

# ONE HAND GIVES, THE OTHER TAKES AWAY

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A Warhammer Fantasy Roleplay 3<sup>rd</sup> Edition Adventure

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*Blurb: A troubled man leads you on a little quest into the woods seeking some stolen family heirlooms.*

## ADVENTURE BACKGROUND

Graf Gerulf Brucher and his wife, Jutte, were once normal Sigmarites. One day, a large brass vase was delivered to the house as a gift from an unknown person. (That person could be any adversary from your campaign interested in occult Chaos.) The vase is a magical item that can glimpse into the eternities of other worlds and is a slow corruptor towards the interests of Tzeentch. At some point, the Graf and Gravin discovered its powers. Through its fascinating use, Brucher and his wife penned many small treatises and anonymously sent these out as “fantasy reading” to various persons in the province. They also together penned, the *Tome of Eternal Magic*, which was a grand tome of the glimpses they have seen in the vase. Both gained knowledge of spells and they dabbled a little here and there. Jutte eventually gave up the spellcasting, with no some concern about the eyes that had appeared in backs of her legs, but Gerulf continued his research and has learned many secrets of magic. He thought that the gift of magic was for him. He is simply a pawn in the grand fates of the universe. He was unwittingly duped to create the “instruction

manual” for the vase, which the Lords of Change intend to transfer to others with more potential than this simple obsessed man.

After Jutte’s unusual drowning death two years ago in the pond, he has continually attempted to revive her spirit through her image on her locket, and his obsession with texts and his Tome overtook his ability to parent. He left his chamberlain in charge of his own sister and child’s upbringing.

As Graf Brucher’s continual delving into the brass vase gave him ever more insight, it also opened a gateway for a spirit daemon of Tzeentch (The Changeling), who he assumed was his dead wife attempting to visit him. Excited with this newfound power, he attempted more and more summoning using his brass vase and book. This repeated use of Chaos Magic eventually alerted the attentions of the Tzaangor beastman. “The herd must have this magic,” he thought, and down the slopes and through the forest came the beastmen raiders.

The Master of Fortune chuckled a little that day at how easy it was to manipulate this world...

All seemed ordinary the night of the raid. Brucher had his staff put the children to bed early and sent them to their quarters so he could go to the pond to attempt his summoning again. As many times before, Unger, his chief man-at-arms, was directed that no one disturb him. When the beastmen struck, Brucher was in a trance and all of the usual guards were put on duties elsewhere. The manor was virtually undefended. The beastmen burned and pillaged not only the estate, but also a recent delivery wagon that Brucher deemed ‘not important enough to empty today.’ They didn’t know what to make of Brucher when they came upon him entranced at the pond. The Tzaangor stepped past his brethren and simply gathered summoning devices (book, locket, and vase) and called off the remainder of the raid. He felt it bad luck to disturb the man in the trance as it seemed the gifts from their patron chaos god were now delivered!

When Brucher awoke, he was infuriated. Not only had much of his estate been burned and staff been murdered, but his obsessions had been taken! At this point, he feigns more interest in the recovery of his so-called “Book of Sigmar” and portrait of his wife in the locket, however he knows too the value of the brass vase.

It seems though that The Great Conspirator does not meddle in this world unopposed. Through what seems

like simple prophecy, the unwitting PCs are offered employment by The Graf to recover what he calls 'heirlooms.'

### Inspiration

This adventure was inspired from the **Lost in the Woods** beastmen Adventure Seed in the *Creature Guide* by Dave Allen, Daniel Lovat Clark, Matt Daniels, Steve Darlington, Jay Little, Clive Oldfield, Dylan Owen, and Brady Sadler.

## ADVENTURE SYNOPSIS

1. The party is recruited by Graf Brucher and invited to go on a brief expedition to recover some stolen heirlooms.
2. The party arrives at Brucher manor, where they are interviewed and can gather some information from remaining staff or family. The party is told that it was a small beastman raiding party that took the items and raided the estate.
3. Graf Brucher leads the party into the woods along with his Chamberlain. He is an incompetent tracker. Strange lights appear around him at some point.
4. A poltergeist visits the camp and scribes "Jutte" into the ground.
5. The party locates a break-off of the herd. A combat ensues.
6. Graf Brucher becomes distraught as he seems to be haunted by a ghost of his dead wife (actually a daemon known as The Changeling ~ from Liber Mutatis).
7. A severe haunting occurs and Brucher may or may not become possessed.
8. The party finally tracks down the main beastman herd to a mountain riddled with caves exposed by a rockslide. Atop is a visible herdstone.
9. There are three obvious entrances to the beastmen caverns (or the party can attempt to scale the mountain). Multiple beastmen encounters are optional here.
10. Atop the mountain, at the herdstone, the party finally meets up with the wargor and bray shaman who have the heirlooms. During the battle, Graf Brucher's obsession with what he thinks is the ghost spirit of his wife continues to haunt him. If finally possessed, the spirit will perform a ritual to release itself into the mortal world.
11. The spirit will manifest as a daemon that has entered this world as 'The Changeling.' It will attempt to escape by tearing out of the body of Brucher and moving off into the world.

## CONSIDERATIONS FOR PLAY

### NON-CORE RULES USED

This scenario challenges characters of any rank and uses a wide variety of rules from the WFRP3 expansion sets. Where possible, those rules are summarized or simplified.

### MODIFYING THE DIFFICULTY OF THE ADVENTURE

The difficulty of this adventure is primarily determined by the combat encounters. It can be modified to be easier or more difficult simply by altering the number and difficulty of the beastmen involved.

- For lower powered parties, simple cult mutants, ungor henchmen and gor may be the primary opponents and the goblins should be more inclined to help the party. Brucher's extra man-at-arms may assist them.
- For Rank 2 and combat-heavy parties, more gor, tougher mutants, and individual ungor (instead of henchmen) should be used.
- For Rank 3+ and very combat-strong parties add chaos giants, multiple wargor, and the goblins may become more of a complicating factor.
- If the players ask for help, some of Brucher's peasant militia can be roused from the local populace if the party can talk the Graf into such a thing. If the party wants to wait for Brucher's extra soldiers, they will have more beastmen to fight (see henchmen rules), and 1/3<sup>rd</sup> the pay originally offered.

### MAPS

There is no map necessary for this scenario. When the party reaches the beastmen lair, simply keep the action moving and wing it depending on your play style.

### Religious Themes

If the party has a religious character, have Brucher feign worship of that diety; otherwise use Sigmar. As he is trained in Religious education, he is knowledgeable about the history of the gods. The name of the book heirloom can be of that god as well.

### Suggested Reading and References:

Winds of Magic, Signs of Faith, Realms of Chaos: Lost and the Damned, Liber Mutatis, Beasts of Chaos WFB, Castle Goblinstein WFRP index, Liber Chaotica, Tome of Corruption, The Creature Guide, Tome of Adventure, Warpstone Scenario: The Drowning Well, and The Gathering Storm.

# PART I: INTRODUCTION AND RECRUITING THE PCs

Chamberlain Jean de la Saumure of the Brucher estate is dispatched to the nearby town to recruit person(s) to help the Graf. He will do a brief interview of the PCs and explain that Graff Brucher has suffered significant damage to his estate when a small group of beastmen raided. As such, he is seeking immediate help in recovering his stolen goods. The finances will be discussed after they arrive on site.

## LOCATIONS AND PERSONALITIES AT THE BRUCHER ESTATE

The estate of the Brucher family includes a large parcel of land nearby a village. It is surrounded by forest, with open inner grounds, manor house, and a large pond. The servant's quarters, barn, and stable were burned in the recent beastmen raid.

The family consists of Graf Gerulf Brucher, his sister Gitta (17), his daughter Gertraud (3). Gerulf's wife, Jutte, mysteriously drowned in the pond two years ago. There was a staff of six that managed the grounds and affairs of the family. All that remain after the attack are Unger Hamanshcmidts (chief man-at-arms), Hans Schnitzer (man-at-arms), his rather-young Bretonian chamberlain, Jean de la Saumure, and Jean's much-older wife, Helene the cook. Helene suffered rather severe burns in the beastmen attack while attempting to help put out the fire in the manor house.

### A1. MANOR GROUNDS

Small burn areas are evident from the recent raid both nearby and far from the house and the beastmen seemed to have smeared their excrement on the trees in the shapes of snakes and eyes. It is a **hard (3d) Intuition, Magic Sight, Spellcraft, or Piety check** to understand that these are the devotion symbols to their god Tzeentch. A successful **average (2d) Nature Lore check** will reveal that the Brucher estate is surrounded by grounds in various states landscaping and flora being updated or changed - as if the family couldn't make up its mind about how it looks best. An **average (2d) Leadership check** will give insight that the raiders on the estate must have practically been unopposed.

### A2. MANOR HOUSE

The manor house is of modest size and shaped in a "C" much like a protected traveler's inn, some of the outer

walls bear scorch marks from fire. The PCs will meet with Brucher in the main parlor of the house and will not be granted access to any other areas of the house. If a PC manages to sneak off, it is very unlikely that they will find any of the secret passageways or rooms and certainly will not come across any easily-lifted valuables. Wandering PCs will quickly run into the children or Unger, who will guide them back to the parlor.

### A3. SERVANTS QUARTERS AND ADJACENT BARN, STABLE AND ANIMAL PENS (BURNED)

The unfortunate proximity of the servant's quarters to the barn led to a huge inferno, and several staff were killed within (including, thankfully, the Gardner). Three horses were killed inside the barn and the entire area is devoid of all other livestock. There is a pyre out back of the barn where seven beastmen corpses are still smoldering.

### A4. STRANGE BURN AREAS AROUND THE GROUNDS

On casual inspection, it is evident that the raiders also seemed to have lit small, random fires around the outer grounds away from the house in random places using strange chemicals. The burn areas extend some distance into the woods as well. On a successful **average (2d) Spellcraft or Tradecraft (alchemy or metallurgy-related) check**, close inspection of the fires will reveal that alchemical chemicals were added to the fires. The Tzaangor had his mutant ungor henchmen light these and throw in different metals was using this to pinpoint the Tzeentchian magic items; they tend to be no closer than 100 meters from the house and are generally more towards the end of the pond.

### A5. The Pond

The pond seems to have a current, perhaps from an underwater source and always seems fresh. There are several buckets scattered about near stone steps leading into the water leftover from the bucket brigade attempting to put out the fires. A small rowboat is half-sunk near a separate landing where there seems to have been quite a bit of commotion during the raid. A successful **two-automatic-challenge + average (2d) Observation check** at the pond reveals sulfur and iron has been repeatedly dumped into the water here at the landing. If found, a successful **average (2d) Spellcraft check** will indicate that it is possible that these two things could be spell components for summoning.

Anyone who wishes to muck about waters of the pond will discover that there are some territorial geese and an angry snapping turtle lurking in the source of the spring. The hole where the spring emerges is just big enough to squeeze a person inside...

Brucher was in a summoning trance here at the landing when the Tzaangor of the herd absconded with The Book, The Vase, and The Locket. Brucher didn't awaken until later and only found out about the beastmen from his remaining staff. Unger, who was supposed to be protecting him, watched as the Tzaangor took his items but did not kill him. Unger would have let the entire place burn, but his final shred of humanity was used up when he lazily got around to waking the staff for defense of the manor and in the fire brigade. As such, there is some tension between the Graf and Unger about each others' priorities.

## EVENTS AT THE MANOR HOUSE

### EVENT 1: MEETING WITH GRAF BRUCHER

**Location:** Noble's Mansion

Graf Brucher is eager to get started and hurriedly negotiates with the PCs to try to gather enough help for his expedition. His offer is 100-200 silver each party member (GM should make this 100 silver per rank of the PC, including any renown that the PC may have). If haggling succeeds at all, he will include anything other than the Heirlooms recovered from the possession of the beastmen). If there is a noble in the party, he will include potential letters of introduction to another powerful local lord. Contracted silver will be paid by the local moneylender in town upon completion of the job. He does not have horses for the PCs, but does have one for himself as well as a mule for supplies. He will cover food and drink while on the hunt, including ale.

He gives the following facts:

- According to Unger, the size of the beastmen raiding party was small and made smaller by the defenders. He never describes it as a herd, as he doesn't want to scare them off. They set fires however, and then raided his property and took

animals and supplies. One climbed the window and took possessions out of his room, but for some reason didn't kill him.

- He notes that he was drugged to sleep by a concoction from his Apothecary in the village. It was prescribed to him because he has not slept well since the death of his wife. He says he doesn't know the name of it, but that it just seems to have been working well for almost six months now.

Brucher lists the various items that were taken and explains that his property was damaged. He clearly indicates he is keen on revenge and recovery of his property.

Several entered through upstairs windows and also took items of value to him and made their escape. The items that he is very interested in recovering are:

- A locket of his deceased wife that was encased in a large, dark green frame. His only other painting of his wife was burned in the fire.
- A family religious text bound in gold leaf and inlaid with precious stones (this is the tome he most seeks). He indicates that it was dedicated to Sigmar.
- A large brass vase that held the spears of his ancestors.
- The spears of his ancestors.
- Other seemingly inconsequential items and live stock were also taken, but obviously they don't have the meaning to him and he simply uses them as padding to cover obvious suspicion.

### THE LIE

Although it has been only a couple days, he is hurried as if it was only moments ago. He seems vengeful, agitated, and upset that his family has been violated and his possessions taken. A **hard (3d) Intuition check** (or Scrutinize action) will give insight that he seems much more interested in recovery of the portrait of his wife in the locket, and the other two heirlooms than vengeance itself and may be overstating how easy this will be. His story may also be read as a little unclear about why the beastmen went to his room and whether or not he was actually there. If caught in a lie, he may lie further that he sleepwalks while on the drug. Brucher plans to hide in plain sight if necessary. If asked why the beastmen singled him out, he will indicate that his wife fell under the sway of a charismatic mystic from Ubersreik named Samender. He tells that he thinks she may have been secretly performing ceremonies to placate daemons and to try to see the future. Brucher thought it simply nonsense of the Verenian cult at first, but he says it may have gone further and that her spirited

ghost has been haunting him since the beastmen stole the family heirlooms. If the PCs attempt to contact, summon or otherwise locate the spirit or its origination, they will likely meet with utter failure as the daemon has no interest in revealing himself yet. Under no circumstances will Brucher reveal himself to be anything other than a pious Sigmarite (or whatever god you choose if there is a religious person in the party). There is an actual apothecary in the local village, but if by some miracle of time, the party can quiz him, he will note that the sleeping potion was for Brucher's wife...and he asks how she's been doing with it.

## EVENT 2: JEAN DE LA SAUMURE BREAKS DOWN

Sometime during the negotiation, Brucher insists that Jean de la Saumure, his chamberlain accompany them. Jean protests loudly, as would rather stay and nurse his recently married (but none-too-young) bride back to health after her disfiguring burns. One guard and the severely burned cook are to remain to look after his sister and daughter. Jean breaks down into a slobbering, pathetic fit and begins lamenting his wife's disfiguring burns. He is angry that Graf Brucher has not expressed concern or that the dead have not yet been honored. Brucher is naturally more obsessed with his property and worshipping his wife's locket and berates Jean's rudeness as only the nobility can muster. Jean slips slightly in and out of a nervous breakdown and is only a mere shadow of himself afterwards and degenerates further as the expedition progresses. The PCs may wish to somehow counsel him to not become worse. To accomplish this one PC has **four attempts to make three successful social skill Influences**. If they fail all attempts, he will be affected by an additional insanity.

The Graf's decision to bring his chamberlain cannot be changed without a *Duel of Wits* (detailed in Lure of Power).

### Social Influences

These are not simple one-attempt skill checks. Multiple **Perform a Stunt** or **social actions** are required to influence someone to do something that they wouldn't normally do or if they would be opposed to it. It is as simple as rolling an opposed check multiple times in a row and determining whether or not each *attempt* was successful. Only one successful influence is counted per round unless a comet is rolled. The GM will adjudicate results. It should be clear that the PC has a finite number of attempts to accomplish

this and only one member can make the check. Sometimes additional party members may assist (if trained in social skill) and sometimes the GM may allow a *substitute PC* to attempt one or more of the rolls.

### Duel of Wits (Lure of Power)

If a PC chooses to have a Duel of Wits to influence someone, then use social initiative and go round by round as per standard rules. This uses the Shame mechanic.

## EVENT 3: SISTER GITTA AND GERTRAUD EMERGE

The two children do not come out during the PC and Brucher meeting. They are fearful of strangers and also of Unger the guard. They do emerge later as the PCs are packing to leave out of desperate curiosity. Both are shy and not forthcoming, however a social character who is particularly charming and trustworthy could coax them to speak of recent events. To accomplish this one PC has **three attempts to make two successful social skill Influences**. If the PC fails, they will run away. They can note that Graf Brucher does not provide them with love and has become insular and locks himself in his room, pouring over books, especially his book that is so ornately decorated that he and his wife spent years penning together. He also spends a lot of time down at the pond crying about his dead wife. They note that both the Graf and Gravin were active authors of books and writers of many letters to other persons. The children are only aware of literary and Sigmarite texts in the house.

### Corruption

As the players will be perpetually exposed to the corrupting influence of Graf Brucher and the Spirit Daemon, the GM would do well to read up on the subject in *Winds of Magic: Liber Mutatis p17*. All **Resilience skill checks** should be made without the players knowing why. As effects occur, the spirit could easily be blamed. It is a good idea for the GM to avoid assigning corruption immediately after them failing a Resilience roll otherwise players may be inclined to metagame (act out of character with unfair game knowledge). Instead, the GM could keep a running track on a piece of paper and assign it perhaps 5-10 minutes later in the game as a "growing corruption."

## PART II: INTO THE WOODS

The events of the hunt into the woods consist of tracking, a beastman combat, hauntings and possible possession of the Graf.

The hunting party will consist of the PCs, Graf Brucher, and his chamberlain. Optionally, the PCs may have enlisted the help of additional peasant militia, dogs, or the Graf's other man-at-arms, Hans. Unger will stay with the family back at the manor and is supposed to inquire about new guards from amongst the peasants of the local village.

### The Spirit Manifesting

The GM should tactfully and regularly use the manifestation of the spirit daemon. The daemon is imitating Gravin Brucher, and Graf Brucher believes it. The ghost will manifest minimally at first and increase in manifestation as the hunt continues. The first appearance of the ghost should be floating colored lights. 2<sup>nd</sup> encounter with the ghost should be items or Graf Brucher levitating/poltergeist with words scrawled on the ground. 3<sup>rd</sup> appear as obscure spirit. 4<sup>th</sup> will be actual voices. Each prodding by the spirit will attempt (but fail) to possess Brucher. The PCs may attempt various actions on the spirit. Here are their likely effects:

- **Magic Sight** or other divining attempts show vague outlines of death and shifting winds. After the creature disappears, it is no longer visible with Magic Sight.
- If the spirit is chased off temporarily, Brucher will berate them that he wants to be with his wife.
- The chamberlain becomes increasingly insane depending on what is happening.
- The Spirit manifests **Fear 1** on the first haunt and then **Fear 2** for any haunt thereafter.

## EVENT 1: GETTING THE HUNT UNDERWAY

The first order of business is to get on the trail of the beastmen raiders. Tracking starts in the tree line outside of the manor and will draw the party further out in a zigzag pattern with additional burned areas similar to the ones at the estate grounds (A4). Brucher will accidentally find the track of the beastmen and will thereafter think that he's a genius at tracking, but he will fail at even the most obvious skill of tracking this raiding party. The PCs may attempt to aid or guide him, but he will dismiss their findings (and later arrogantly claim that it was he that found the trail). Even if there is no PC in the party with any aspect of being able to

track something, it will still be obvious to the PCs that they are simply blundering about in the forest and if it wasn't for the completely obvious prints of the beastmen, loaded down with goods, walking through muddy areas repeatedly, they wouldn't be getting anywhere. This will all be complicated by the periodic manifestation of the haunt, the chamberlain's lament, and the fact that Brucher is obsessed, and frustrating to the PCs (and slowly going insane). He frequently berates Jean, and he also gets frustrated with the PCs.

The chamberlain won't do much talking other than to continue to moan about his burned bride. If the PCs were able to keep him from going more insane earlier, he will now gift the **Runic Talisman** to one of the PCs.

### The Roles of the Characters during the Hunt

Each of the characters will be assigned essential duties while the group chases down the beastmen raiders. Graf Brucher is essentially the de facto boss of the group, but is otherwise useless. Everyone else will need to choose 1-2 roles below each. Two checks are made per day. Two days worth of checks are made. Assistance is possible if a player can justify it to the GM.

- **PC Leader** – This role requires an **average (2d) Leadership check**. Failure indicates that the group becomes de-motivated with all the pressure and unpleasanties. Each member of the group now needs to make an **average (2d) Discipline check** or suffer 2 stress.
- **Provisioner/cook** – This role requires success on an **average (2d) Intuition (or related) check** or the entire party is required to make an **average (2d) Resilience check** or suffer 2 fatigue due to poor management of provisions.
- **Tracker** – The tracker makes an **easy (1d) Observation or Nature Lore check** to follow the tracks of the beastmen.
- **Guide** – The guide has to find safe passage through the forest and avoid traps, snares and deadfalls the beastmen left behind. It requires an **average (2d) Observation check**. Failure results in each member of the group having to make an **average (2d) Coordination check** or else suffer 1 critical wound.

## EVENT 2: THE PRETTY LIGHTS HAUNTING (END OF DAY 1)

The first haunting occurs around the entire group (faint, strange lights) on the first night. Brucher is not singled out at this time. It doesn't last long, and The Graf doesn't seem all that concerned. He dismisses it as just a trick of the forest. There is no Fear effect.

## EVENT 3: THE POLTERGEIST (END OF DAY 2)

After a second long day of tracking, the 2<sup>nd</sup> haunt from the ghost acts as a poltergeist. This time, items such as pots and pans, weapons, firewood, and Gerulf's saddle begin to float above the group and then swirl in a circle faster and faster until they slam into trees (or PCs) and fall to the ground. Meanwhile "Jutte" is scratched into the dirt nearby. During the telekinetic effect of items being flung around, an **easy (1d) Coordination check** is required of everyone or suffer 1 wound. The poltergeist produces **Fear 1** at this time. As one of Brucher's bags of valuables spills, a character may be tempted to steal something. If they do, an **average (2d) Resilience check** will need to be made or else the PC suffers 1 corruption from being in possession of Brucher's accursed belongings.

## EVENT 4: FIRST CONTACT

On day 3, the party should be able to meet up with the first set of beastmen. Part of the herd broke off and is currently enjoying some of the spoils of their raid. This consists of mainly the livestock, but also one or two of Brucher's dead staff members are dangling from trees, having been thoroughly abused and mutilated by the beastmen prior to their fate as dinner. Atypical of most beastmen, it doesn't appear to be a bloody scene.

As they expect some reprisals from their raids, they are not likely caught unaware. As their Tzeentchian custom demands, they are more likely to smell and gang up to attack anyone infected with disease, but will not bite or eat them.

The beastmen group here for Rank 2 parties consists of:

- 1 Gor armed with a great weapon and armored in chainmail
- Individual Ungor (not henchmen) equal to the number of PCs. If the PCs are heavily armored, have the ungor armed with great weapons.
- War hound of Chaos (use wolf or boar stats and add one mutation card)

- 1-2 Cult Mutants who are transitioning into beastmen (draw 2 mutations). They are equipped with a shield and hand weapon each.

**Location:** Forest Glade

### Brucher's Magic

The GM should be wary of having Brucher use magic in sight of the PCs. When he reaches the beastmen lair, he may blast away with spells with abandon, explaining that "the spirit possessed me and I felt the power of magic."

After the battle, the scene may be inspected further: In a grotesque way, the beastmen appeared to have experimented on and then dissected the humans and animals prior to prepping them as food. It is not a bloody affair. In fact, the blood was drained into barrels and the bodies appear neatly arranged (as much as beastmen can arrange). One unusual thing is that the eyes and entrails have been laid out as offerings to the crows in neat arrangements. A successful hard **(3d) Education (chaos/occult) check** will indicate these are arranged as the symbol of the chaos god Tzeentch. The scene here and presence of the beastmen requires an **average (2d) Resilience check** will need to be made or else the PC suffers 1 corruption. Alternately, the GM could require instead an **average (2d) Discipline check** or PCs could suffer from 2-3 stress instead. The chamberlain, Jean, will most decidedly be affected by this event (if he is still alive).

Also after the combat, Graf Brucher searches in vain for the heirlooms. Realizing that much of the booty must have been carried off by a different part of the raiding party, he is vindictive to the corpses of the beastmen and continues his search. If the GM wishes, some of Graf Brucher's valuables can be here. He claims they are of no value and that the PCs may claim them. If they do, an **average (2d) Resilience check** will need to be made or else the PC suffers 1 corruption from being in possession of Brucher's accursed belongings. Most of the items should be bulky items and livestock that couldn't be quickly carried back to the beastmen lair, but may include some money and other things that will keep the PCs interested in continuing.

## Event 5: The Spirit of Lady Brucher Appears

The third haunting of the Graf occurs immediately after the PCs have attempted to recover or heal from the beastmen battle in Event 4 (during daylight if necessary). The spirit appears to all as the naked form of Lady Brucher, swimming and diving. She then stops and lifts what appears to be a ghostly vase from the water and drinks deeply of it. Her naked form continues drinking, spilling it down onto her body. She drinks until water bursts from her in multiple places and then she appears to fall dead and disappears. Brucher becomes frantic trying to communicate with the apparition and find her again after she disappears. There is no fear effect from this haunt, but any PCs expressing any lust after Lady Brucher will require an **average (2d) Resilience check** or suffer 1 corruption.

## EVENT 6: DRUGGED POSSESSION

The party will have one more day of tracking checks (and other checks) before they find the beastmen's lair. In the meantime, Graf Brucher seems more intent than ever on finding his items. He will have some fits and angry tirades lashing out at everyone verbally and then apologize about not feeling himself. He will attempt to calm his nerves by taking a sedative drug he claims is from his apothecary. The drug is **The Cordial of Tzeentch** (WFRP2 Tome of Corruption 89), which is a potion made by dissolving a feather or claw from a Lord of Change into water. For good or ill, this will leave him over-sedated and unable to track or do things. At this point he is more often being affected by the Solipsism insanity. He also suffers from the **Intoxicated** condition, but that doesn't stop him from pressing on all the way to the beastman lair in Part III. Unfortunately, this will be another haunting by the spirit.

Outside of the spirit-event, this may also be a chance for the chamberlain to open up. He can reveal some of what he has heard from the daughters and bring general doom and gloom.

The haunt in this even is massive and terrible. The trees begin to sway without breeze and the entire world seems to turn to a negative of black and white. Voices of everyone are distorted, plants wither, and again, the naked figure of the spirit appears this time lowering herself straight down from the sky. She appears angry with the Graf and torments him while he cowers. Lightning flashes above and time appears to be going both backwards and forwards at the same time. The GM should make it a tense moment of

possible possession of the drugged Graf Brucher. An **average (2d) Intuition or Spellcraft check** will enlighten a character that the spirit is attempting to possess Brucher. At this time, the ghost effect causes **Terror 2** and it uses Ghostly Howl (Ranged, Tomb Banshee) on round 1 and again on round 3.

If the players interfere with the possession, the spirit has become substantial at this time, and may be attacked. The GM should use the statistics for the Tomb Banshee. Although the PCs may disperse it with damage, the GM should make it clear to the players that they have probably only fended the creature off. For higher rank parties, add 5 to the wound threshold.

If the players do not interfere, the spirit will possess Brucher on round 4 and he will become lucid - although with a slightly different personality. As the daemon that possess him is The Changeling (see Liber Mutatis), identifying the personality change will be very difficult. Once Brucher is possessed, the daemon only needs to possess the book and the vase to invoke his freedom to tear out of this mortal husk and move into the material world.

In either case, Brucher will emphasize his thoughts to the party how important that it is that he find his heirlooms and put a stop to the haunting. After that, the party finally gets back on the trail of the beastmen; they will locate the beastmen herd in the Ruins of the Mountain Home.

Location: Eerie Mist (Witch's Song)



## PART III: THE RUINS OF THE MOUNTAIN HOME

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It is one day further to where the beastmen have their camp at the remnants of an ancient dwarfen mountain cavern. They have dedicated a new herdstone atop the conical mountain after the old one was blown up with black powder (along with a good part of the side of the mountain) by goblins competing for the same living space.

From the PCs approach, a herdstone and some dancing beastmen will be visible atop the rocky crag on this mountain. It is there that the family heirlooms are located, although the PCs may not come to this immediate conclusion. If they are having difficulty in deciding what their goal should be, the spirit-daemon can drop some major hints, and Brucher will inevitably also declare that the items are there because of his gut instinct.

Although the forest is thick and hilly here, cautious PCs will be able to scout the area for methods of approach. None of the options look very safe, but the GM should be encouraged to give them plenty of options. They could scale the mountainside and cliff faces, get the goblins to participate, have a distraction, try to sneak through the caverns, fight their way through, or a combination of any of these actions.

The beastmen are prone to fighting and making lots of noise, so combat isn't entirely out of the question, but shouldn't be taken lightly. Each combat that the GM throws at them should be of similar make up to those of the First Contact event in the forest with the potential that more beastmen may arrive if combat lasts too long.

If the group is injured, they should be given a moment to attempt some healing. Brucher will give one of his two healing draughts to the PCs. This will throw the chamberlain (if alive) into another fit over why they weren't given to his wife and instead used for Brucher's insane quest.

After some time to heal and prepare, Graf Brucher will be alert enough and will demand to push onwards. He will still be somewhat drugged and stressed from the spirits perpetual attempts at possession, so the party will have complete say in the approach and it is likely that he will volunteer to pay them lots of extra money (perhaps up to 150 silver) to continue if necessary. As

the daemon will probably eventually possess him by the end of the scenario, it is irrelevant as the PCs will never get paid.

## LOCATIONS AT THE BEASTMEN'S MOUNTAIN LAIR

### B1. LANDSLIDE

Players who have any knowledge of the land/geology will see that there was a recent landslide here that caused part of the mountainside to collapse, exposing what seems to be a honeycomb of caves and passages. The beastmen's old herdstone lies broken at the bottom. The Wargor has arrogantly declared the new herdstone on a rocky outcropping nearby on the mountainside so as to be visible to the surrounding area.

**Location:** Crumbling Ruins

### B2. WATERFALL, STREAM AND HOT SPRINGS

At this location, there is a hot springs that is fed by a stream coming off the mountains. Above is a glacial-melt waterfall, spraying down several hundred feet off of a sheer cliff. This is a favorite place of the female beastmen to loll about the warm waters. It should be noted that female beastmen are docile creatures who are almost the opposite of their male counterparts and are quite cordial, even lusty, with humans unless attacked. One of the pools here has an underwater passage that leads to the mountain lair and it is obviously used by the beastmen to reach this location.

**Location:** Mysterious Cave (GMs Toolkit)

### B3. ABANDONED QUARRY

This old stone quarry is abandoned and littered with huge obelisks, which seem to be too large for any human or dwarf to have extracted or moved. This would be an acceptable place to begin a climb to the top, if the PCs wished. The beastmen have smeared dark, bloody serpent and eye symbols on these blocks. A successful **hard (3d) Education (chaos/occult) check** will indicate these are of the chaos god Tzeentch.

Typically a few beastmen here may be seen throwing stones at a cave opening and laughing. Goblins periodically appear to respond them with feeble arrows and the occasional black powder bomb.

**Location:** Crumbling Ruins

## B4. THE BEASTMEN CAVERNS

The inner tunnels of the beastmen lair are a mixture of natural caverns and ancient dwarfen construction. If the PCs decide to go this way, the honeycomb of tunnels and segregation of various groups of beastmen shouldn't make it impossible to sneak or fight their way through. The wargor leader periodically strolls about the halls here with his entourage, and the GM is encouraged to have a tense moment of his inspection if the PCs are attempting to sneak through the tunnels, but delay a major conflict until the time is right.

The caverns and halls here are inhabited by a variety of beastmen types, mutants, chaos hounds, and the like. The wargor has a large cave to himself with a cliff-side panoramic view overlooking the surrounding lands.

In the end, PCs traversing through the caverns should have their general encounters tailored to their types. Here are some suggestions for various groups:

- **Combat-heavy group** – This is the easiest to handle. Throw beastmen at them. Once combats begin, there won't be opportunities to rest, so players should be reminded that they may need to keep moving.
- **Social-oriented group** - Occasional goblin spies could be seen sneaking around as well and would consider aiding or betraying the PCs as the need arises. Female beastmen tend to be docile and peaceful, unlike their male counterparts and interactions could occur this way wishing that the PCs would just take the shaman's latest obsession away with them.
- **Sneaky or intelligent group** – There should be many skill check opportunities to get through that depend on timing, skill, teamwork, and good luck. Skill challenges of agility and intelligence would be required. Traps are a good example of things to challenge the PCs.
- **Location:** Abandoned Dwarf Hold (Black Fire Pass)

### Traps

If the GM would like guidance on Traps, *The Enemy Within* adventure p.170 covers the subject. If you don't have this product, simply use single-attack with 3-5 blue dice against the character using a particular weapon (e.g. a spear trap would be 3 blue).

## B5. THE DEEP CAVES (GOBLINS)

Several months ago, the goblins attempted to blow up the beastmen. In comedic fashion, they did as much or more damage to their own tribe. Since the explosion, the lower warrens became blocked off or completely exposed and had the opposite effect the goblins wanted. As this left their lair less well defended, the goblins have had to move deeper into the cave complex, which has left them between the beastmen above and dangers deeper into the mountain's ancient cave complexes. They still seek revenge and have a fair amount of black powder and smoke bombs left. Intrepid PCs may be able to convince the goblins to help them. It also may turn out that the party is chased deep into goblin warrens at some point, which could also create other adventure opportunities.

**Location:** Crumbling Ruins

### Goblin Allies?

Convincing the goblins to help attack the beastmen is not an easy task. If somehow they can meet up with Snukuss, the goblin lord, some combination of Leadership, Guile and Charm is probably necessary. To accomplish this one PC has **five attempts to make three successful social skill Influences**. If they fail by a little bit, they will be kicked out with a little bit of fatigue and stress or perhaps a chance to try again later. If they fail horribly, they will probably have to attempt escape and fight.

## B6. HERDSTONE ON TOP OF THE MOUNTAIN

Eventually, the PCs will make their way here. The Bray Shaman has the Book and Vase here as well as a fair bit of other treasure (including the Locket). He has been experimenting with their magical power and has managed to summon two hair-covered Horrors of Tzeentch. As the custom of beastmen aligned with Tzeentch demands, they are more likely to smell and gang up to attack anyone infected with disease, but will not bite or eat them.

A combat will include the following:

- Klanaak, the Tzaangor – Klanaak will offer and accept surrender of anyone who uses magic and offer them the secrets of the universe
- (2) hairy Horrors of Tzeentch
- (3) mutated Ungor (not henchmen; draw 1-2 mutations each) – these guard Klanaak against melee attacks. PCs must get through these to get to the Tzaangor.
- (2) groups of Ungor henchmen equal to the party. If the party is combat-oriented, they will be

carrying great weapons and using Reckless Cleave in addition to their regular beastmen abilities.

- If the party has had an easy time of things, have the Wargor or more beastmen emerge to complicate things further. If it has been too hard, give the PCs a chance to sneak or negotiate their way through or complicate the combat. Also, goblins could emerge throwing a wrench into the whole thing.

Locations (2): Steep Cliff (GMs Toolkit) or Precarious Height (Omens of War), Beastman Herdstone Clearing (The Gathering Storm),

At some point Graf Brucher's possession must take hold and then no one is safe as daemon will want to claim the Book and Vase and complete a 3 round ritual to tear himself out from inside this mortal's body. During that time, The Changeling (Liber Mutatis) cannot attack, and will simply defend himself. He is not interested in mindlessly killing the PCs; just escaping with the powerful items and wreaking havoc on this world... after all, you never know when they might be useful again in the future...

## AFTERMATH

No matter the outcome, the party may have to deal with the goblins, remaining beastmen, mutants, and who knows what else. They also need to find their way home. If they make their way back to the Brucher estate, they will find everyone missing, with Unger's clawed bloody handprints scratched in many places (and no valuables).

## THE HEIRLOOMS

### The Tome of Eternal Magic

The Tome of Eternal Magic contains a large diary portion on the work of the Brucher's, although they used Tzeentchian names to protect their identities. Still it is clear that there are two different authors' handwriting in the book. The PCs may try to destroy, cleanse or exorcise the book or vase. The GM is free to come up with the effects of this on Graf Brucher or his ghostly daemon possessor if it occurs prior to The Changeling completing its ritual.

### The Brass Vase

This vase is about a half meter across and equally deep. Engravings indicate that it is a foreign object. A **daunting (4d) Education check** will give insight to the fact that it is an item of Chaos dwarf make.

### The Locket with Portrait of Gravin Jutte Brucher

This largish, green-metal locket contains a portrait of the Gravin. Although it is non-magical, the Tzaangor mistakenly believes that it is somehow important to spell casting and has not yet thrown it aside.

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# NOTABLE CREATURES AND NON-PLAYER CHARACTERS

The following section details statistics and special abilities of the NPCs and unique creatures that the PCs will encounter over the course of the adventure. Templates indicate which bestiary entry to use. Some have the Hero's Call advanced creature templates listed for simplicity as well.

## Graf Gerulf Brucher

Male Reiklander noble (Rank 4 noble lord, corrupted)

Graf Brucher is a Reikland noble who is obsessed with finding his heirlooms stolen from him by a recent beastmen raid. He is also haunted by a spirit-daemon whom he believes is his dead wife. He is equipped with a superior quality rapier, superior quality breastplate and chain, and rides a horse (**Trusty Horse** if you have *Omens of War*).

**Mastermind Epic Threat Sheet (Hero's call):** If you do not have this template, add +3 to all mental traits, +1 to defense, and add 6 dice to the Cunning and Expertise dice pools.

**Mark of Tzeentch (Winds of Magic):** This allows him to cast arcane magic or actions with the Tzeentch trait just like a wizard. He can cast spells in armor with one less penalty black die than normal.

### Insanities

- **Solipsism** (Gathering Storm) *In the beginning, this will not be noticed, but throughout the adventure, Graf Brucher becomes increasingly convinced that nothing besides himself and his dead wife truly exist.* Add ■ to your dice pool on all actions that target characters aside from yourself.
- **Unresolved Grudge - beastmen** (Winds of Magic) *- I shall never forget this sleight, foul cur. I must cleanse this stain on my honor!* Actions that do not target a hostile or known enemy gain ■.

### Suggested Actions

- **Tzeentch:** *Sorcerous Strike, Magic Rift, Arcane Explosion, Breaking the Wheel*
- **Arcane Spells:** 3-4 as the GM wishes
- **Melee:** 2 melee
- **Social:** 2 social

## Gravin Jutte Brucher (Deceased wife)

Gravin Jutte drown two years ago in the pond while entranced by one of the Graf's spells. She is buried behind the manor in an ornate mausoleum. Her desiccated corpse bears the Mark of Tzeentch on the back of her neck and dried up eye sockets on the backs of her legs.

## Gitta Brucher

Female Reiklander noble

The 17 year-old is the sister of Graf Brucher who stays at the manor. Her parents died over a decade ago and was raised by Graf and Gravin Brucher. She is a bit of a recluse who keeps to her studies (normal books) most of the time. Although not mutated yet, she has begun to grow more hair on her legs than usual.

## Gertraud Brucher

Female Reiklander noble

3 year-old daughter of Graf Brucher. Currently being raised by Gitta and the Chamberlain. She has a strength and toughness of 1. Although, the child of two Tzeentch cultists, she is perfectly normal and actually bears a birthmark that appears to look like a hammer on her left forearm.

## Unger Hamanshmidts

Male Reiklander veteran soldier (Rank 3 retainer: man-at-arms, corrupted)

Unger is Brucher's chief of security and is one of two remaining man-at-arms currently guarding the manor. He is a corrupt, evil man who has guarded Graf Brucher's secrets long enough. He is just beginning the **Clawed Hands** mutation and is slowly giving himself over to malicious plotting of what he will do after Graf Brucher leaves his family alone. He has incredibly dense fingernails that he regularly has to file, so he keeps them covered with gauntlets at almost all times. As a retainer (Lure of Power 29), he grants 1 white die to the Graf's **Intimidate** checks.

## Hans Schnitzer

Male Reiklander soldier (Rank 2 retainer: man-at-arms)

Hans is the kind of person whom no one would accuse of being very bright, but he's incredibly well muscled (Str 5). The Graf enjoys his company as he constantly makes jokes at his expense to which Hans simply makes fawning laughs. As a retainer, he grants 1 white die to the Graf's **Intimidate** checks.

## Helene de la Saumure

Female Bretonian townsfolk (cook)

Helene is Jean's 56 year-old wife. She suffered severe burns in the beastman attack. She is at 0 WT with 3 critical wounds and suffers from the **Scorched** condition until she is healed of all critical wounds (one is the **Garish Scar severe critical injury** from *Omens of War*). She is not able to speak much unless she is healed more than 3 wounds, in which case she can reveal general information as the GM wishes.

## Jean de la Saumure

Male Bretonian specialist (Rank 2 chamberlain)

At 26, he is a very young chamberlain for the Bruchers. He is very broken-up over his wife's injuries in the attack.

**NPC Template:** Use the Merchant stats, but has Weapon Skill and Charm trained. He wears leather armor and carries a somewhat flimsy, poor-quality sword.

**Insanity: Growing Apathy** (Jean has seen too much with the scorching of his wife. Terrible things will happen no matter what he does! What is the point of trying? Whenever you fail a physical check, suffer 1 fatigue.

### Special Trapping Item

- **Dwarfen Stone Talisman (Runic Item - see Black Fire Pass)** - Rune of Warding - When you are targeted by a Spell or Supernatural action, add 1 misfortune die to the action's dice pool. This rune is often learned by apprentice runesmiths, eager to avoid hostile magic.

## MARK OF TZEENTCH

### (WINDS OF MAGIC P.20)

The Mark of Tzeentch has two different passive effects. First, a character targeting someone bearing the Mark of Tzeentch with an action suffers 1 stress if they generate one or more chaos stars in their check, in addition to any other effects the Chaos Stars may impose.

Second, a character bearing the Mark of Tzeentch is imbued with arcane abilities. He can acquire and cast spells with the *Tzeentch* trait, and automatically acquires the Channeling and Spellcraft skills, as well as the Channel Power action, powering his spells like a wizard does. If the character so marked already has Channeling or Spellcraft acquired or trained, he gains an additional fortune die to all related checks.

## Beardea Debru, The Spirit Daemon

The Changeling (Liber Mutatis p.24)

This evil creature is impersonating the ghost of Gravin Jutte Brucher. It has the **Ethereal** trait, meaning it is insubstantial except when tormenting Graf Brucher. Its eventual goal is to possess him and use the Brass Vase and Book to cast a ritual and escape into the material world and continue his meddling. He is not interested in the fates of the PCs unless they interfere and corner it.

It should be considered that the party may have a priest of Morr, Mystic, Necromancer, or Amythest wizard. In this case, the GM shouldn't fret. The Changeling is a master at imitation, so it shouldn't be until the very end that the PCs may have an inkling that the "spirit" isn't what it seems to be. You may reward an especially persistent PC a bit earlier if you feel it won't derail the entire plot by allowing him to affect the possessions, delay the spirit, and whatnot.

*"Perhaps the greatest of Tzeentch's mysteries is the true identity of the meddlesome daemon known as The Changeling. Able to assume any form and flawlessly impersonate the voice and traits of anyone it chooses, keeping track of The Changeling's whereabouts is an impossible task. " ~ Liber Mutatis*

## BEASTMEN

The beastmen are triumphant from their recent raids of the countryside and Brucher Manor. The herd, although significantly diminished, still consists of beastmen, mutants, and War hounds of Chaos (use wolf or boar stats and add one mutation card to each). As their shaman is a Tzaangor, and Tzeentch is naturally opposed to Nurgle, they are a relatively clean bunch (for beastmen) and haven't a spot of disease amongst them. The beastmen ritualistically dissect their food for inspection prior to consumption. It is suggested that the GM use the *Beastmen Group Sheet* from the *Creature Guide/Creature Vault* and choose one or two tactic talents to socket.

### Gahgra the Leader of the Herd

Wargor

Being an unusually intelligent Wargor, Gahgra leads the herd. He was guided by the hints of Klanaak for the glory of the herd to Brucher manor and has been gifted by a mutation of Tzeentch.

**Hero Epic Threat Sheet (Hero's Call):** If you don't have this template, just add +1 to all characteristics, ACE dice, stance, and add +5 to wound threshold. You could also use a minotaur and bump the intelligence up a bit.

**Mutation: Daemonic Bird Beak:** This horrific beak grants him the action, *Chompity Chomp Chomp!* (see Squig)

### Klanaak, the Tzaangor Bray Shaman

Tzaangor (Gor)

Klanaak detected the use of Tzeentch magic in the area and convinced Gahgra to raid the surroundings looking for it. Perhaps by happenstance, perhaps by guidance by Tzeentch's plans, the herd raided and took these items along with all the meat as well. He is in possession of the Tome, Vase, and Locket that Graf Brucher is after. He intends to use them to expand his power and knowledge and create additional Tzaangor from the best of the herd. He always surrounds himself with at least 3 mutated ungor.

**Sorcerer Epic Threat Sheet (Hero's Call) to Gor stats:** if you do not have this template, just add +2 to all mental stats, 4 dice to the A/C/E pool, and 4 spells.

**Tzaangor (Winds of Magic p.11):** Sometimes a Beastman is a chosen one of the Changer of Ways, its fur patterned with the Mark of Tzeentch, or its horns curling to the form of that god's unholy symbol. Tzaangors are feared and respected among their herd.

**Mark of Tzeentch (Winds of Magic):** This allows him to cast arcane magic or actions with the Tzeentch trait just like a wizard.

**Mutation: Small Wings:** The Tzaangor's small wings allow him to fall any distance without taking damage.

**Special Items:** Klanaak has the Wizard Staff item card from Winds of Magic.

**Suggested Spell Actions:** He can use all Tzeentch spell actions from Liber Mutatis as well as 2-3 other spells of the GMs choosing. He has access to all beastmen actions as well.

## BLACK NOSE TRIBE (GOBLINS)

The goblins under the mountain have gotten their hands on a significant amount of black powder and may be armed with small bombs, or firearms. Their numbers are also significantly diminished since their fiasco, but they still pose a small threat to the PCs and the beastmen both. A cunning GM may even have the Goblins be the eventual possessors of Brucher's items by having yet another inconvenient raid at an inconvenient time.

The most common encountered creatures deep under the mountain are goblins, Night goblins, snotlings and squigs.

They use the *Greenskin Group Sheet* from the *Creature Guide/Creature Vault*.

### Snukuss, Goblin Chief

Night Goblin

Snukuss leads the Black Nose tribe of goblins. Their recent attempt to displace the Beastman in the upper levels of the mountain caves was unsuccessful and his tribe has been driven deeper into the mountain.

**Lord Epic Threat Sheet (Hero's Call):** (or +2 to all abilities and +10 wound threshold if you don't have that product).