

Chaos in the Rye

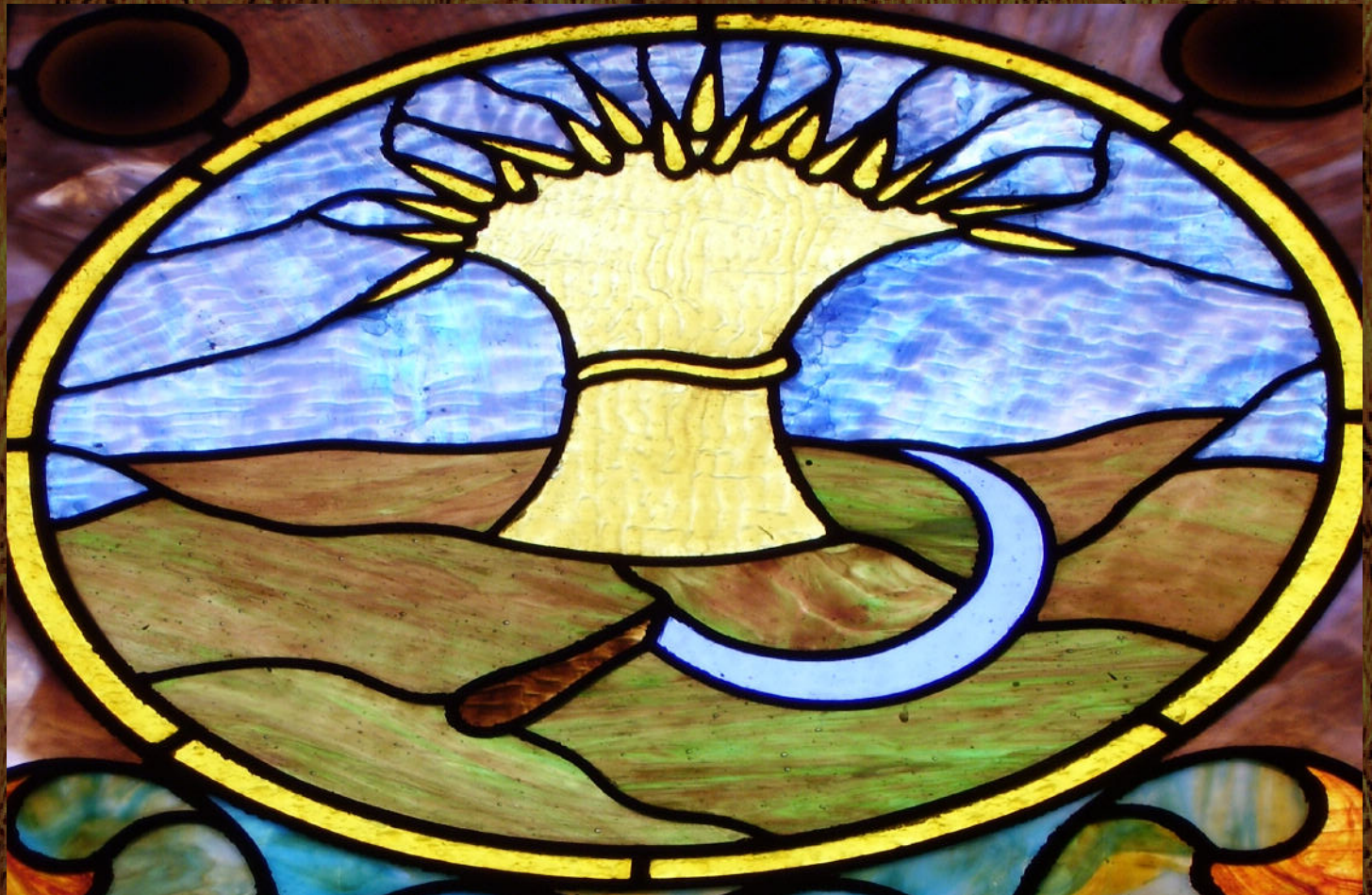


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A Warhammer Fantasy Roleplay 2 Adventure

By Jeff Mason

Introduction

Chaos in the Rye is an adventure for 4-6 characters with more than one basic career behind them. It is set in the sleepy village of Trotteldorf in Stirland, but with a little effort could be moved to any suitably rustic border region of the Empire.



Plot Synopsis

Magister Schlect, a founding member of the Cult of the Crimson Plague, with the assistance of the Bailiff of Trotteldorf and other cultists in the village, has summoned a plague bearer to sow the rye fields of Trotteldorf with a fungus that produces an insidious disease known as nergotism. Life in Trotteldorf goes “a-rye” as the villagers have begun to suffer the disturbing and sometimes fatal effects of nergotism. Furthermore, the Bailiff has provided an infected harvest as Trotteldorf’s tribute to the Raven Knights of Morr, to avenge the downfall of his family as one-time rulers of the lands now held by the Knights. If the adventurers don’t stop the Bailiff and Schlect, on the night of All Soul’s Eve, the plague dead-will rise to destroy the village.

Behind the mortal puppets on this stage is the sinister hand of the Great Unclean One, Clavisepsis, patron fiend of the Covenant of the Crimson Plague. Clavisepsis is pulling the strings of his followers to undermine the vigilance of the Raven Knights in preparation for a chaos border incursion against the Empire. The adventurers must determine the source of the plague in Trotteldorf, apprehend the villains, set fire to the rye fields, and intercept the caravan with the tribute bound for the tables of the Raven Knights in time to foil the dastardly scheme of Clavisepsis to weaken a strategic border of the Empire.

Background

Over 400 years ago, the minor House of Burgruine ruled the verdant forests and lush fields of Siegfriedhof and its demesnes at the easternmost extent of Stirland proper, along the border with dread Sylvania. The Counts of Burgruine, though valiant in their defense of the town from the undead menace in the East, were rumored by many of the superstitious Stirlanders to have pursued unwholesome Necromantic practices to achieve their victories, as irrefutably evidenced by their pale appearance, dour disposition and tendency to severely punish even minor infractions of the law.

Following the defeat of the Vampire Counts at Hel Fenn, a battle in which Count Dietmar von Burgruine was presumably wounded and so retired from the field (some claim he fled from the terror of the undead hordes but refused to admit his cowardice), an Inquisition was conducted under the auspices of the Raven Knights of Morr into allegations of Necromancy practiced by Count Dietmar and his family.

Upon evidence that the wound received in battle had miraculously healed and despite Dietmar’s protestations that a healing draught had contributed to his recovery, the von Burgruine line with all its male heirs ended in a roaring pyre, burned alive inside the ancestral von Burgruine mansion.

The Countess von Burgruine and her ladies were sold into slavery in Kislev. The lands of the Burgruine family were confiscated by order of Elector Count Fasolt von Haupt-Anderssen and bestowed upon the Raven Knights of Morr under the leadership of Siegfried Haupt-Anderssen, Knight Commander and younger brother of the Elector Count, in gratitude for the knights’ gallantry during the Battle of Hel Fenn,

Unbeknownst to the Inquisitors, however, the Countess Burgruine carried an unborn heir to the Burgruine title with her into Kislev. The descendant, in an unbroken male line from Dietmar von Burgruine himself, is Leonid Grozny, the current Bailiff of Trotteldorf.

Leonid grew up as a servant in Kislev, but escaped into the northern wastes. It was there, starving and freezing, Leonid met with a young priest of Nurgle, known as Magister Schlect. Schlect had been one of the students at the University of Nuln who founded The Covenant of the Crimson Plague after the drunken summoning of a Greater Daemon of Nurgle named Clavisepsis. With Clavisepsis’ guidance, Schlect became a charlatan traveling the back roads and by waters of the Empire selling “cures” worse than their diseases to the unwary, until drawn inexorably, as all evil creatures were drawn, to Archaon’s

Introduction

Background (Cont.)

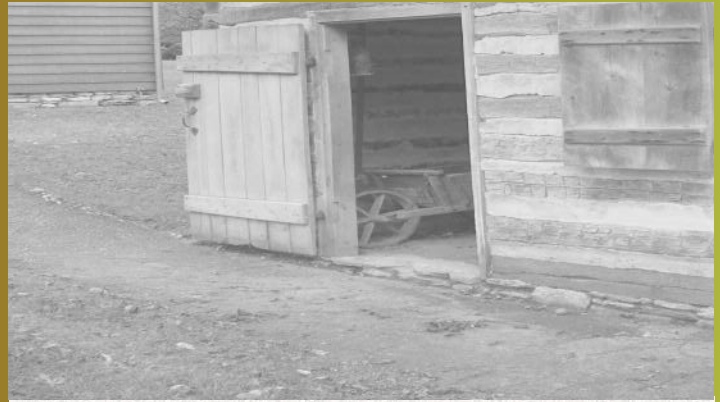
legions gathering for the Storm of Chaos in the North.

Schlect managed to convince Leonid that the injustice of life proved it to be nothing more than a sick joke, that laughing at disease and death was the only real wisdom; a juvenile worldview, perhaps, but quite successful with an impressionable juvenile.

Following the repulsion of Archaon's armies at Middenheim by the Emperor's forces, Leonid was filled with a foul humor and determined nothing could be more amusing than revenging himself upon the Raven Knights who had deprived him of his heritage. Schlect was only too happy to help him achieve this goal, sensing that Clavisepsis had a larger scheme in mind.

With the help of Schlect, Leonid succeeded in ingratiating himself with the Seneschal of the Raven Knights, the dour handed but not too bright Sir Dhambas, eventually becoming the replacement for the former Bailiff of Trotteldorf, Heinrich Bauer, who suddenly died of a mysterious illness that ravaged his body with boils (The Crimson Plague).

The season of boon-work over, with the Autumn harvest safely gathered in, the new Bailiff of Trotteldorf invited all his villeins to a merry feast of thanksgiving. Wine, cheese, roast mutton and all the trimmings, including fresh rye loaves, were passed to all and sundry. The Seneschal himself toasted the health of the village and has now left with his tribute of bacon, cheese, rye flour and livestock, bound for the long tables of the Raven Knights in Siegfriedhof. There will be much dancing in the streets of Siegfriedhof this winter...



The Gift of Nurgle

The Gift of Nurgle received by Schlect is the disease known as "Nergotism, which is carried by a fungus found on cereal grains, particularly rye. For the first day following infection, Nergotism damages the central nervous system of the victim, producing hallucinations (Test vs, Willpower -20% for hard difficulty or suffer hallucinations of the GM's choosing and lose -20% from all percentage characteristics). Soon thereafter, the nergot sufferer will perform strange dancing with lots of jumping and screaming and singing, usually ending with exhaustion after 1-2 days. The victim gains 1 insanity point as a result.

An average save against toughness must then be made to avoid the final stages of Nergotism. If the save is failed, the victim will suffer fatigue, cold/tingling sensations, severe muscle pain, swollen inflamed limbs and burning pain, followed by chills. Limbs become numb, turn black and mummify, causing permanent deformity and/or death.

If the preceding toughness roll failed by more than 1 degree of failure, a random limb is lost and 2 points of insanity are gained. More than 2 degrees of failure results in death.

The blackening of the limbs associated with the final stage of nergotism, as though the victim had been burned alive, will lead many of the superstitious Stirlanders in the village to conclude that nergotism is "Burgruine's Revenge" from beyond the grave, given the fate of the von Burgruine's. They are correct, of course, but nergotism is actually the revenge upon them of Dietmar von Burgruine's living descendant, Leonid Grozny, the Bailiff of Trotteldorf.

Curing Nergotism requires both a successful Cure Disease spell and a successful Cure Poison spell.

Plaguebearers of Nurgle, under the direction of Schlect, have been sowing the rye fields around Trotteldorf with the "Gift of Nurgle". Any character with skill in herbalism may make a normal test against intelligence to notice, if investigated, that the rye crop has been infected by an unusual fungus.



Timeline of Events

The Timeline

The village of Trotteldorf follows the ancient, slow rhythms of agriculture; the passage of seasons and the changing phases of the moons. During their visit, the adventurers will experience a number of unusual “events”, which are not at all in the normal course of things. The timeline can be changed as needed, of course, but the following represents a suggestion for building dramatic tension toward a concluding confrontation on All Souls’ Eve.

The stage of the nergotism plague in the village is reflected by the percent chance of infection of any villager encountered on the day and hour listed below.

The first percentage is the chance the villager is healthy.

The second is the chance the villager is suffering from stage 1 (hallucinatory) nergotism

The third is the chance the villager is suffering from stage 2 (gangrenous) nergotism.

The final percent is the chance the villager is already dead.

A single roll should therefore determine the health of the villager. Note, all cultists are immune to the effects of Nergotism.

The Day of Angestag

9:00 am Terce - Pastures of Plenty

The clouded sky is gray as the party of adventurers heads south along the Siegfriedhof road along the eastern border region of the Empire, where yet a remnant of the Great Forest still can be found, great hoary trees of twisted limb, bearded with moss after centuries of accumulated age. The time of year is Brauzzeit when the leaves are changing and there is a smell of wood smoke in the air from the cottages of the woodsmen and trappers. The air is crisp but not yet too cold.

Rounding a bend in the forest road ahead, a caravan of four wagons loaded with the bounty of the harvest comes into view. Leading the caravan is a tall, heavily armored knight bearing a shield emblazoned with a black raven on a red field (Successful Academic Knowledge Genealogy/Heraldry test to know Sir Dhambas is a Raven Knight of Morr; more than 1 degree of success to know the Counts of Stirland ceded the desmesne of Siegfriedhof to the Knights of Morr in recognition of their bravery at the Battle of Hel Fenn).

Behind him are six mailed men at arms on horseback, also bearing the sign of the black raven. Four wagons loaded with foodstuffs, sacks of flour, kegs of beer, crates and casks, cages of chickens and tethered oxen roll

slowly behind. A driver sits astride each wagon, next to a soldier bearing a blunderbuss. Ten foot soldiers bring up the rear of the wagon train.

If the adventurers approach the wagon train, one of the men at arms will ride forward and call out, “Make way for the servants of the harvester of souls, the reaper of life’s bounty.”

If the party still sits silently athwart the road, the knight will draw his visor and lower his lance, the men-at-arms will draw sword, the drivers will halt the wagons and the blunderbuss wielding soldiers will take aim.

If, however, the adventurers stand aside and hail the caravan, the knight will ride over with a broad, vacant blue-eyed smile and greet them warmly. If the adventurers make friends with Sir Dhambas, on a successful fellowship test, modified by relative social standing, he will regale them with long-winded tales of his valiant exploits. One of the men at arms will yawn once Sir Dhambas starts his boasting, unslinging his lute and strum in time to the tale..

If the characters are persistent, however, on a second successful fellowship roll, they may gain answers to the right questions:

Q-*Who are you?*

A- Sir Dhambas, Seneschal of the Raven Knights of Morr.

Q-*Where are you coming from?*

A- The small village of Trotteldorf, some three hours journey to the south.

Q-*Where did all the food come from?*

A-He is carrying tribute from the village of Trotteldorf to the Raven Knights of Morr.

Q-*Where are you going?*

A-His destination is the Abbey of St. Aethelbert in Siegfriedhof, but he needs to collect additional tribute, so the road home isn’t quite straight.

Q-*What are the Raven Knights doing here?*

A-The Raven Knights are tasked to keep watchful eyes on the eastern border of Stirland.

Q-*Are there any dangers on the road? Why so many soldiers to protect four wagons?*

A-The usual bandits, of course, but sometimes filthy beastmen from the deep forest have also been known to attack these caravans. Of course, their deprivations have been much less since Leonid Grozny, a skilled warrior from Kislev, was installed as the bailiff of Trotteldorf -- at his recommendation.

Timeline of Events

The Timeline (continued)

12:00 pm Sext (85%, 10%, 5%, 0%) - Welcome to Trotteldorf

The adventurers will approach Trotteldorf from the north, arriving by Sext, as the deep-throated bells toll the liturgical hour in the Temple of Morr. Most of the adult male villagers have been toiling in the fields and pastures since before sunrise, doing the week work for the Knights on the desmesne lands, gathering the last gleanings of the harvest. The Hayward supervises the field workers and the Reeve supervises the boon work being done at the Temple of Morr, where a gang of laborers is repairing the roof. All will pause for the noon meal, gather around the bonfires to keep warm, sing songs, tell jokes and ghost stories.

Morbius, the local priest of Morr, is also likely to be burying a wandering beggar in the Temple's common graveyard when the adventurers arrive. The gravediggers, the only attendants, shovel lime into the pit. They lean on their shovels and smile at passerby with the look of those who know that someday everyone, rich or poor, will find their way into the same dark and loamy hole, the common grave of mankind.

In the village, the muddy roads are full of muddy children. They will take an eager interest in any outlandish looking folk, watching them intently and following them about, but not getting too close. If the adventurers approach them, they will run away. Animals wander about, dogs bark, geese hiss, carts rattle by, there is the smell of woodsmoke in the air.

The village women are also hard at work when the adventurers draw nigh, kneading dough, tending animals and small children, cooking, cleaning, singing. A few cotters in the village are busy repairing the thatched roofs and wattle and daub walls of the village cottages. The walls of the village cottages are frequently repaired and covered with a fresh coat of lime wash to protect them from the rain.

The ringing of swords can be heard from the direction of a large manor house, the only stone building in the village, set upon a hill, surrounded by the gleaned and muddy manure-rich fields. This is the sound of the Bailiff and his men practicing their arms. There is also the mouth-watering smell of baking bread coming from across the river, where the village ovens are in use under the supervision of Oswald the Miller. The village of Trotteldorf seems very normal and is indeed thriving...or so it seems.

The only thing odd is a villager who is crouched by a stone wall surrounding a sheep fold. He is a young man, a shepherd by the look of his muddy, ragged cloak, with a tense, thin face and the look of someone who is hiding. If approached, he will put his finger to his lips in a gesture for the others to be silent. "Be quiet! They can hear, ya know!" Stavros has been infected by nergotism and is suffering a delusion. On a successful fellowship test, he will confide to the adventurers his conviction that the sheep are really chaos dwarves in disguise. He is watching them so that he can report their every movement to the Bailiff. Stavros cannot be persuaded that the sheep are just sheep.

When they reach the village green, a pretty young girl smiles demurely at any character with a fellowship of 40 or above, but if there is a priest or wizard in the party, he or she will see the girl's smile suddenly stiffen in a rictus smile of death, as she falls in slow motion to the ground. The priest or wizard will then have a vision in which the sky suddenly darkens and the cold wind, Shyish, blows an amethyst chill of death in the air. The crops wither in the field, the children stop in their muddy tracks and collapse on the ground, the women drop their baskets of bread, which break open to release swarms of flies. The ghostly voices of children singing, "Ring around the rosie, a pocketful of posies -- ashes! Ashes!" is heard and then the village is silent, desolate, lifeless. The vision ends and the character returns to the real world.

The priest or wizard has received a premonition. The village is in terrible danger. But there is no sign of any threat.

If the characters try to warn any of the villagers, no one will listen. On a good day, the fellowship tests of strangers among the suspicious villagers of Trotteldorf are taken at a -20% unless inside the local tavern where they are more receptive of the outlandish. If the characters try to tell the villagers they are doomed, an additional -10% penalty to fellowship will be incurred. The most likely response is a slammed door and/or imprecation against "foreign divils stirrin' up troubles fer everyone, not mindin' their own business."



Timeline of Events

The Timeline (continued)

Many villagers suffer from delusions caused by Nergotism. The following table can be used to determine the delusion a villager is suffering from. Or use your own imagination.

Roll	Delusion
01-08	Villager believes he or she is being pursued by a cloud of flies. The flies bear an important public service announcement from the Lord of the Flies to every orifice of the victim's body. Flee, you fools!
09-16	Villager believes he or she is a famous Estalian Diestro, Don Idiota, and defends the honor of a nearby cow, Madame Bovary, by attacking the strongest party member with an improvised weapon.
17-25	Villager dances violently in a circle, leaping into the air shrieking Villager may urge party members to join the dance, didn't you see the piper calling the tune, in fields of wither under a ruddy moon? Ring around the rosie, a pocketful of posies! Ashes! Ashes! We all fall down! The villager dances until collapse from exhaustion.
26-33	Villager has seen the ghost of Viktor von Burgruine, the cousin of Dietmar von Burgruine burned to death in Von Burgruine's hollow. He has returned to punish us! Actually, this is an insane insight into Leonid's real ancestry.
34-41	Villager believes he or she is the Emperor Wilhelm, also known simply as W. It is time to lead a crusade against the terrorist Tomb Kings of Araby. All able bodied folk must join in the holy war against the axis of evil.
42-49	Villager carries a heavy rock, which he or she claims is a warpstone that is mutating the village. To save the village, the villager will drown himself / herself in the millpond by jumping in with the heavy rock.

50-57	Villager believes one of the party members is Lord Morr and falls prostrate in the mud. We are not worthy, O great King of the Underworld. Spare us, we pray, another day. Postpone our doom and protect our tomb. Villager sobs uncontrollably.
58-65	Villager believes a magic user in the party has conjured daemons to torment him or her. A crowd gathers and regards the party with dark, superstitious awe, murmuring of witches and witch hunters.
66-73	Angry villager believes the wandering pedlar, Beppo, has poisoned the wells of the village. If this result comes up more than once, Beppo will be lynched by the villagers if the party does not intervene on his behalf, which will earn them an important rumor from Beppo, namely that the Bailiff, Leonid, came to the village with the Magister and that Heinrich Bauer died of a mysterious disease shortly thereafter.
74-81	The Ghouls are seeding the fields of Trotteldorf with Dragon's Teeth and soon the village will reap the whirlwind, as a result. Morrslieb will be full and they will come for the village. This is a demented reference to the plaguebearer this villager has glimpsed in the fields.
82-91	Villager believes the Vampire Counts are coming and that the party members are familiars or vampires themselves. May try to drive a stake into one of them.
92-00	Villager believes that the village is under the curse of chaos, that evil walks the fields when Morrslieb is full and that the fields must be burned to save the village. This villager will probably be apprehended and publicly beheaded at the village green with the Bailiff in attendance.

Timeline of Events

The Timeline (continued)

3:00 pm None - (70%, 15%, 10%, 5%) The Quick and the Dead

As the adventurers make their way along the village roads, they will witness one of the Kislevite overseers harass a young maiden. As he turns from her, the overseer will suffer a sniper attack from Katya Nadzof. If the result of the attack is the death of the overseer, the adventurers will have to convince Grozny and his men they had nothing to do with it. He may offer them 100 gc to bring the sniper to justice. More of Grozny's men may be shot by Katya.

6:00 pm Vespers (55%, 20%, 15%, 10%) - Rumors and Allegations

An evening at the Foaming Mug yields information. The following rumors can be ascertained on a successful fellow-

Roll	Rumor
01-10	Villager suffering from Nergotism, use delusion table or make one up
11-20	The priest Morbius is unlucky for pregnant women, having gotten one pregnant himself. She died in childbirth.
21-30	Old Heinrich Bauer was a better bailiff than Grozny, but he died of a strange disease.
31-40	Viktor Von Burgruine still haunts the hills where he once lived - he is now a revenant, an undead horror.
41-50	That Sir Dhambas lived down to his name when he put the Kislevites in charge of Trotteldorf.
51-60	Gerhardt Nadzof and his father abused Gerhardt's wife Katya.
61-70	Beastmen have been seen in the forest near Trotteldorf.
71-00	You ferinners got lots of questions. Why can't ya leave honest folk alone?

12:00 Compline (35%, 30%, 20%, 15%) The Danse Macabre

Morrnsleib is full! Plague Beareres appear in rye fields and orchard,

The Day of Festag (All Soul's Eve)

6:00 pm Vespers (100% health - Plague ends!) - All Souls' Eve

All Soul's Eve is the night the dead supposedly return to Stirland. The tradition is to make a lot of noise to scare the bad dead away and put food on the table for the good dead to remember home-cooked food.

Oswald the Miller (see Dramatis Personae) will set off fireworks on the village green..

The plague dead will then rise from the local graveyard to attack those still living during the fireworks display. This represents approximately 30 zombies who will go from house to house killing villagers unless stopped. Father Morbius (see Dramatis Personae) can use Destroy Undead to help the adventurers if his powers are restored.

If Isabella is sacrificed in Von Burgruine's Hollow by Schlect, the Autumn Carnival is coming to destroy the villiage.

Schlect will lead an attack on the adventurers if they have not yet figured out who the villains are and attacked the manor.

If the adventurers overcome Schlect and Grozny, they must still intercept the tribute and present proofs that Grozny and Schlect are traitors to the Empire. Each handout adds +20% to a fellowship test with Sir Dhambas, when found, to convince him that the grain from Trotteldorf is infected. Other proofs may be found and modify the tests accordingly. If they fail to convince Sir Dhambas, he will attempt to arrest them as agitators. If successful, they will be recognized by the Raven Knights as "Protectors of the Graveyard", receive a gilt medallion and 100 gc.

Dramatis Personae



Servant-Chaos Warrior- Chaos Knight
Leonid is a large, young man with a heavy Kislevite accent. He laughs at the sorrows of others and enjoys punishing anyone who fails to obey his every whim. He is battle-hardened, but claims to admire the arts like the nobles he apes. Leonid is arrogant, ambitious, ruthless and evil, but still manages to think well of himself.

Bailiff Leonid Grozny, Chaos Knight

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52	36	44	54	41	31	47	36

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	5	4	0	0	0

Skills: Animal Care*2; Blather; Common Knowledge (the Empire); Dodge Blow; Evaluate; Gossip * 2; Perception; Search; Sleight of Hand; Speak Language (Reikspiel); Command; Common Knowledge (Chaos Wastes); Follow Trail; Intimidate; Outdoor Survival; Perception; Ride: Search; Speak Language (Kislevite)

Talents: Acute Hearing; Etiquette; Lightning Reflexes; Marksman; Orientation; Specialist Weapon Group (Lance); Strike Mighty Blow; Strike to Injure; Chosen of Chaos; Menacing

Trappings: 2d10 gc; Blanket; Breeches; Dagger; Hand Weapon; Lamp Oil; One set of Good Craftsmanship Clothing; Pewter Tankard; Purse; Shirt; Sling bag; Storm Lantern; Tinderbox; Wooden cutlery set; Wooden tankard; Sleeved chain Shirt, Iron Helm, Ring Kilt; Chain Pants; Flail; Lance; Long Sword; Shield; Destrier with Saddle and Harness;



Student - Agitator - Charlatan-Cult Acolyte-Cult Magus of Nurgle

Only 29, the formidable **Schlect** disguises himself to mask the marks of Nurgle's favor he bears. He will first spy upon, then harrass the characters, who he sees as threats to Claviseps's plan. On All Soul's Eve, he leads an attack against them.

Magister Von Schlect, Cult Magus of Nurgle

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	34	38	46	49	38	53	55

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	3	4	4	3	0	0

Skills: Acad Know: Daemonology, Botany*2, History; Comm Know: Empire; Channeling; Concealment; Disguise; Evaluate; Gamble; Gossip *2; Haggle; Heal; Intimidate; Magical Sense; Outdoor Survival; Petty Magic (Chaos); Perception *3; Prepare Poison; Read/Write * 2; Search; Secret Lang (Thieves); Sleight of Hand, Speak Language (Reikspiel, Dark Tongue), Speak Arcane Language (Demonic); Torture

Talents: Aethyric Attunement; Dark Magic; Fearless; Flee; Inured to Chaos; Linguistics; Mimic; Public Speaking; Seasoned Traveler; Sixth Sense; Streetwise; Suave, 3 diseases (hidden with disguises and perfumes)

Trappings: hardened cuirbolli leather jack and leggings under robes (counts as leather +1); staff, butterfly net, disguises; Cult vestments (hidden); purse; 25 g; 25 s; robe; hat, boots, backpack with specimens; writing kit



Hunter-Targeteer

Born in Hochland, **Katya** wields her rifle with deadly accuracy, as her late husband and ex-father-in-law have recently discovered. Affected by nergotism, she is now stalking the Kislevite overseers of the village. An avid hunter, she mounts all her trophies.

Katya Nadzof, The Huntress

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	47	37	34	43	36	30	35

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	0	0

Skills: Common Knowledge (the Empire) * 2; Concealment; Follow Trail; Gossip * 2; Outdoor Survival * 2; Perception * 2; Search; Secret Signs (Ranger); Set Trap; Sleight of Hand; Speak Language (Reikspiel); Swim

Talents: Acute Hearing; Coolheaded; Lightning Reflexes; Marksman; Mighty Shot; Rapid Reload; Sharpshooter; Specialist Weapon Group (Engineer); Sure Shot

Trappings: 2 Animal Traps; 2d10 gc; Antitoxin Kit; Backpack; Blanket; Skirt; Boots; Dagger; Hand Weapon; Light Armour (Leather Jack); Hochland Rifle with 20 rounds; Purse; Cloak of Concealment; Wooden cutlery set; Wooden tankard; Worn boots; Gunpowder horn; brooch



Noble-Squire-Knight

Sir Dhambas is a crashing boor, delighting in sharing tall tales of his many dashing exploits. He imagines being named Seneschal of the Raven Knights in Siegfriedhof was a great honor when in fact he was given the job to get him out of the abbey dining hall.

Sir Dhambas, Raven Knight

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	42	37	39	37	33	43	46

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry); Academic Knowledge (Strategy/Tactics); Animal Care; Animal Training; Blather; Charm * 2; Common Knowledge (the Empire) * 2; Consume Alcohol; Dodge Blow * 2; Gossip * 2; Perception; Read/Write; Ride * 3; Secret Language (Battle Tongue); Speak Language (ANY) * 2; Speak Language (Reikspiel) * 2

Talents: Etiquette; Public Speaking; Resistance to Disease; Specialist Weapon Group (Cavalry); Specialist Weapon Group (Fencing); Specialist Weapon Group (Flail); Specialist Weapon Group (Two-handed); Strike Mighty Blow

Trappings: 1d10 Gold Crowns; 25 gc 2d10 gc; Blanket; Breeches; Dagger; Demilance; Destrier with Saddle and Harness; Flail; Foil; Hand Weapon; Heavy Armour (Full Plate Armour); Jewelry worth 6d10 gc; Lance; Main Gauche; Noble's Garb; Purse; Religious Symbol

Dramatis Personae



Soldier-Mercenary

As in most of the empire, the mercenaries guarding the tribute of Trotteldorf don't view the sacred quest of provisioning their employers with religious zeal. They will defend the wagons, but they won't willingly die for their employers. They tend to have a cynical outlook on life and can't resist mocking the Knights for their ideals.

Men-at-Arms

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36	43	31	29	38	31	39	26

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	3	2	4	0	0	0

Skills: Animal Care; Common Knowledge (the Empire) * 2; Dodge Blow * 2; Drive; Gamble; Gossip * 2; Heal; Intimidate; Perception;; Ride; Secret Language (Battle Tongue); Speak Language (Reikspiel); Swim

Talents:Disarm; Luck; Mighty Shot; Quick Draw; Rapid Reload; Strike Mighty Blow; Strike to Injure;Strike to Stun;;Super Numerate

Trappings:2d10 gc; Backpack; Blanket; Breeches; Crossbow with 10 Bolts;Dagger; Hand Weapon; Healing Draught; Banded Mail, Helmet; Purse; Shield;;Shirt; Tattered cloak;Uniform; Wooden cutlery set;Wooden tankard;Worn boots



Soldiers

These soldiers plod along behind the caravan, bringing up the rear guard.

Foot Soldiers

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37	33	27	38	34	28	29	36

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Common Knowledge (the Empire) * 2; Dodge Blow; Drive; Gossip * 2; Heal; intimidate; Speak Language (Reikspiel)

Talents: Excellent Vision ;Quick Draw ; Sharpshooter ;Specialist Weapon Group (Two-handed) ;Strike to Injure ; Strike to Stun ; Very Resilient

Trappings: 2d10 gc; Blanket ;Breeches; Dagger ; Halberd; Hand Weapon ;Studded leather vest; leather cap; bracers; Purse ; Shield; Shirt ; Sling bag; Tattered cloak ; Uniform ; Wooden cutlery set; Wooden tankard ; Worn boots



Soldier

The conscripts, largely made up of peasant lads who wanted to get off the farm, are subject to routing if only a few of their number meet a gruesome fate. Without the Raven Knights to lead them, they would flee from any pitched battle. The wagon soldiers can aim, fire and reload their blunderbusses without much skill.

Wagon Soldiers

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	37	27	38	34	28	29	36

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Common Knowledge (the Empire) * 2; Dodge Blow; Drive; Gossip * 2; Heal; intimidate; Speak Language (Reikspiel)

Talents: Excellent Vision ;Quick Draw ; Sharpshooter ;Specialist Weapon Group (Firearm) ;Strike to Injure ; Strike to Stun ; Very Resilient

Trappings: 2d10 gc; Blanket ;Breeches; Dagger ; Blunderbuss and 10 shots; Hand Weapon ;Studded leather vest; leather cap; bracers; Purse ; Shield; Shirt ; Sling bag; Tattered cloak ; Uniform ; Wooden cutlery set; Wooden tankard ; Worn boots



Initiate-Priest

Priest of Trotteldorf for 5 years, **Morbius** served his novitiate at the Abbey of St. Aethelbert in Siegfriedhof. He has been stripped of all powers by Morr for getting a girl pregnant who died giving birth to a beastman child several years ago. He is hiding his lack of divine power from the villagers.

Morbius, Priest of Morr

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
29	39	33	40	30	49	39	47

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	3	0	0

Skills: Academic Knowledge (ANY) ; Academic Knowledge (Astronomy) ; Academic Knowledge (Theology) * 2 ; Charm * 2 ; Common Knowledge (ANY) * 2 Common Knowledge (the Empire); Gossip * 2 ; Heal * 2; Perception * 2; Read/Write * 2; Ride; Speak Arcane Language (Magick); Speak Language (ANY) * 2; Speak Language (Classical);Speak Language (Reikspiel) * 2

Talents: Armored Caster; Marksman; Public Speaking ; Savvy ; Stike to Stun ;Suave ;Very Strong

Trappings: 2d10 gc; Backpack; Blanket ;Breeches ;Dagger ;Hand Weapon ;Prayer Book ;Purse ;Religious Symbol ;Robes ;Shirt ;Tattered cloak ;Wooden cutlery set; Wooden tankard ;Worn boots ;Writing Kit

Dramatis Personae



Kislevite Kossar

Grigory Feodorovich is a bully, a drinker and likes young girls. As a result, he is despised by the villagers. He is also village executioner, which doesn't help his popularity. There have been more executions of late, as some of the village hot-heads are becoming resistant to the thugs from Kislev Leonid brought with him.

The Reeve

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	28	31	31	30	33	37	32

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills:

Common Knowledge (Kislev) Common Knowledge (the Empire) Consume Alcohol Dodge Blow Gamble Gossip Outdoor Survival Perception Search Speak Language (Kislevian) Speak Language (Reikspiel)

Talents:

Coolheaded Sixth Sense Specialist Weapon Group (Two-handed) Strike to Injure

Trappings:

2d10 gc Backpack Blanket Bow with 10 arrows Breeches Dagger Great Weapon (Two-handed Axe) Hand Weapon Light Armour (Leather Jack) Light Armour (Leather Leggings) Medium Armour (Mail Coat) Purse Shirt Tattered cloak Wooden cutlery set Wooden tankard Worn boots



Kislevite Kossar

Arkady Dimitruvich isn't very bright but he has a big sword and he knows how to swing it. He does what Grigory tells him to do which is mainly to rough up anyone who gets in their way. This is something Arkady enjoys.

The Hayward

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	22	30	35	29	26	45	33

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	5	0	0	0

Skills:

Common Knowledge (Kislev) Common Knowledge (the Empire) Consume Alcohol Dodge Blow Gamble Gossip Outdoor Survival Perception Search Speak Language (Kislevian) Speak Language (Reikspiel)

Talents:

Coolheaded Sixth Sense Specialist Weapon Group (Two-handed) Strike to Injure

Trappings:

2d10 gc Backpack Blanket Bow with 10 arrows Breeches Dagger Great Weapon (Two-handed Sword) Hand Weapon Light Armour (Leather Jack) Light Armour (Leather Leggings) Purse Shirt Tattered cloak



Kislevite Kossar

Boris, Dimitry and Kazimir are three Overseers in the village who are probably the most despised, Kislevite bullies of all, because they have direct contact with the villagers every day and that contact may involve a whip or an unwelcome fondling. These overseers are at the top of Katya's list of potential targets.

Overseers

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	28	32	30	36	24	30	24

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Skills:

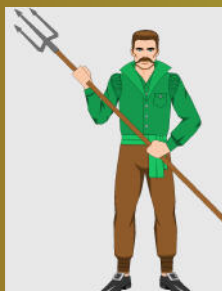
Common Knowledge (Kislev) Common Knowledge (the Empire) Consume Alcohol Dodge Blow Gamble Gossip Outdoor Survival Perception Search Speak Language (Kislevian) Speak Language (Reikspiel)

Talents:

Coolheaded Sixth Sense Specialist Weapon Group (Two-handed) Strike to Injure

Trappings:

2d10 gc Backpack Blanket Bow with 10 arrows Breeches Dagger Great Weapon (Two-handed Axe) Hand Weapon Light Armour (Leather Jack) Light Armour (Leather Leggings) Medium Armour (Mail Coat) Purse Shirt Tattered cloak



Burgher-Cultist

Oswald the Miller is unfaithful to his young and pretty wife and regularly beats her. He became a cultist when Schlect told him how rich they would all be when Stirland falls to the forces of Chaos. His mill ground the grain that will soon be baking in the Abbey ovens. Leonid will then behead Oswald as the fall guy for the plot.

Oswald the Miller

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
28	27	30	28	30	32	27	31

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	3	2	4	0	0	0

Skills:

Common Knowledge (the Empire) * 2 Drive Evaluate Gossip * 2 Haggle Perception Search Speak Language (Breton) Speak Language(Reikspiel) * 2

Talents:

Dealmaker Resistance to Magic Savvy Suave

Trappings:

2d10 gc Abacus Blanket Breeches Dagger Hand Weapon Lantern One set of Good Clothing Purse Shirt Sling bag Tattered cloak Wooden cutlery set Wooden tankard Worn boots

Dramatis Personae



Rogue-Servant-Innkeeper

Remas is Sartosian, rumored to have once been involved with the notorious Mus-someli merchant family. Remas married Gilda Bauer and has 3 children, two boys, Luigi and Gambini and a daughter Isabella, who is missing. He likes colorful clothing and never goes anywhere without his gilt dagger and feathered hat..

Remas the Innkeeper

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
29	39	38	37	31	27	31	31

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	16	3	3	4	0	0	0

Skills: Animal Care; Blather * 3; Charm * 2; Common Knowledge (the Empire) * 2; Consume Alcohol; Dodge Blow; Evaluate * 2; Gamble; Gossip * 3; Haggle * 2; Perception * 3; Performer (Storyteller); Read/Write * 2; Search Secret Language (Thieves' Tongue); Speak Language (Tilean); Speak Language (Reikspiel); Trade (Cook)

Talents: Acute Hearing; Ambidextrous; Hardy; Lightning Reflexes; Marksman; Public Speaking; Sixth Sense; Street Fighting; Streetwise; Strike to Stun

Trappings: 1 or more Servants 1d10 gc; 2d10 gc; Backpack; Blanket; Breeches; Dagger; Deck of Cards; Hand Weapon; Inn; Lamp Oil; One set of Good Craftsmanship Clothing; Pewter Tankard; Purse; Shirt; Storm Lantern; Tattered cloak; Tinderbox; Wooden cutlery set; Wooden tankard; Worn boots



Servant

Gilda is very attractive, with long Auburn hair and green eyes, favoring low-necked bodices, the daughter of Heinrich Bauer, former bailiff of Trotteldorf. She suspects Grozny and Schlect may well have had something to do with her father's demise but can prove nothing.

Gilda the Barmaid

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	31	38	24	41	39	37	48

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	2	4	0	0	0

Skills: Animal Care; Blather; Common Knowledge (the Empire); Dodge Blow; Gossip * 2; Haggle; Perception; Search; Sleight of Hand; Speak Language (Reikspiel)

Talents: Etiquette; Excellent Vision; Flee!; Lightning Reflexes; Savvy

Trappings: 2d10 gc Backpack Blanket Breeches Dagger Hand Weapon Lamp Oil One set of Good Craftsmanship Clothing Pewter Tankard Purse Shirt Storm Lantern Tattered cloak Tinderbox Wooden cutlery set Wooden tankard Worn boots



Peasant

Virgaters of Trotteldorf are distinguished from Cotters because they have their own virgate (approx. 24 acres) of land to farm. They owe the abbey both week work and various rents and remissions, but have a little piece of earth to call their own. Stats below are for a typical virgater. Virgaters are somewhat surly and superstitious.

Virgaters of Trotteldorf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31	35	30	31	26	30	28	25

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Animal Care; Charm Animal; Common Knowledge (the Empire); Concealment; Gamble; Gossip; Outdoor Survival; Scale Sheer Surface; Set Trap; Speak Language (Reikspiel); Swim; Trade (Farmer)

Talents: Acute Hearing; Excellent Vision; Flee!; Hardy

Trappings: 2d10 gc; Blanket; Breeches; Dagger; Hand Weapon; Leather Flask; Purse; Quarter Staff; Shirt; Sling bag; 1 set of good craftsmanship clothing; Wooden cutlery set; Wooden tankard; Worn boots



Servant

Cotters differ from Virgaters in that they are serfs, attached to the landholding of the Abbot and are not free to come and go as they please. They have no land of their own. They are looked down upon by the virgaters and are cruelly treated by the Kislevites.

Cotters of Trotteldorf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	30	39	30	33	30	35	25

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Blather; Common Knowledge (the Empire); Dodge Blow; Evaluate; Gossip * 2; Perception; Search; Speak Language (Reikspiel); Trade (Cook)

Talents: Acute Hearing; Hardy; Lightning Reflexes; Marksman

Trappings: 2d10 gc; Backpack; Blanket; Breeches; Dagger; Hand Weapon; Lamp Oil; Ragged Cloak; Pewter Tankard; Purse; Shirt; Storm Lantern; Tattered cloak; Tinderbox; Wooden cutlery set; Wooden tankard; Worn boots

Dramatis Personae



Beastmen

About a dozen brays and ungor's have a small camp in Von Burgruine's hollow. These beastmen are mutated children of Trotteldorf who were exposed in the woods. Schlect and Leonid have brought them food from the village. In return, the beastmen become "scapegoats" for Shlect and Leonid's evil deeds.

Beastmen

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	21	31	35	30	24	24	20

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

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

Talents: Keen Senses, Rover

Special Rules: Animalistic legs, Bestial Appearance, 25% chance of additional mutation, Silent as the Beasts of the Wood

Armor: None

Weapons: Hand Weapon or Shield, Spears



Plague Bearers

Schlect summoned 1-6 plague bearers to help spread the plague in the rye fields of Trotteldorf. The nature of the ritual was such that the daemons can return whenever Morrslieb reaches a full phase. They become unstable and disappear again by morning.

Plague Bearers

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45	0	36	35	40	30	44	11

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	4	4(6)	4	0	0	0

Skills: Dodge Blow, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)

Talents: Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Night Vision, Strike to Injure, Will of Iron

Special Rules: Chaos Mutations: Claws, Cloud of Flies, Foul Stench (-5% to WS all characters within 6 ft); Instability; Plague; Stream of Corruption

Armor: None

Weapons: Hand Weapon, Claws



Plague Zombies

The victims of Nergotism will be raised from the dead by Schlect, using a scroll of ritual magic that can only be performed on All Soul's Eve. The zombies will mindlessly attack everyone left alive in the village. If Schlect is killed, the attack stops and the zombies collapse to the ground.

Plague Zombies

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	35	35	10	--	--	--

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

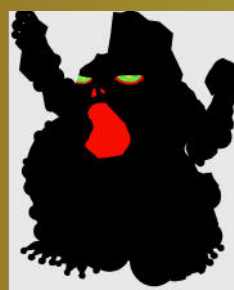
Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules: Never take or fail tests based on Intelligence, Will power, or Fellowship; Zombies can't run

Armor: Leather Jack; Arms(1) Body(1)

Weapons: Hand Weapon



Clavisepsis - The Great Unclean One

Though behind all the ill doings in Trotteldorf, Clavisepsis will not manifest unless Schlect is killed, in which case he will resurrect his favorite in a horrible way (see conclusion). Clavisepsis' name will also not be revealed in this scenario - he has cursed his followers so their tongues would rot in their mouths if they attempted it.

Clavisepsis

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
84	0	65	68	43	89	89	45

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
6	69	6	6(8)	4	4	0	3

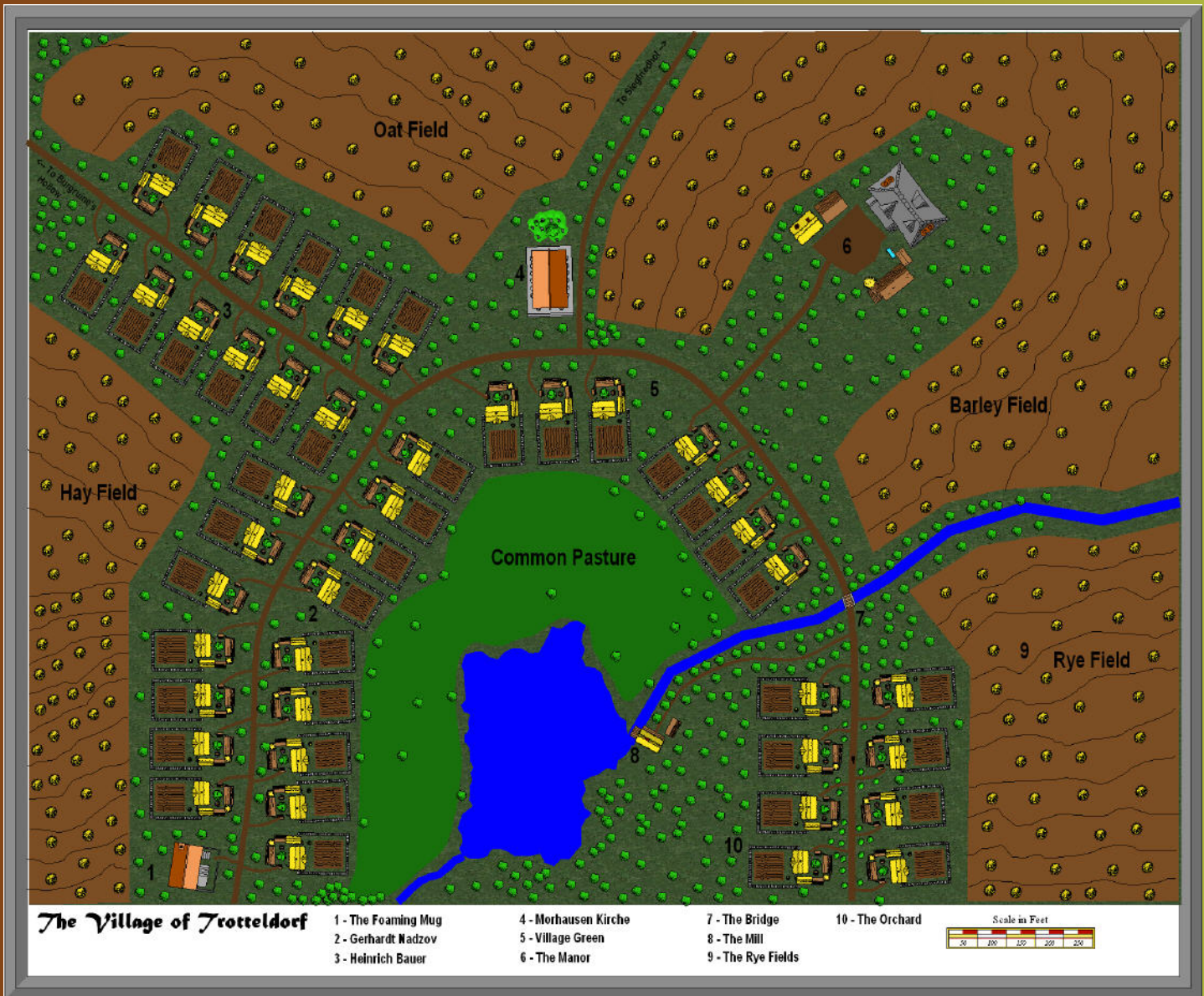
Skills: Acad Knowledge(Daemonology)+20%; Academic Knowledge(Magic) + 20%; Blather, Channeling, Charm, Command + 10%, Intimidate +20%, Magical Sense +20%, Read/Write, Speak Arcane Language(Daemonic), Speak Arcane Language(Magick), Speak Language(Dark Tongue), Speak Language(any 6)., Swim

Talents: Ambidextrous, Dark Lore(Nurgle), Dark Magick, Daemonic Aura, Keen Senses, Lesser Magick (any two), Master Orator, Natural Weapons, Night vision, Petty Magic(Chaos), Public Speaking, Specialist Weapon Group(Flail), Strike Mighty Blow, Terrifying, Unstoppable Blows, Will of Iron

Special Rules: Chaos Mutations: Claws, Cloud of Flies, Grossly Fat, 1d10-5 add. Mutations of Nurgle, Corrosive Flesh, Host of Nurglings, Infected, Instability, Malaise of Pestilence, Plague, Rotten Hide, Slippery Mucous Trail, Stream of corruption

Armor: Head/Arms/Body/Legs-5 **Weapons** Claws and Teeth, Flail:\

Trotteldorf Locations



The Village of Trotteldorf

Trotteldorf is a village of nearly forty families or approximately 200 inhabitants. There are a total of 8 hydes consisting of 6 virgates (each virgate is 24 acres of arable land, the amount required to support a family) for a total of 1,152 acres, according to the Domesday Book, an imperial survey of the countryside commissioned by the Emperor Aegon the Apocalyptic. The Abbey of St. Aethelbert, owner of the land, holds 3 hydes of arable land (432 acres) in the demesne, along with 16 acres of pasture.

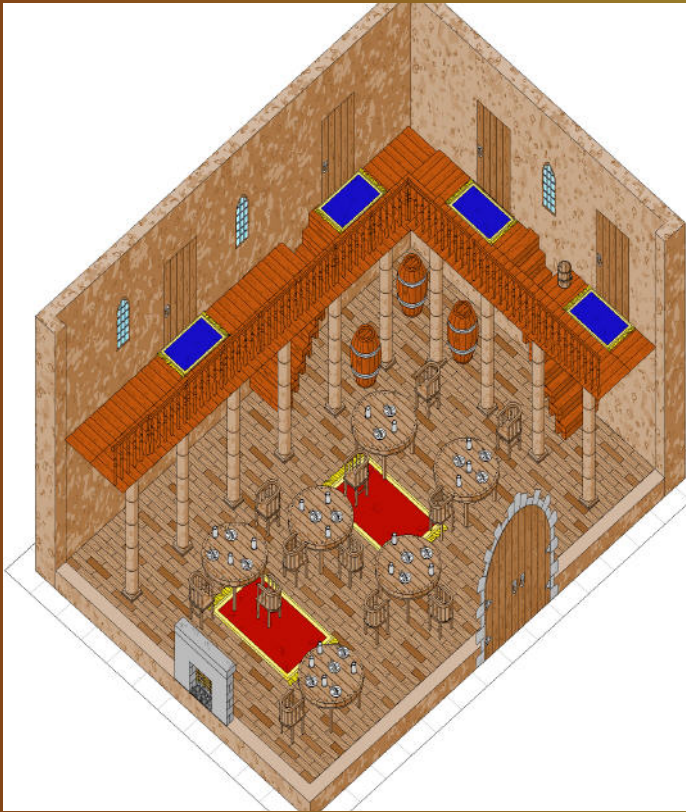
The Bailiff holds the land from the Abbey of St. Aethelbert. His responsibility is to ensure that the village tenants perform their week-work and remit all dues and fees required by the Abbey from the land they hold. The Bailiff has a carefully set tribute that must be provided to the Raven Knights in the Abbey of St. Aethelbert. Any surplus represents a profit for the Bailiff. The villagers are required to have their harvest ground by the manor mill and their bread baked in the manor oven and pay to use the pasture.

The villagers labor on the Abbot's demesne, but they also have their own stake. Each household has a virgate of land to farm and also a small garden to call its own. In front of every cottage is a fenced in section of small outbuildings for sheep and chickens and perhaps a cow, known as the toft. In back is a fenced in garden called the "croft".

There are two classes of villager, the "virgaters" who actually hold a virgate of land and the "cotters" who rent cottages in the village but don't hold any land. Cotters weave wattles, dab daub, dig ditches, and shear sheep to earn their meager livings.

There is a little local industry in Trotteldorf, but availability of goods should be considered at the **Below 100** level because the adventurers haven't lived in the village for nine generations or so.

Trotteldorf Locations



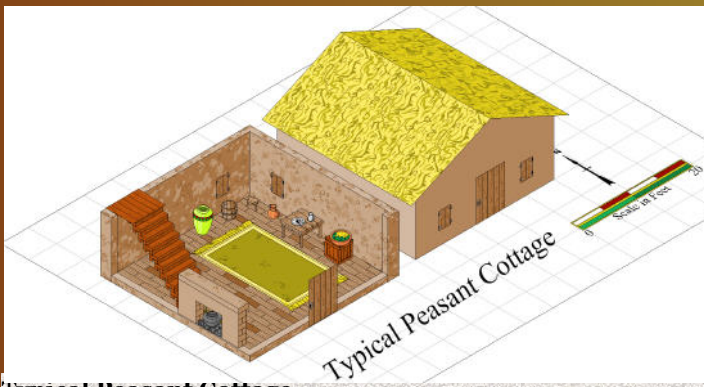
1. The Foaming Mug

The Foaming Mug is a two story Inn with a large common room and 4 guest rooms. It is run by Remas the Sartosian and his wife Gilda who also serves customers food (see Dramatis Personae). Many of the virgaters and occasionally a cotter will come to the Inn in the evening for a well-earned mug of ale. There is singing and laughter on most evenings, muffled only by the chance arrival of the Kislevites in Leonid's employ. Many of the patrons will finish their mugs and leave once the Kislevites arrive. It may also be that a drunken cotter comes into the Foaming Mug and will be run off by the virgaters with kicks and cuffs.

The Foaming Mug is so named for the custom in Stirland of thrusting a hot poker into a tankard of ale, which Remas privately regards as barbaric but keeps an iron or two by the fire nevertheless.

Halflings are likely to receive bad treatment from the locals of Stirland, who have not forgotten the concession of good farmland to the Mootfolk. All fellowship tests for halflings in Trotteldorf are taken at -20%.

Food and drink is available (subject to the under 100 population restriction) at normal prices, but anyone who eats bread or porridge in the village must test against Nergotism. The fungus can't be tasted after it has been ground up and baked, so only a unusually successful perception test (3 degrees of success) will notice "something off" about either food.



Typical Peasant Cottage

In front of every cottage is a fenced toft, where the animals (pigs, chickens, sheep) are kept when not in the village paddock. Behind every cottage is a small garden surrounded by a stone wall known as the croft, where the villagers grow vegetables for their own consumption or perhaps trade with other villagers.

The villager's cottage is a small timber-framed wattle (hazel wands forming a lattice between the timbers) and daub (a mixture of clay, straw and water) structure, lime-washed to protect the clay. The roofs are thatched, most commonly with rye straw, also lime-washed to reduce the risk of fire. Maintaining these flimsy structures is a continual chore for the cotters.

The first floor is dedicated to cooking the meals and there is a fireplace often not well ventilated. Soot is a common sight on a villager's face. There are household utensils and supplies, usually of poor quality, and possibly tools such as a spinning wheel or loom, if the virgater or cotter earns additional income from cottage industry. The second floor is a sleeping loft.

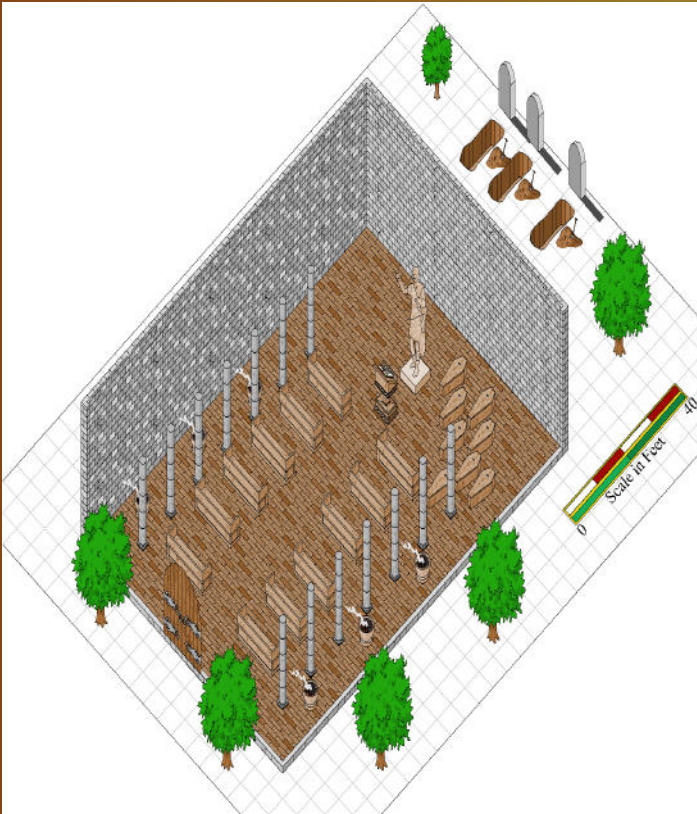
2. Gerhardt Nadzof's Cottage

The adventurers will hear a dog yipping and whining and may investigate this average cottage. The door is swinging wide open. Both Gerhardt Nadzof, husband of Katya Nadzof, and Abelard Nadzof, his father, have been shot to death and lie in a pool of their own blood. There will be a great hue and outcry once the double murder is discovered. The Bailiff himself will ride down from the manor with his henchmen and the redoubtable "Magister" in tow. He will ask the adventurers their business in Trotteldorf and view their answers with suspicion. He will remind them that the village belongs to the Order of the Raven Knights and that lawbreakers will be severely punished. The Bailiff will conclude that robbers and footpads are about (with a dark look at the adventurers) and have apparently kidnapped Gerhardt's wife Katya. Only Gilda knows Katya was from Hochland and quite skilled with the prized Hochland rifle. She will say nothing, because Gerhardt was a bully who beat his wife and the father was worse, unless the adventurers agree to search Von Burgruine's Hollow for her daughter Isabella. She will then confide her suspicions.

3. Heinrich Bauer's Cottage

This cottage stands abandoned, the wattle showing through the daub, the yard overgrown with weeds, deserted and empty. This is the village Emma Bauer repaired to after her husband, the former Bailiff of Trotteldorf, died of a strange disease. If the adventurers spend 10 minutes searching the cottage and make a successful Perception test, they will discover a plain wooden box containing **Handout #1**.

Trotteldorf Locations



4. Morhausen Kirche

During the Nergotism outbreak, the worship area in the temple will become crowded with coffins. Many of the dying may also be hospitalized in the temple, moaning and crying as the gangrenous and fatal phase of nergot poisoning works through their bodies. Morbius will claim that nergotism cannot be healed by divine magic, that it is a punishment on those whose forefathers killed Viktor von Burgruine. If someone among the adventurers, however, has contracted the disease and then been healed by Cure Disease and Cure Poison spells, they may wonder whether Morbius really tried to cure the disease.

The truth is that Morbius has been stripped of all divine power because he fathered a child on a young girl, Matilde, a cotter's daughter, who died in childbirth after giving birth to a beast child. Matilde took her secret to the grave, but Morbius' son, whom she named Morgan, was abandoned by the villagers in the surrounding forest where he joined the camp of beastmen in Burgruine's Hollow. Morbius knows where Morgan is hiding. He saw his son in the forest and tracked him to the beastmen's camp.

Morbius must either confront his son as a beastman and ask his forgiveness or kill him to regain his divine powers.

The adventurers may hear the rumor that Morbius fathered a son on a young girl who died in childbirth, which is why he is never invited to a house where someone is pregnant. They may also notice an odd reaction when someone suggests that the plague is carried by those gods cursed beastmen and that the villagers should find their camp in the forest and drive them out. Morbius will use his talent for Public Speaking to convince the villagers that beastmen can't carry the disease because it is a punishment from the gods and the only gods the beastmen serve are The Unspeakable Ones. Anyone who makes a successful Perception test may detect that he is genuinely opposed to driving the beastmen out of the forest.

Most of all, if anyone asks where Isabella, the daughter of Remas and Gilda is, he will visibly color and claim he doesn't have the first idea. A perception test reveals he is lying. If the adventurers persist, he will break down of a failed WP roll and admit that he thinks the beastmen have her captive. He can lead them to her.

Whether Morbius kills his son or asks his forgiveness or is himself killed in battle with the beastmen is up to the GM, but without a *Destroy Undead* spell from the Lore of Morr, dealing with the plague zombies when they rise on All Soul's Eve may be difficult.

5. Village Green

The village green is where produce and the products of cottage industry are traded, public announcements are made, executions are conducted and the stocks and whipping posts can be found. It is usually the cotters who suffer village justice. Whipping a lazy laborer is rather a common spectacle. Whenever such an event takes place, there is usually a good crowd of virgaters in attendance.



Trotteldorf Locations



6. Trottel Manor

Sitting on a hill overlooking the village, Trottel Manor is the residence of the Bailiff, Leonid Grozy, and his unshaven, swarthy Kislevite cronies who look out of place in the faded elegance of their surroundings.

The grounds are surrounded by low flagstone walls, but Leonid is enough of a seasoned warrior to always have an overseer watching the road that leads from the village up to the manor grounds. Taking the Kislevites unaware will require an effort at concealment or subterfuge -- otherwise, Leonid and Schlect and the staff will be well prepared for any sort of assault that occurs.

The outbuildings of the manor include barns, stables, a dovecote and granary, animal pens and housing for the overseers and servants of the manor. The servants will not fight in any battle but will instead hide until it is over. Any attack will be defended by the Bailiff, Schlect, the Reeve, the Hayward and as many of the Overseers as are left alive by Katya Nadzof. The strategy will be to bar the massive oak front doors of the manor and to shoot missile weapons, throw rocks and cast spells from the hard cover of the battlements above the main entrance, accessed via double glass doors from the balcony of the great hall.

The double doors of the manor, barred from inside, have a T-6 and can sustain damage equal to 20 Wounds. It would be a good idea to reconnoiter the manor and come up with a solution for the doors prior to the engagement. Procuring a barrel of black powder from Oswald the Miller (for the All Souls' Eve festivities) might prove to be such a solution.

Schlect will cast the Petty Magic Spell *Blessing of the Master* to increase both his Toughness and Leonid's Weapon Skill, if he has time. If Schlect is warned of an impending attack, he will also gather his spell ingredients in advance of battle. He has one ingredient for each of the spells he casts

Schlect will send his defiance to the attackers via the *Foul Messenger* spell, directed at anyone who looks like they are casting a spell.

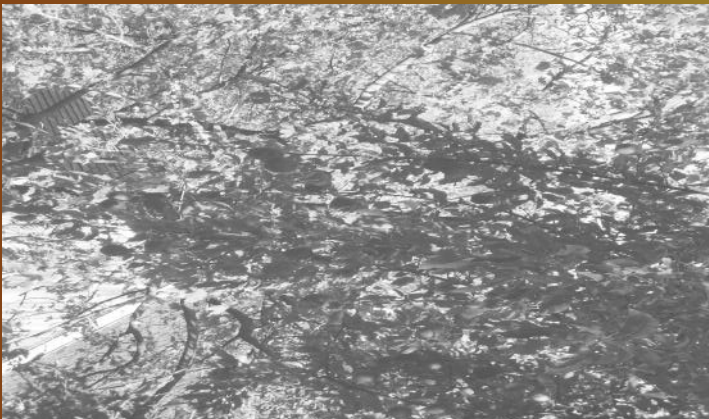
Scum, death and rot await you. Flee, dung and filth, before the flies settle on your decaying corpse.

Anyone struck by the message will have their spell disrupted. Schlect will use *Plague Winds* to spread disease and cause terror among the attackers at the doors of the manor.

Trotteldorf Locations

Once the door is compromised, the defenders will use the balcony above the great hall to attack. Leonid will come crashing down on a spell caster by swinging from the chandelier. If the manor is ransacked, treasure and Handout #2 will be found, at GM's discretion.

Schlect will save *Stream of Corruption* for melee combat and if the battle is not well in hand by the time he is finished casting it, Schlect will attempt to cast *From One to Many* to escape the battle as a cloud of flies.



Leonid learned the hard way in Middenheim the damage spell casters can cause, so he has trained his forces on killing and disrupting the spell casters first. The Reeve, Hayward and any surviving overseers will also attack spell casters in melee. He will fight until it is clear that he the battle is lost at which time he will crash through a window of the great hall and run to the stables, where his horse is waiting to madly gallop away. If killed, his body will dissolve into slime.

7. The Bridge

The bridge over the River Trottell offers very picturesque views in autumn but may start to choke with floating corpses as the plague progresses. The bridge is also important because the Plague Bearers in the Rye Field and the Orchard at night can't cross over the river. Reaching the bridge allows the adventurers to escape pursuit by these daemons.

8. The Mill

Oswald the Miller (see Dramatis Personae) lives at this mill, grinding flour for the virgaters and splitting the profits with the Bailiff. He also has the village ovens on his premises and makes hard cider from the apples. His young and pretty wife Elise usually has a shiner on one or possibly both sides of her face. Their four young children are shy around strangers and also bear marks of Oswald's anger.

Oswald has a stock of fireworks and black powder; he puts on the annual display in Trotteldorf to frighten the spirits away, having one time briefly studied at the Gunnery School in Nuln.

He also fancies himself a ladies man and will make not-so-subtle overtures to any female character with a Fel over 35.

9. The Rye Fields

The rye fields are already harvested, but Morrslieb at its full phase has the power to reinvok the Plague Bearers who were summoned by Schlect to sow these fields with Nergotism. 1-6 Plague Bearers could be encountered here at night.

10. The Apple Orchard

Many of the apples are blighted by the proximity of the Plague Bearers who still walk this side of the river. There is a constant buzzing of bees and the sickly sweet smell of decaying fruit.

The Plague Bearers may also be encountered in the orchard, where Schlect summoned them. In the center of the grove are portents of daemonic summoning ritual magic (remnants of a pentagram, for example) that can be detected by anyone with Academic Knowledge (Daemonology). Anyone with Witchsight can detect traces of True Dhar in the orchard.

Burgruine's Hollow



Van Burgruine's Cottage

Burgruine's Hollow is located about five miles into the forests southwest of the village. The terrain is hilly and fairly uninhabited. These hills are supposedly haunted by the spirit of Viktor Von Burgruine, who was burned to death by the Raven Knights of Morr for trafficking in Necromancy, along with the rest of his family. He had actually come to this retreat in the hills to research elvish magic, a favorite past time.

On a successful search among the burned out ruins of the cottage, a few scraps of parchment with Elvish writing will be discovered. If anyone reads Elvish, they can determine (on a successful Int test because the writing is so old) that it has to do with Ley Lines and an obelisk somewhere nearby but nothing more can be discerned from the scraps.

If the search succeeds by more than one degree of success, a bust of Viktor Von Burgruine will be found under a collapsed and burned beam of the roof. On a successful perception test, the adventurers will realize that for this bust to look so much like Leonid Grozny, there must be a family connection.

The Beastmen's Camp

A dozen beastmen have made camp here and hold Isabella captive until All Soul's Eve when Schlect plans to sacrifice her to call forth the Great Unclean One to Trottdorf for the Autumn Carnival, which will result in the horrific destruction of the village and the death of any adventurers who don't escape at the cost of a fate point, unless the ritual is prevented.

The beastmen are very hungry and will attack the adventurers for food. If the adventurers are generous with their provisions, however, there is a chance equal to the highest fellowship in the group -10% that the beastmen will not attack. These beastmen only speak the Dark Tongue, but through pantomime the adventurers can communicate. They may be able to get the beastmen to release Isabella if the pantomime is understood.

Isabella is a pretty young maid of 5 years old with auburn hair like her mother's. She is not afraid of the beastmen, who she calls "kitties", "baby goats", etc. -- some of the beastmen have become rather fond of Isabella.

Conclusion

If Schlect is killed, Clavisepsis will manifest to reclaim his little brother's body. A foul and foetid miasma will rise from the ground around Schlect. Save vs. Toughness to avoid a retching effect similar to stream of corruption. The ground will putrefy and all plants in a radius of 20' from Schlect's body will die. From the ground, worms will start emerging, as though after a rainstorm. These worms will coalesce into the hideous form of Clavisepsis. It would be terribly amusing to Clavisepsis if the adventurers decided to attack him. He might well skin one of them alive for further amusement. It would be a very good idea for the adventurers to remain very still while Clavisepsis is manifest among them. As GM, be sure to make it clear, while describing Clavisepsis, that it would be suicide attacking this thing.

Lovingly, almost, Clavisepsis reaches out for Schlect,. He holds his body close. There is a sucking sound and Clavisepsis absorbs the remains of Schlect into his own hideous and diseased form. Schlect's head rises like a boil on Clavisepsis' massive shoulder. His eyes open. He starts to laugh - or is it madness, a terrible sobbing? Perhaps the most terrible sound any of the adventurers has ever heard. Whoever witnesses Schlect's reclamation will suffer an insanity point. Clavisepsis will regard the adventurers for another moment with an uncanny expression of amusement, malice and, worst of all, recognition. He is not finished with them, his look seems to say. Then he dissolves into worms and goes back into the earth.

If, however, Leonid and Schlect escape from Trotteldorf, they will make their way to Wurtbad, the provincial capital of Stirland, where they have friends, as the evidence gathered from the manor house should suggest. They will attempt to discredit the Raven Knights by suggesting they failed in their duties by allowing a horde of zombies to cross the borders of Stirland and destroy a village under their direct protection. Leonid and Schlect will suggest this vile act was perpetrated by a band of agents in the service of unholy powers in Sylvania -- the adventurers! Bounty hunters and possibly witch hunters and possibly vampire hunters may be dispatched to deal with the minions of Sylvania Leonid and Schlect say are responsible for the destruction of Trotteldorf - but that is another story.

Experience Point Awards:

- Foiling the plot of Clavisepsis - 200 xp each.
- Killing Grozny or Schlect - 100 xp each
- Rescuing Isabella without killing the beastmen - 50 xp each
- Each plague bearer killed - 35 xp
- Each Kislevite killed - 25 xp
- Letting Katya go - 50 xp
- Beating the tar out of Oswald but not killing him - 25 xp.

Handouts

HANDOUT #1

My dear Gilda,

I fear that I may be in danger. The Kislevites cannot be trusted and this Magister from Nuln is not what he seems. The beastmen are not the only danger. Be careful, darling. I rely on Remas - he is a good man.

Should anything happen to me, child, I can only commend you to the Mercy of Morr. Be strong and live free.

May your children delight you as you have delighted your father.

Heinrich Bauer

HANDOUT #2

My dear Count Orloff,

All is according to plan. The children have sown the whirlwind; soon the Raven Knights will taste the flesh of Father Nurgle. Your time is coming; this is only the first step in the great plan of our patron. I only wish you could be here to share the sweet smell of decay that will soon rise from the bodies of the unburied dead. Remember the days at the University? We have come so far from the drunken revelry that brought the worms from the ground. Soon the noisome dream of life will be taken and they will all awaken to the truth.

Magister Schlect

