burn on the purifying pyre of Morr! Let this be our holy crusade. The lord of the underworld commands it!**

**Take these trouble makers and put them with the others. Merxheim's fate is in Morr's hands now. Nothing must stop us in our holy work!**



With that the mob will descend upon the adventurers and demand they drop their weapons. Failure to do so will result in the mob attacking the players. They are armed with clubs, crossbows from the barracks and torches and will seek to subdue the players by stunning if necessary. No arguments will be entertained. Fifteen crossbows will be pointed at the group to back up this threat.

Despite what the PC's might have suggested up to this point to Fissler about the possibility of an undead threat, to him this is instantly forgotten. As far as he is concerned, it is him that came up with this theory. He can not be shifted on this. His arrogance is such that he will actually believe this to be the truth regardless of any argument. Even if it is pointed out to him, he will ignore it savouring the credit for himself. Such is the personality of the priest.

The mob is over a hundred strong and ready to fight. They have been whipped up into a frenzy by the Lay priest of Mor. The PC's will now despite any protestations, be frog marched toward the barracks.

Along the way toward Mourners Hill, the mob begins to systematically burst down the doors of all the local houses along the street. They are searching for the vampire at the behest of Albrecht Fissler and will stop at nothing in their search. Townspeople are torn from their houses and beaten and bullied by the mob. No one is free from suspicion.

At your discretion, a few choice scenes can be introduced to add to this atmosphere if the pace of the adventure requires it. These are listed below:

**1) A woman wronged**

A woman is torn from her home and thrown into the street. A burly man pushes a pendant of a portal (holy symbol of Morr) into her forehead. Screaming in protest the woman receives a backhanded blow from the man.

**2) Burning down the house**

Three members of the mob batter on the door of one of the houses only to have a pot of night soil thrown down upon them from a window above. Demands to open their door are returned with insults and verbal abuse. The mobsters then smash a window and throw their torches into the house starting a blaze...

**3) Looters**

Various shops along the street have their shutters pulled open and angry townsmen begin to loot valuables from them. Some traders come to the rescue of their livelihoods but are beaten senseless for their efforts!

**4) Racism**

The players witness a Dwarf or perhaps a Kislevite or Bretonnian accused of being in league with the undead. This is obviously a vent for the frustration of the crowd but will result in the individual being beaten to a pulp unless someone intervenes.

**Darkness Rising**

What happens next really depends on what the PC's choose to do at this point. If allowed, the mob will usher them across town toward Mourners Hill. The mob will continue its house to house search for the vampire while they march the PC's to the barracks where they will seek to throw them into the barracks building under armed guard with Werner Scholtz and those men who remained loyal to him. Albrecht Fissler leads the mob from the front and can be seen at the fore shouting encouragement to his fellows as they begin their ascent of the hill toward The Blazing Comet. Upon reaching the barracks the players will be forced inside at crossbow point by at least ten townspeople. If they have chosen not to go quietly they may well be out on the street when the mob reaches the top of the hill. Otherwise they will be thrown into the barracks and have the door locked behind them. A heavy guard of thuggish townsmen are stationed here at the barracks and are armed with swords and crossbows having helped themselves to the militia's resources.

By the time Albrecht Fissler and the mob reach the top of the hill their numbers have grown to several hundred, the two moons Morslieb and Mannslieb have risen in the sky just behind the hill. The high ground buildings and the movements of the mob can be seen silhouetted against the backdrop of the twin moons glow from the barred windows of the militia barracks. The rain falls in sheets and the crack of thunder and a flash of lightning can be seen arching from the clouds above. The storm has hit its peak.

Suddenly the mob stops at the top of the hill. A misty shape coalesces in front of Albrecht Fissler and quickly solidifies into the shape of Graf Orlock. The mob stands back behind the priest. The Graf throws back his cloak and reveals his claws and fangs in all their unholy glory. Albrecht Fissler is suddenly gripped with fear and holds his holy medallion of the raven in front of Orlock. The vampire recoils and then simply strikes the holy symbol from his hand. The Lay priest falls to his knees in fear, all his holy fervour and piety having left him. Then in a shrieking voice as old as time, Orlock bellows at the priest stunning everyone into momentary immobility:

***So now shaman! Now feeble priest! So finally, it is I that wins preacher! It is I who is finally victorious after your scarring crusade! And so now I put an end to you and your pathetic order once and for all and avenge all that is mine...***

The mob stands in shock as Graf Orlock rips Albrecht Fissler's head from his shoulders with his bare hands and kicks his body aside with his foot causing it to roll down the hill into the stunned mob.

At this point half the crowd panics while the other half advances on the Vampire. Orlock then casts the 4<sup>th</sup> level Battle Magic spell Change Allegiance on the crowd.

If the PC's are in the barracks they will be able to witness these events and perhaps escape what is to happen next. If however they have somehow avoided being locked up in the militia building they will have to deal with the events as they unfold. In this case, it will be almost impossible for them to get close to Orlock at this point. The mob have clogged the streets leading to Mourners Hill and will recognise the PC's should they mingle with them. In such a situation they will aim to subdue them or even kill them at this point.

Orlock casts his spell and the crowd turns upon itself. The once united mob begins to kill and maim while the vampire himself easily subdues and kills all assailants who come at him. He drinks of their blood and restores his magic point count.

Should the players attempt to enter the mob to get to Orlock have them attacked by a group of 'controlled' thugs. Use as many as is necessary to keep them at bay. Avoid hurting them too much in this fight. They will need their strength for later. If required, use strike to stun and grapple tactics. Keep piling them on until Graf Orlock makes his final move of this fight...

Whether the PC's are locked in the barracks or outside, when the vampire has finally restored his magic points total, he casts the 4<sup>th</sup> level Necromantic spell Wind of Death. Using most of his magical power, the vampire calls forth a swirling black wind that gusts down the streets and alleys of Merxheim. All living things still on the streets receive 2D6 wounds as the life force is sucked out of them. If the PC's are outdoors when this happens they will get caught in the effects of this spell. If however they are locked in the barracks it will not affect them.

**GM Note:**

Such a powerful spell runs the danger of derailing the adventure at this point and may require fate points for the players to survive it. Be careful here. The idea is not to have a party wipe out. Be willing to fudge your rolls should this kill a PC, unless of they deserve it of course!

## **Panic on the Streets of Merxheim**

With the casting of the Wind of Death spell and the decapitation of Albrecht Fissler, the mob falls apart. Heaps of bodies lie motionless in the streets. Those who have survived it turn and run in every direction. The streets are thronged with panicking men, women and children. What's left of the mob charge back down Mourners Hill and run for whatever shelter they can find. Graf Orlock feeds upon the fleeing folk, cutting them down as they run. All are afraid to face him.

What the PC's choose to do during all this is up to them. Panicking people will most definitely restrict their movements no matter what their actions may be. Refusing to give way to the panicked crowd will result in violence. By the time the players get near to the top of the hill Orlock will have left. He has made for the graveyard and unless they suspect this it will be impossible to stop him in his next actions.

## **Down Among the Dead**

After the massacre at the top of Mourners hill, Orlock after sating his need for fresh blood, casts the 3<sup>rd</sup> level Necromantic spell Raise Dead transforming the fallen into 6D6 Zombies. He orders them to attack anyone found on the streets. The zombies covering his exit, he then casts the 4<sup>th</sup> level Necromantic spell Total Control allowing him complete control over all of the undead in Merxheim. He then heads straight to the graveyard. Anyone watching the graveyard will notice a large winged creature landing among the stones. He quickly transforms back into his original form and then casts the 3<sup>rd</sup> level Necromantic spell Raise Dead, summoning 6D6 skeletons from the surrounding area. The skeletons burst through the ground – the ancient remains of the fallen dead from the battle of the Ford centuries before. He then casts Summon Skeleton Minor Hero and raises Three rope Hugo from his grave once again and orders him to lead the undead into Merxheim regroup with the zombies and slaughter every man, woman and child.

His work done, he transforms back into his Giant Bat form once more and heads straight for The Blazing Comet. PC's watching the area have a chance of spotting him on a successful **I Test**. Once inside he proceeds to subdue everyone in the inn. Finally, he casts the 1<sup>st</sup> level Necromantic spell Summon skeletons and raises D6 of the inns inhabitants as zombies as his personal bodyguard. With 36 magic points remaining Orlock then proceeds to watch the carnage unfold from the comfort of the Blazing Comet.



## **In the Wake of the Storm**

After the massacre while Orlock leaves for the graveyard, the PC's are largely left to their own devices. All about them the people are scurrying from building to building. The dead line the streets in heaps. Behind the fleeing townspeople come the shuffling corpses of the mob. They indiscriminately begin to slaughter everyone in their path. Players trying to fight their way to the top of the hill will not be able to avoid dealing with the zombies. It soon will become apparent that there are probably far too many undead for the PC's to deal with. All about them the zombies are dealing death to local Merxheimers.

Below are a few encounters you may wish to add to this scene at your discretion. You may add more if you wish but avoid putting the players in situations they can not get out of.

- 1) A group of zombies burst down the door of an old woman's home and proceed to try and kill her. Her shrieks and screams can be clearly heard by the PC's. If the players fail to intervene she will be quickly killed.
- 2) A group of terrified Merxheimers rush down the street to escape a large group of shuffling undead. A young woman is jostled in the crowd, dropping her baby and becomes swept along with the fleeing mob. The baby will be killed by stamping feet unless someone intervenes.
- 3) A single brave soul, A lone Merxheimer (one of the ex militia) stands in the street and calls for aid in facing the undead. He is duly ignored by the fleeing people and moves to engage a group of zombies. He will be quickly overpowered and killed if left to fight alone.
- 4) A group of zombies have cracked down the door of a tall tenement house. Shrieks can be heard from a window above. A young girl can be seen at the window being overpowered by a couple

of rancid looking zombies. She turns and jumps from the window plunging to her death!

- 5) A woman stands in an open doorway being overpowered by a group of undead. She screams to her husband to help her. He stands at the door looking on terrified. He then loses his nerve and turns and runs. Abandoning her...

After five minutes of fighting have passed (five turns) or 50 rounds. The skeletons will arrive, lead by Three Rope Hugo. At this point the situation will become hopeless. The zombies have already broken any defensive spirit the townspeople might have had. It should be obvious to the PC's that they can not face this combined force.

### **An Old friend**

After the zombies attacked, the guards placed on the barracks fled with the rest of the population. Should the PC's have been locked up with the militia in the barracks, they will now be able to make their escape. Either way, Werner Scholtz and his men will then pick up a desk from his office and use it as a battering ram on the door. They will then pick up any weapons that might be lying in the street and move to the defence of the town.

If the players are already fighting in the street, when things are really looking bad for them, have Scholtz and his men show up carrying improvised weapons and come to their aid.

Pile on as many militia as are necessary to allow the players to defeat the undead group they are engaged with. After the immediate combat is over Scholtz orders his men to hold off the undead and to stage a fighting retreat.

You should use this part of the adventure to add a little colour. It is highly probable the PC's are badly wounded by now and in need of first aid. The ongoing battle can last as long as you like while a stale mate is reached between both sides. There is plenty of opportunity for heroic rescues and a mini turf war to be put into play here. This will give the players time to realise that there is no way the towns folk can escape from Merxheim alive without the destruction of Orlock. Below are some ideas for mini distractions during this part of the adventure.

He pulls the PC's aside into a side alley and addresses them:

**"My men are both too few and too ill equipped to deal with this menace. Ulric! (spits), some of them are just boys! The town is falling apart. The undead have overrun Mourners Hill and are spreading into the rest of town. I can't be sure, but that scary fellow who butchered Albrecht Fissler seems to be the leader. Me and my men have never faced an enemy like this before. I've heard stories of such things sure, but I never thought I would stare death itself so personally in the face!**

**If only it were a hundred years ago! The priests of that old ruined monastery at the top of the hill would have known what to do... My friends, you**

**people look like you know how to deal with this sort of thing. I could see it in your faces in that last fight. You fought with a bravery that is rare among men. Because of this I ask you, find a way to stop this menace? I will stay here and try to rally some of the broken mob into some sort of a defence. Will you do this?"**

At this point it is certainly possible the players may be unsure of what exactly they must do. They must not take long to decide however, all about them battle is raging as the militia do their best to hold off the undead.

If the players do not pick up on Scholtz's comment about how the priests of Morr would have known what to do one hundred years ago it might be critical to relay this information through Werner Scholtz. Give them a chance to come up with this on their own however, a few further hints from Scholtz might be required but don't make it too obvious.

When they do ask about the monastery or the cult of Morr in the town have Scholtz tell them the following:

**"I am a relative newcomer to this town, but from what I have learned from the time I have spent here, Merxheim was not always as it is now. That old ruin at the top of the hill was once a holy monastery of Morr. Local legends say the priests there were staunch enemies of the undead. The monastery was finally destroyed just over one hundred years ago during the siege of Merxheim. They say it was blown to rubble by Emperor Dieter IV's guns. The priests there are no more but legends of their power still persist. If the legends are true, maybe there is still something there that can help us? If you can get to the ruins and find such a thing Merxheim might just survive the night. My men and I would be willing to cut a wedge into the enemy's ranks to give you your best chance. Say you will help us? If not I fear Merxheim will fall this night."**

What the players choose to do here is up to them. If they do indeed go to the monastery they may well find some important information that will help them destroy the vampire. On the other hand, if they choose to stay and fight with Scholtz and his men they may well find the final battle far harder unless any of them already have some experience fighting vampires. Basically, the players really only have three main choices. These have been accounted for below. Should they manage to come up with anything else you will need to improvise.

### **To Raven's Home!**

If the players agreed to go and investigate the ruins at the behest of Werner Scholtz he will remain true to his word. He will call forth volunteers to join him in a push toward Mourners hill. This will result in twelve volunteers led by sergeant Huslier agreeing to follow the adventurers to the hill and provide a protective shield for the PC's to make it there safely.

How you handle this push really depends on you and what you think your players can handle at this point. They should not however just get up the hill without a



fight. The undead will engage the militia as they rush forward to prevent the enemy from bogging the players down in the fight. Play this scene up for all it's worth. These gallant men will sell their lives dearly on behalf of the players, make sure they know it! Pile on as many undead as is necessary. If you think they can handle it, you may choose to throw a few skeletons at them.

As they near the ruins a phalanx of skeletons led by Three Rope Hugo will march toward the melee. Sergeant Huslier will shout to the players **"Now's your chance! Run for it. We will hold them off. Go now! Before it's too late."** He then leads his remaining men in a charge at the undead shouting **"For Merxheim!"** This is the PC's cue to leave. Those looking behind will see the militia being overwhelmed by the undead...

If they stay they deserve all they get. The precise number of skeletons in the undead hero's unit is up to you but should be enough to pose a serious threat.



### **We Stay and Fight!**

If the players decided against investigating the monastery and decided to stay and fight with Captain Scholtz, they will be in for a tough time. Scholtz will reluctantly agree but will order twelve of his men led by Sergeant Huslier to hold Raven's Weg against the undead. He will order his men and the players to hold the undead at all costs while he and a small band of men will seek to head toward the South gate to rally as many citizens as they can to mount a counter attack against the undead threat.

Mounting a defence here will not be easy. Sergeant Huslier and his men are willing to fight to the end but are not seasoned warriors. A few minutes after Scholtz has left and the last few zombies are mopped up, Three Rope Hugo and his skeleton force will arrive. Among the skeletons raised will be ten skeleton bowmen. Three Rope Hugo will order the undead to set up a blockade on the main street and prevent anyone from approaching The Blazing Comet inn. Graf Orlock will then once again cast Raise Dead on the fallen corpses in the vicinity of The Blazing Comet resulting in another 6D6 zombies rising to their feet. This reduces his magic point count to 24. This final force is sent into the side streets to murder all they find and prevent any chance of a defensive push coming from the side streets and from any remaining militia threatening Orlock unawares.

Hugo's force of skeletons will seek to hold the PC's and the volunteers at bay. Their main aim is to protect the Blazing Comet. They will not make any determined attempt to push any advantage. After a few rounds of fighting characters having followed a military career (Soldier, Marine, Militiaman, Mercenary, Templar, Free Lance) should get an **INT Test** to realise this. Characters having followed the Mercenary Sergeant or Mercenary Captain career receive +10 or +20 to this test respectively. During this period the players would do well to patrol the side streets, doing what they can to hold off the zombie force. They are buying time for Werner Scholtz's return. The players might well pay for their stubbornness here. Still, the goal here is to convey the mayhem the zombies bring. They move among the buildings breaking windows and searching for Merxheimer's. make the players work hard in the towns defence. If they feel the situation is hopeless you will know you have handled this scene right!

### **Fly you fools!**

There is always the possibility that the players will decide at this point that all is lost. After all, the town has been over ridden by undead and a powerful vampire casting spells like Wind of Death might well seem far out of their league. Some of them may also be suffering from heavy wounds. In this situation they may well decide to run and take their chances. If this happens you will have to deal with this eventuality whatever way you best see fit. PC's looking back will see the town being overrun and without their aid, it will surely fall.

Also, escaping may not be quite as easy as they might like. Depending on how mean you want to be, you might decide some of the fleeing town's people have stolen the PC's boat or horses in their own effort to escape. The undead will certainly be watching all the main gates. With Graf Orlock having cast his Total Control spell he has complete control of all the undead in Merxheim. They are quite capable of acting independently even though he himself is at the Blazing Comet. Remember, his goal is to erase all memory of the Order of the Scythe and destroy the town of Merxheim. In his view, no one should escape.

## You're on your Own...

Run this encounter as the players reach the ruins of Raven's Home. They should just have come from a tough fight with Three Rope Hugo and his skeleton unit. Upon reaching the ruins, a view over the whole town is available. All about the town small fires are raging and people can be seen running through the streets. Undead can be seen smashing windows and small bands of Merxheimers are staging small efforts of defence against the undead menace.

From the ruins of the monastery can be clearly seen the Reik-Brücke, the great rope bridge spanning the river over to the other side of Merxheim and linking Mourners Hill to the Kleinstadt district. A large group of women and children maybe twenty strong can be seen being chased by a group of undead. The PC's are too far away to assist but can clearly see the events as they unfold. On the far side of the bridge stand a group of defiant Merxheimer's seemingly guarding the bridge gate into Kleinstadt. The refugee group flees across the great bridge in an attempt to escape the undead. As they make the crossing, the undead move in pursuit. Some of the children fall victim to the zombies while their mothers try desperately to fight them off. The battle on the bridge lasts only moments. Then the Kleinstadt Merxheimer's panic and cut the ropes!

In their desperation the people of Kleinstadt have descended into anarchy. A group of fearful residents have learned of the events unfolding on the other side of the river and have chosen to protect themselves! The women and children plunge to their deaths. There is nothing the PC's can do. Any PC's witnessing these events unfold should make a successful CL Test or receive 1 insanity point for the trauma caused by this tragedy. Merxheim is now cut off from all help East of the Reik...

## Death Makes Angels of us All...

The monastery of Raven's Home is now no more than rubble. Its outer wall is all but gone, its stones having long since been salvaged by stone masons in order to build other buildings in Merxheim. What does remain is largely dilapidated. The remains of the old library is the only building that still stands that is in any way still recognisable. It is this building that Albrecht Fissler has made some effort to maintain. It is now little more than a shrine to Mor. The whole Southern and Western walls have long since collapsed. On the remaining walls hang holy symbols of both the raven and the portal. At the Northern end of the room are a set of stone steps that lead down into an old storage area of the library. This area was used as a makeshift shrine chapel by Fissler. It has a wooded door with a padlock: **T3 D8, CR 10**.

This door opens into a small chamber with unlit torches upon the walls. Providing light, a small room dominated by two rough stones capped by a larger stone making up a rough portal in the style of an old dolmen. This seems to be the centre piece of the room and doubles as an altar. Upon the altar stands a stuffed raven.

Among the items in this chamber are a few things the PC's might find interesting. There is a small table in one corner with a smoke and incense decanter. Hanging on

the wall with a plaque depicting his name, is Siegfried Hexebrenner's sword. This weapon has been blessed by the abbot himself and bathed in the holy water of the monastery. It is not a magical weapon but its sanctity will cause **+1 D** against vampires. Also in another corner lie the remains of the armour of a long dead Raven Knight. Only the helmet, breastplate and the right vambrace remain. These armour pieces were seen as holy relics by Albrecht Fissler and items of high importance. They are some of the only remaining relics of his orders heritage after all. The symbol of a raven can still be clearly seen on the breastplate and the helmet is still in good condition. The depiction of a black raven with outstretched wings covering the cheeks of the wearer, mark this item as both unusual and of some special significance. Followers of Morr will recognise the armour Characters with Theology get an **INT Test** (+10)

None of these items are magical in any way, but if the players choose to see it differently that is up to them. The sword is certainly useful but the armour may actually have an adverse effect. Although the armour has no special qualities, it will certainly be recognised by Graf Orlock. Later in the adventure, if a player is wearing this armour they may well be mistaken for his ancient enemy and singled out by Orlock for special attention. So much so that he might go to great lengths to kill this character. This might be the undoing of the wearer. On the other hand, the other members of the group might use this fact to their advantage...

Searching the room properly will yield far better success. A successful **I test** reveals a loose brick in the North wall of the chamber that reveals a lever. Pulling the lever causes part of the wall to open onto a narrow passage clogged with cobwebs. A musty smell emanates from the passage and it is obvious nobody has been down here in a long time.

## The Passage

The passage leads into a crypt. Albrecht Fissler was not aware of this area of the old library building and so it has remained undisturbed since the destruction of the monastery. The passage beyond is wet and dank. The damage to the monastery a century ago has upset the structure of this cavern and water now runs down the walls with dust periodically falling from the ceiling.

Small cysts line the walls of this chamber containing the bodies of the ancient priests that once inhabited the monastery. Their remains are long since decayed and now little but little but splinters of bone. Breaking open these graves will be seen as sacrilege in the eyes of Mor. Any PC will be aware of this fact.

In the East end of the passage is an area where the ceiling has become dangerously unstable. Any character with good light and the Mining skill will be able to identify this. Anyone passing through this area runs the risk of causing a minor cave in. PC's are allowed an I Test to avoid this (+10 Spot Trap) failure results in a single S3 hit and the blocking of the passage. Clearing enough rubble to pass will take D2 hours. Characters have a 50% chance of being on either side after the collapse.



### Secret Library

The stout door to the secret library is locked (**T4 D10 CR10**). Upon opening the door to this room the PC's are faced by a cloud of cobwebs. Nobody has been into this room for over 100 years and so the whole place has been completely overrun with webbing.

Clearing away the strands and bringing some light reveals a small chamber lined with books with a large sturdy oak desk in the centre of the room. On the desk lie two huge tomes. They are written in *Classical* and are titled: 'The Dark Ages' and 'The Crusade of The Order of the Scythe' the first book relates to the founding of the monastery and the rise of Necromancy between the years 1550 -1978. The second book deals specifically with the Abbott Siegfried Hexebrenner's crusade into the lands of Sylvania. Should the PC's read skim the first tome give them **Handout 5**

#### Handout 5

*In the 1,804<sup>th</sup> year of Sigmar's Empire, so it was that the most high diesis of the holy city of Lucini called upon our noble order to go forth and to do Lord Morr's work. 'Twas in the barony of the Reikland by the shores of the great river on the borders of the Drakwald where we chose to build our solemn chapel. In the preceding centuries, the canker of the wicked half-brother had set its root. All the signs were about us and in the heart of the dark web we chose to make our presence felt. In the decay displayed by the Empire in the preceding years, it did not take long for the enemy to show his face and where he doth show, so our order shall be. We cast down the heathens and brought the fire of justice to those who renounced His good works.*

*To those who had ignored Morr's laws we brought the sword and so it was the despoilers were blighted from the land. To the marshes and the bogs they fled and to the mountains and the woods, neber again to seek power among god fearing folk.*

*On this rock ober looking the great river we built our temple and it was forever then known as Mourners Hill. In Raben's Home we based our order to set about our good work until the deed was done. Vanquished from the land all the seeds of Nagash, we now continue to pay heed, and watch ober all who dwell. For the unquiet dead are forever restless in their sleep and need only to be called forth by one who fears not the retribution of the Lord of the Underworld...*

The second tome lies open with a number of entries that may be relevant to the players. Give them **Handouts 6, 7, 8 and 9.**

#### Handout 6

*On this 14<sup>th</sup> day of Ulriczeit in this 2201<sup>st</sup> year by imperial reckoning, the Order of the Scythe has been called forth for the second time in it's history to wage war upon the foes of man by our illustrious brethren in the most holy city of Lucini. I hold here before me a letter from the High priest himself calling all martial orders to the fore. Far be it from me to deny such a summons. No doubt the Raven Knights have already been called to order. There is much to do, so little time to prepare. If the rumours of the peasantry are true then something is most definitely amiss in the county of Sylvania. Whether the truth be as feared by his Excellency remains yet to be proven. Yet I am troubled in my sleep with heavy dreams of late and when such augurs be apparent it pays to be vigilant and pay heed to the omens of the master. For is it not in dreams that Morr chooses to communicate? I shall be in such need of strength so soon...*

#### Handout 7

*25<sup>th</sup> - Pflugzeit - 2202*

*We leave tomorrow; it seems the hierarchy of the cult believe our order is best suited to lead this crusade. We are to approach from the West through Stirland. Provisions and a vessel have been arranged. The Raven Knights will lead the assault from the North. If all goes to plan and the rumours be correct we might draw the canker forth. May the strength of our Fore bares be with us!*

Handout 8

27<sup>th</sup> - Nachgeheim - 2203

*Morr be with us! Today we put the first of them to the sword. These are hardy folk no doubt. I was wrong to doubt their fearful hearts. But the tyranny of their devilish overlords was their own undoing. All about the barony the people are revolting. The presence of our order has given them hope. The vile countess was caught unawares as she slept in her coffin in the heart of her mansion. The rumours are indeed true! The dynasty of the Orlocks has been corrupted by the dark kiss. Vampires, Vampires in rulership of the barony! Who knows for how long these fiends have lay in hiding?*

*The other one however, was not so easily overcome... we lost countless peasants to the beast as it repulsed all our attacks. Still, to watch it burn in it's mansion brings its own reward. Nay, they did not die in vain and tonight the dead lie safe in Morr's embrace...*



Handout 9

12<sup>th</sup> - Vorhexen - 2203

*And so it ends. The rebellion to the South finally puts and end to the Orlocks forever. Gunther von Kelsening, a leader among the peasantry reports they staked Lugosi in his castle but two days ago. He writes me as the castle burns! Though I have warned him of the repercussions of merely staking the beast, he assures me he was destroyed in the fire. Finally, now we might leave this accursed land. The peasants can rebuild be finally free of the name of Orlock forever!*

Among the books on the shelves may be found several books on the subjects of herbalism, chemistry, siege warfare and several on the lore of the undead and the cult of Morr. Anyone studying these books can learn the skills Herb Lore, Chemistry, Specialist Weapon – Catapult and Identify Undead respectively. Characters with the Read/Write skill doing a thorough search of the of the book case will notice an odd title named 'Marc Oppolauex's amazing journey to the land of Ind' that seems out of place with the other titles on the shelf. Opening this large book will reveal that two holes have been cut into the pages concealing two glass bottles. containing blue and red liquids. Characters with magical sense will be able to sense a magical aura surrounding both bottles. Characters with the Identify Magical Artifact skill will be able to identify them as both a potion of healing and potion of strength on a successful **INT Test**.

PC's who specifically say they are looking for information about vampires among these books will find the following passage. Give the players **Handout 10**.

Lying in the chest in the North West of the room is a small wooden box. It feels heavy when held and is currently locked with a **CR5**. Inside are two silver daggers. Also in the chest is a copy of 'Passage to the Underworld' - a holy book of Morr, a silver pendant in the shape of a raven and a blue glass bottle of water (this has been blessed).

Praying for guidance here will result in a blessing from Morr. A sudden light breeze will blow into the chamber and sending a shiver up the spine of those praying. The blessing bestowed gives +10 to all fear, Terror, poison and disease tests for the rest of the adventure. +10 is also granted to resist the hypnotic effect of Orlocks gaze and any **WP Tests** involving his spells.

#### Handout 10

*To those who would seek to destroy the unclean spirit of the abominations known as vampires, know this:*

*Hear not to the words of hearsay among those who know not of what they speak. The dead that walk are bound not to the limitations of mortal men. Not through age, disease, hunger or fatal wound will they be slain. Though invested with great power, so too are vampires accursed with great weakness. To know ones enemy is to know wisdom, for he who doth believe one vampire the same as another is he who shall be undone.*

*Though vampires be few so too are they individual.*

*What one knows to be true of one beast may not ring clear with another. A hawthorn stake to the heart may bring an end to the fiend and is the weapon oft used. So too is silver and the blessed water. Holy icons can sometimes repel them but are test of faith of the wielder as much to a bane to the beast... The root that grows in Morr's garden and garlic are also deemed weapons of repute. Among those who have lived to tell there is one solemn agreement. The beast of the night fears the day. Sunlight and fire are their enemies.*

*But with this I give warning, put not too deep your faith in such certainties. For no two unclean spirits are truly the same.*

*They say the fiend casts no reflection, and cannot pass water that has zest. To be aware of ones enemy is of imperative importance. For those who fail to take heed rarely live to tell...*

#### An Uphill Struggle

Graf Orlock has taken over the Blazing Comet. Chosen for it's strategic location, on the top of Mourners Hill it overlooks the whole town. From his vantage point

Orlock has been best able to direct his forces to where they are needed most. His plans are now all but complete. All that stands in his way and the complete destruction of Merxheim are the last of the towns militia and the adventurers.

If Merxheim is to survive the night Graf Orlock must be destroyed. He will stop at nothing to have his revenge. To get to the vampire the Players will have to meet him head on and that will mean facing him at the Blazing Comet.

As it stands, the militia has managed to hold the area around the barracks and most of the Altstadt district. This is largely due to the fact that Orlock has ordered Three Rope Hugo to maintain his force around Raven's Weg and hold it. They have made no move to push into this area. This is Orlock's fall back force. Their job is to prevent any large group from assaulting the inn. His remaining force of skeletons and zombies, have pushed into the Suddenplatz district to cause as much mayhem as possible. He knows the fearful populace will flee before the undead and hopes to spread as much discord as possible to defuse any chance the people might take heart and join the militia in a defence. With any chance of a defence finally gone, he will then lead his force into the town himself to complete the slaughter...

It is possible the players stayed with the militia to fight off the undead in which case they will need to come up with a plan to get to the Inn. On the other hand, if the players agreed to go to the old monastery they will need to make a decision as to whether they will regroup with Scholtz or head straight for the Blazing Comet themselves. How they achieve either of these choices really depends on how they have performed so far. You can make it as easy or as hard to achieve these goals as you wish. A few choice encounters with undead might help to build tension for the final confrontation with the vampire. It is possible however the PC's have already been weakened by previous combats. If this is the case, they may well need all the help they can get. The sections below account for these options and how to deal with them. But as always, PC's are an unpredictable lot and should they choose to do something else it should not be too hard to improvise.

#### After the fight

If the players chose to stay and fight alongside the militia in the defence of Merxheim, it will take Werner Scholtz at least an hour to return with a force big enough to confront the undead. If they have survived the fight, he will return with a rag-tag group of defenders he has managed to assemble from the small pockets of resistance he has found about the town. You might decide to time his arrival for a moment when the players most need rescuing.

The force he has assembled however is far from an army. Traders, stevedores, labourers and farm hands backed up by the few militia he had with him when he left - Hardly ideal soldiers to face the undead menace. The returning people will move to relieve the PC's and the militia who had staged the defence. Many of these people have already lost loved ones and property to the zombies. They fight with vigour and determination. Hermann Betruger, the town's physician is also among the group conscripted against his will by Scholtz.

Players suffering from wounds can be tended to by his Heal Wounds skill if necessary.

Scholtz will pull the PC's aside from the fight as soon as he is able and address them directly

***"These people are all I could find and I arrived none too soon from what I can see! They are stout folk but I fear it will not be enough. The leader is stationed in the upper quarters of the Blazing Comet. Some of the men say they have seen 'it' moving about on the upper balcony.***

***You too have seen what this fiend is capable of. I fear Merxheim will not last the night. Unless...***

***Listen, look around you, these people are no fighters. They are depending on me to give them direction. I can not leave them or any defence will quickly fall apart. Merxheim needs you. If we can cut a wedge into their ranks, it might be enough for you people to make it to the inn. I know nothing of the walking dead but the one who decimated the mob seems reluctant to enter the fight himself. It must still have a weakness. If you can stop the leader we might have a chance. If not, we will all die this night. Ulric protect us!***

This is the players' big moment. If they fail to take this cue then Merxheim will indeed fall. If they agree, Werner Scholtz will rally the defence force:

***"Good people, fear not the undead! We stand fast against the darkness! This night shall not take us. Not while there is still life in these hands! Throughout the ages Merxheim has held fast against both siege and dark foe. She will not fall now! I call on you to follow me for one last push. Right into the heart of the cankerous heart that beats at the centre of this evil. Let us show this fiend there is life yet in Merxheim. Follow me now. For Merxheim!***

With that the rag-tag force pushes forward and up Mourners Hill and toward the Blazing Comet. Three Rope Hugo and his force of skeleton warriors quickly come out of the woodwork to repulse them. The skeleton bowmen are stationed 300 yards above the militia barracks. They will fire volleys into the advancing Merxheimers. At this point test against Werner Scholtz's **LD** characteristic. A failure will result in D6 Merxheimers fleeing back down the hill.

Then Three Rope Hugo and his warriors will engage the militia and the PC's. Scholtz and his men will try to hold off as many undead as they can. You can make this as hard or as difficult as you wish but they should have to fight at least some undead to cut a path through. Three Rope Hugo will seek to engage Werner Scholtz believing him to be the leader. Werner will shout encouragement to the PC's, telling them to get to the Blazing Comet.

## **Out of the crypt**

If the PC's investigated the old ruin of Raven's Home and found the secret library, they may well decide to head straight for the Blazing Comet of their own accord. They can do this if they wish. They certainly have far

less ground to cover to get there. Their trip will not go completely unnoticed however. You should judge their approach by its own merits. If they simply make a run for it, give both Orlock and Three Rope Hugo an **I Test**. If either of them pass then undead will then move to engage the PC's and kill them. The undead will move in with all their might and seek to wipe out the party.

After D6 rounds however, Werner Scholtz and his scouts will realise that something significant is taking place and will move to take advantage of this new development as the skeletons leave their posts. He will order new conscriptions to attack and will then come to the PC's aid after another 2D4 rounds. The PC's should pick their moment and head for the Blazing Comet. If they do not take the hint you might like to encourage them by having Scholtz suggest it by shouting at them during the fight.

## **Regroup**

It is also possible the PC's may wish to head back to Werner Scholtz after their visit to the secret library in order to formulate a plan. This is probably the most dangerous option. It will mean getting past Three Rope Hugo and his warriors. Should they succeed, you can run this scene pretty much the same as the '**After the Fight**' scene above. Werner Scholtz will be glad to hear that the PC's have some sort of method with which to destroy the vampire and will be supportive of any plan they have of getting into the inn to destroy him. He will rebuff any suggestion they should wait till morning to use the daylight to end the fight pointing out that the vampire is inside the inn and safe from daylight and that the will of the defence force is paper thin as it is. He would not say it to anyone else but he does not think they can defeat the undead in a straight fight. This must end now, or Merxheim will fall.



## **The Eye of the Storm**

This section deals with the PC's assault on the Blazing Comet and the climax of the adventure. Orlock has stationed himself in the inn in order to best savour the destruction of Merxheim and any trace of the Order of the Scythe. He has been enjoying the carnage from the upper balcony. It pleases him to watch the humans struggle hopelessly against their own destruction. Humans are such quaint creatures after all...

The approach of the PC's will not go unnoticed and Orlock will be ready. Any group heading straight for the front door will find Orlock on the balcony laughing as they approach. Unless they waste no time by launching spells and missile weapons at him immediately, he will address them in a heavily accented voice as detailed below from the balcony:



***"So this is the best Merxheim can muster?... How quaint! How very predictable humans are... Why is it you struggle so to delay what is clearly inevitable? Is it so difficult for you to reconcile your position as mere cattle when you spend your entire fleeting lives among the mud with your animals? I am of a higher order. I had walked these woods and fields when this land was still young, what makes you think you can stop me now? Your life is but fleeting. Mine is eternal. Why waste it so callously on an impossible task? I have business with Merxheim. Do not delay me, go now and live out your last days or die this night you will... And I will make sure your corpse dances just long enough to bring true meaning to your miserable insignificant lives..."***

Otherwise he will return fire with a Blast spell aimed at the party or any obvious priest or spell caster. If the players do turn and leave, Orlock will allow them to go. Their potential for spreading fear and discord among the defence is too valuable to ignore.

Inside the inn, Orlock has been busy. After he had raised the dead and begun the attack on Merxheim, Orlock returned to the Blazing Comet and killed several of the staff and residents restoring his magic point total. After raising some more zombies from the corpses of the dead residents by casting his Summon Skeletons spell as a personal bodyguard, he subdued the rest of those who were still alive and has contained the eight terrified survivors in one of the rooms in the inn. These are his blood bank and also his hostages. Orlock will cast the spell as many times as is necessary until he has at least six zombie minions raised inside the inn.

He has stationed a zombie guard upon the room to keep the traumatised captives prisoner. Anton Brauer and Hultz are among those still alive but all have no nerve

to mount an escape attempt. Terrified by Orlock they are afraid to even consider such a thing.

Downstairs, the rest of his bodyguards are stationed to defend against anyone who might threaten their master. When the PC's enter the inn he will send his zombies to attack while he casts the spells Aura of Resistance and Hand of Death. He will avoid casting his Blast spell inside the inn due to the danger of setting the place alight. He will use spells such as Cloak of Darkness and Corrosion to enhance his edge in the fight.

Orlock will seek to kill the PC's. He is confident in his abilities and somewhat blinded in his desire to reap his revenge. This may cause him to take chances by wading right into the fight where it might be more sensible to stand off and let his minions do the work.

In the event where he is beginning to lose the fight, he will command the zombies to drag the prisoners from their room so he can use them as a bargaining tool to secure his escape. How the players handle this situation is up to them and will heavily influence the aftermath of this adventure.

## **The Blazing Comet**

### **The main Barroom**

Inside the barroom stands the main bar and a number of tables on either end of the room. The inn is currently in darkness. Since the undead do not need light to see. The décor inside the inn is of the highest quality. Anton Brauer is used to entertaining all the most important visitors that visit Merxheim. The Blazing Comet is always the first port of call and by far outclasses the all the other inns in town.

Around the walls hang fine paintings of exquisite taste. It is said that Baroness Sophia von Crutz (local liegelord) herself has stayed at this in. Currently however, the inn is the scene of a blood bath. All about the room lie corpses and the body of one such individual now hangs impaled on a set of antlers over the main bar. On the bar itself lies a corpse of an aristocratic maiden with her throat slit and blood leaking out over the countertop onto the floor. Beside the corpse is a goblet full of blood. Upon the West wing door hangs the corpse of a once wealthily dressed man supported only by the six daggers that now protrude from various parts of his body into the wooden door. The whole room looks like the scene of a mass slaughter for which the most part it is...

Also in this room reside four of Orlock's zombie bodyguards. These will move to attack anyone entering the inn. They will seek to slow down any progress the PC's make in the main barroom allowing Orlock to react and move from upstairs to the stairs and use his spells.

### **Guest Rooms**

These rooms are all decorated to a high standard and have been mostly left alone as they were. Some of the rooms that contained guests have been overturned and lie in a mess after their residents were dragged out and rounded up by the zombies. Assorted wealth can be found in some of the inhabited rooms. The actual

contents are left to your discretion but should be worth at least 2D8 GC's.

### **Gambling Room**

This room is heavy with smoke and the smell of alcohol. In the centre of the room is a large gambling wheel and card table. Lying in the centre of the wheel in a jumbled heap is the corpse of one of the bar maids. Her dress is torn open revealing her chest and blood trickles from two wounds in her neck. Several smashed bottles of strong drink have left pools of alcohol upon the floor. This whole room could easily be set alight should careless use of fire be utilised. Playing cards and gold crowns scatter the floor. A total of 134 GC's can be collected from this room but this will take time to pick them all up.

### **Kitchen**

The layout and décor of this kitchen is quite obviously at a glance the domain of a Halfling chef. A large cauldron is still bubbling over at a blazing heart that burns against the North wall. A strong sweet smell emanates from the pot and will be missed by no one entering the kitchen. All about the room are the corpses of dead Halflings. Orlock, with no taste for Halfling blood took out his sadistic pleasure on these poor cooks and servants. Five dead bodies in all lay about the room. One particularly unfortunate individual has been hung up on a meat hook hanging from a chain in the south corner. Anyone investigating the cauldron and the source of the smell will find a Halfling corpse half boiled lying in the pot. The PC is allowed a CL Test to avoid gaining and insanity point from lasting trauma on seeing such a grizzly sight.

### **Food Store**

This room contains all the foodstuffs necessary for running a busy inn. Fresh fruit and vegetables stand in boxes upon the shelves in here. Also there is a large cooked side of Pork hanging on a chain.

### **Wine store**

This cellar contains all the wine and spirits that keep the inn running. There are several bottles that contain hard liquor in here. Many of these are highly flammable and could possibly be transformed into the equivalent of molotov cocktails.

### **Guest room A**

This is where Graf Orlock has chosen to hold the survivors of the inns massacre. There are eight prisoners here in all including Anton Brauer and Hultz. All are terrified and unwilling to mount an escape. There are two zombies in here stationed to watch over the prisoners. They are armed with axes and have orders to kill anyone who attempts to escape.

## **Aftermath**

The outcome of this scenario really depends on the players. If they destroyed Orlock in the final fight, most of his undead forces will fall immediately to the ground. Only Three Rope Hugo and his skeletons will fight on and encouraged by the other defeated forces, it is only a matter of time before the people of Merxheim defeat them once and for all. The PC's will be hailed as heroes by the surviving towns people and themselves and Werner Scholtz (if he survived) will be held in very high

regard by the people of Merxheim for a long time to come. Then the repairs will begin. There is much to do to repair the damage done by the undead attack.

If on the other hand Orlock escaped from the Blazing Comet, his forces will fight on for a short time covering his escape. Orlock will now add the PC's to his list of vendettas and may well seek to even the score with them at a later date. He still has a desire to take revenge on the town and this has only been galvanised by this defeat. In the months to come, the players may well hear of a strange plague once again blighting the surrounding villages and of Merxheims demise...Orlock also has other old scores to settle... Back in Sylvania the people of Siegfriedhof and Leicheberg are completely unaware of their towns historical antagonists rebirth. With the Order of the Scythe now destroyed, Lugosi might well decide to return to Sylvania and take what is rightfully his...

If Anton Brauer and the other prisoners of the Blazing Comet survived the fight they may well seek to award the players for their efforts. Some of these survivors might well be important aristocrats that could prove to be useful patrons in the future for further adventures. Anton himself will thank the adventurers and offer the a reward of 200 gold crowns



NPC's



Graf Lugosi Orlock – The Vampire

Graf Orlock is the last surviving member of the Orlock dynasty of vampires. In his day, he had ruled all of North West Sylvania. That was until he was exposed and then usurped by the cult of Mor. Since his revival, Orlock has been concerned only with dealing with the enemies of his past. Only when they are destroyed will he return to Sylvania to reclaim what is his...

Lugosi is only interested in one thing – the total eradication of The Order of the Scythe. Since his arrival at Merxheim he has learned that the order is all but gone. Only one lay priest remains. But he can still sense the holy power emanating from the monastery ruins. His hatred is so strong he will stop at nothing to erase all trace of the order from the land. When he is finished no one will even remember that the order ever existed and as for the witnesses? Well, Merxheim must fall...

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	63	55	6	6	22	60	4	49	49	49	49	49	49

Magic Points: 42

Spells

Petty

Gift of Tongues, Magic lock, Magic Alarm, Open, Sounds, Zone of Cold, Curse, Butter Fingers, Stealth.

Battle Magic

Wind Blast, Aura of Resistance, Corrosion, Cloak of Darkness, Change Allegiance, Blast.

Necromantic Magic

Summon Skeletons, Hand of Death, Summon Shade, Stop Instability, Summon Skeleton Minor Hero, Raise Dead, Total Control, Wind of Death.

Trappings

100GC, Fine clothes of the fashion of three hundred years ago.

Special Rules

Graf Orlock does not need spell components to cast spells, See p.251 of WHFRP Rulebook.#



Hugo Von Dross/Three Rope Hugo –Minor Undead Hero

In Life Hugo was a minor Noble with an easy life ahead of him. He however had different ideas. As an insensitive teenager he took pleasure from inflicting misery upon his underlings to prop up his failings and inflated ego. In later life Taking risks, instilling terror and relieving travellers of their much needed coin provided him with the thrills he needed content that he would finally settle down to a cosy life and inheritance his position promised. His own idea of self importance was only inflated by his complete disdain for law and order which he mocked and prodded for his own amusement. Fate has however caught up with Hugo leaving him a mere shadow of his former self.

Hugo is now merley a skeleton after seven years lying in his grave in the Mor's Garten graveyard. In the towns peoples rush to dispose of any evidence of the noble they simply buried him in what he was wearing at the time and threw his weapons in too to get rid of anything that might leave a trace. He will now follow Orlock's commands to the letter and has the ability to lead undead independently of the vampire's control. In combat he will send his troops into direct combat before risking himself in order to maintain control over the undead under his command. Only if Orlock himself is under threat or the route to the Blazing Comet Inn has been breached will he throw himself into the fray.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	52	54	5	4	11	48	2	39	58	37	45	43	44

Skills

Ride Horse, Dodge Blow, strike Mighty Blow, Animal Care, Consume Alcohol, Gamble, Secret language Battle Tongue, Street Fighter, Strike Mighty Blow, Strike to Stun, Disarm, Heraldry, Specialist Weapons – Parrying, Specialist Weapons – Two Handed, Strike to Injure

Trappings

Rapier -1D +10 I, Mail coat, Broad peaked highwaymans hat, Sword Breaker, Dagger, Two



Highwaymans pistols, Long ragged cloak, cut noose of rope around his neck, spurs (clink when he walks)

**Special rules:** Cause fear, Immune to psychology. See WFRP rulebook.

Skeleton – Highwaymen

These skeletons are wearing the equipment they were buried in. There are 6 of them in total. You can vary their equipment as you see fit. All are ordinary skeletons other than the equipment they carry.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	25	25	3	3	5	48	1	39	58	37	45	43	44

**Skills**  
None

**Trappings**  
Sword, Mail coat, Broad peaked highwaymans hat, Crossbow and bolts.

**Special rules:** Cause fear, Immune to psychology. See WFRP rulebook.



Skeleton

These skeletons are armed with hand weapons. These are the remains of the Rebel soldiers who fought and died at the Battle of the Ford.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	25	25	3	3	5	48	1	39	58	37	45	43	44

**Skills**  
None

**Trappings**  
Sword

**Special rules:** Cause fear, Immune to psychology. See WFRP rulebook.



Zombie

These are the dead townspeople killed in Merxheim as part of Albrecht Fisslers mob. Some of these Zombies are armed with hand weapons while some are unarmed and simply use grapple tactics.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	25	25	3	3	5	48	1	39	58	37	45	43	44

**Skills**  
None

**Trappings**  
club

**Special rules:** Cause fear, Immune to psychology. See WFRP rulebook.



**Werner Scholtz** - Mercenary Captain, Ex Militiaman, Ex Roadwarden

Werner Scholtz began his career as a roadwarden in Nordland where he was part of a patrol responsible for keeping the roadways safe from banditry and smuggling. He worked his way up and became a sergeant in only a few short years. It was not long however before he became disillusioned by the internal corruption of the organisation and got transferred when he challenged a senior officer about a certain confiscated cargo that conveniently disappeared. He soon found himself working the Great North Road between Bergsburg and Middenheim and it was here that he played out most of his career capturing the thieves and cutthroats that plague this area. It was also here that he first encountered Three rope Hugo and lead his men on a long pursuit of many years that finally ended in Merxheim. After that he settled in the town as 'sheriff' and has been a minor celebrity there ever since. He is a tough character, not one to mince his words and like 'to say it like it is'. He is suspicious of any armed strangers that enter 'his' town and treats the local militia like it is a real army.

Catchphrases: "Not on my watch!", "Sergeant Huslier, wake the men, we're going to shake up these layabouts. I'll make fighting men out of you if it's the last thing I do!"

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	52	54	5	4	11	48	2	39	58	37	45	43	44

**Skills**

Ride Horse, Dodge Blow, strike Mighty Blow, Animal Care, Consume Alcohol, Gamble, Secret language Battle Tongue, Street Fighter, Strike Mighty Blow, Strike to

Stun, Disarm, Heraldry, Specialist Weapons – Parrying, Specialist Weapons – Two Handed, Strike to Injure

**Trappings**

Bastard Sword, Mail coat, Breast Plate, Broad Brimmed Hat, Club, Left Handed Dagger.



**Sergeant Huslier – Mercenary Sergeant, Ex Road warden, Ex Militiaman**

Francois Huslier is Werner Scholtz's second in command and most trusted friend in Merxheim. A Bretonian originally hailing from Paravon Huslier left home at as a teenager unwilling to live out his life as a serf. In the Empire he nudged from one menial job to the next. Then when opportunity presented itself he joined the roadwardens. He served under Scholtz for his entire career and his respect for the man is complete. On one occasion Scholtz mounted a retaliatory night attack upon a group of bandits who had taken Huslier hostage. His life saved, Huslier is now overcome with the need to repay the debt. He decided to stay on with Scholtz after he had taken the job as 'Sheriff' as his right hand man and has been here ever since. Though still a young man, Huslier is wise beyond his years. His life experiences so far have made him a worldly soul. In quieter moments after a few drinks, he sometimes shows a softer side but life has made him tough and unforgiving.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	45	50	4	4	9	43	2	39	45	34	43	47	39

**Skills**

Ride Horse, Dodge Blow, Strike Mighty Blow, Drive Cart, Consume Alcohol, Gamble, Secret language Battle

Tongue, Street Fighter, Strike Mighty Blow, Strike to Stun, Acute Hearing, Ambidextrous.

Trappings

Sword, Crossbow and ammunition, Sleeved Mail Coat, Pot Helmet. Club, Shield.



Albrecht Fissler – Initiate of Morr

Born into a wealthy family as a second son, Albrecht found himself ushered into the priesthood at an early age. At the priory he found it hard to fit in due to his arrogant aristocratic upbringing and later got shifted to Merxheim to serve under the old caretaker Lay Priest of Raven’s Home. He has served here his whole life and as the only clergyman of the town holds quite a lot of power over the populace. Given Merxheim’s Religious differences, this is a situation that the Baroness is quite happy to maintain. Albrecht steps in and fulfils any obligations as are needed for the cults of Sigmar or Ulric. As a neutral party, he is respected by the population and accepted since he takes little interest in such matters on a day to day basis.

As a person, Albrecht is arrogant and aloof. His personality has changed little with time, his upbringing having given him the inability to see others as equals. In all matters of theology he will not be questioned. Even though he was never considered gifted by his superiors in the cult, it is a failing that Albrecht has never registered. His unfailing opinions are that of a man with tunnel vision. Anyone who challenges his authority is marked and remembered.

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CL	WP	FEL
4	34	29	3	3	7	32	1	34	35	44	43	42	49

Skills

Theology, Secret Language-Classical, Read and Write, Scroll Lore, Excellent Vision, Etiquette, Blather.

Trappings

Black Robes, Staff with perched raven on the top. Book of Sermons,

Trappers

These men are rough and ready types. Bad teeth, smelly breadth and no sense of hygiene. Drink and women are all that interest them in life. Brawling is just a part of life for them.

M	WS	BS	S	T	W	I	A	DEX	INT	LD	CL	WP	FEL
4	35	40	3	4	6	36	1	39	25	30	30	30	29

Skills

Concealment Rural, Orientation, Row, SL-Ranger, SS-Woodsman, Set trap, Silent Move Rural, Spot Trap.

Trappings

Bow and ammunition, Knife, Hand weapon, Fur hat and buckskins.



Anton Brauer – Inn Keeper (Brewer), Ex Artisans Apprentice

Anton is a serious chap who runs a tight ship. On the surface to his customers he is cordial and friendly. Running an inn with a reputation like the Blazing Comet requires a high level of professionalism which Anton has in spades. The stress however sometimes gets to him and he often takes this out on his staff in private. All of his workers are terrified of him when he is in one of his rages and jump to attention at a mere glance from him.

**M WS BS S T W I A DEX INT LD CL WP FEL**  
**4 29 30 4 3 7 46 1 49 30 40 30 42 49**

**Skills**

Drive Cart, Brewing, Etiquette, Lightning Reflexes,  
Acute Hearing, Blather.

**Trappings**

Sword (Hanging on wall above bar), Large Stick (Club),  
Tips Jar.

**Horst Weiler - Labourer**

**M WS BS S T W I A DEX INT LD CL WP FEL**  
**4 33 29 3 4 6 26 1 39 27 30 30 30 29**

**Skills**

Scale Sheer Surface, Dance, Consume Alcohol,  
Carpentry, Drive Cart.

**Trappings**

Knife, Sacks, Working Clothes, Axe.

***New Advanced Career***

***Vampire Hunter***

Vampire hunters are solemn driven individuals who for one reason or another have chosen to dedicate their lives to the destruction of vampires. They act outside of the law, forever in search for signs of their quarry. Some vampire hunters band together in order to destroy a particularly powerful vampire. Few ever survive for very long, but those few who do learn much about the history and lore of these fiends and most importantly, how to destroy them.

**Career Entries**

Bounty Hunter, Grave Robber, Tomb Robber.

**Career exits**

Witch Hunter, Initiate, Templar, Demagogue.

**M WS BS S T W I A DEX LD INT CL WP FEL**  
**+20 +20 +1 +1 +4 +20 +1 +10 +10 +10 +20 +20 +10**

**Skills**

Follow trail, History, Strike to Injure, Strike Mighty Blow, Identify Plant, Identify Undead, Herb Lore, Prepare poisons, Specialist Weapon-Crossbow Pistol, Specialist Weapon-Repeating Crossbow, Specialist Weapon – Throwing Weapons, Dodge Blow, Shadowing.

**Trappings**

Hammer and wooden stakes, Holy symbol, Mail Shirt, Sword, 2 Throwing Daggers, Crossbow Pistol or Repeating Crossbow.