

WARHAMMER FANTASY ROLEPLAY

A WALK IN THE DRAKWALD



**An introductory Warhammer Fantasy
Roleplay (WFRP) adventure for 2-4 players**

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The Warhammer world is a dangerous place. It is a land of madness and superstition, where dark sorcerous forces claw at the very fabric of reality. The civilized nations cluster together, forever struggling to bring reason and order to the world and hold back the lapping tide of Chaos. To play Warhammer Fantasy Roleplay is to step into this land of peril and intrigue. Read on, adventurer, and learn what horrors await you!

YOU WILL NEED

To play this adventure you don't need a copy of the rulebook, just some paper, a pencil, at least two ten-sided dice (also known as d10s) and about half an hour.

Before you can begin the adventure will need to choose one of the players to be the Games Master (GM). It will be his or her job to referee the game, controlling the progression of the story and the various people and monsters that the other players will encounter. He will also be required to read the adventure through so that he knows what is going to happen.

The other players will each control one of the three characters, either Gustav Heindric the Roadwarden, Alexa Grolch the Entertainer or Dieter Hess the Vagabond (see The Characters on page 11 for more details). The GM should give out the character sheet to the players and let them choose which one they want to play. You may want to print out 3 copies of the sheet. If you have less than three players, it is fine for someone to control more than one character.



ONLY THE GAMES MASTER SHOULD READ ON!

As the GM it is your job to tell the story, or set the scene, and then react to the actions of the players. You are also there to help the players if they get stuck and don't know what to do, by providing hints or clues to possible solutions. It is also the responsibility of the GM to tell the players when to make dice rolls, such as attacks in combat or characteristic tests.

Don't worry if this seems a bit daunting, as all of the information you require will be detailed in the relevant sections of the adventure and will be explained along the way. To help prepare for the adventure, however, it is recommended that you give it a good read before starting, so that you know what to expect. Once you have done this, and all the players have chosen their characters, you can begin by proceeding to 'Beastman Attack'.

Making Dice Rolls

There are two kinds of rolls that players will need to make in a game of WFRP.

- 1) The first is called a percentile roll and is used to generate a number between 1 and 100. To make this roll you use 2d10, nominating one dice as the tens and one dice as the units. So, for instance, if the dice came up with a 5 on the tens and a 7 on the units it would be a score of 57. If both dice come up as 10 (often marked as 0 on the dice) then that would be 100.
- 2) The second kind of roll is made using a single d10 generating a number between 1-10. Often, this second kind of roll has a modifier that is either added or subtracted to or from it. For example $1d10+4$ would be a single dice roll with 4 added to the result, so a roll of 5 on the dice would become a 9.

LET BATTLE COMMENCE!

BEASTMAN ATTACK!

Start the adventure by reading the story below to the players, setting the scene and letting them know where they are and what they are doing:

It is late afternoon and the three of you have been travelling for many hours along a lonely road deep within the Drakwald forest. All around you the dark trees crowd the edges of the road, casting long, dark shadows. All of a sudden, you hear movement from the forest and see movement in the gloom. Drawing your weapons, you barely have time to ready yourselves before two ragged and emaciated Beastmen leap out of the undergrowth and attack, saliva drooling from their goat-like snouts and madness in their red eyes!

The Beastmen are starving and will fight to the death in their maddened hunger.



RUNNING THE COMBAT

Combat works by each player taking a turn to attack; starting with Dieter, then Alexa, then Gustav and finally the two Beastmen, who will attack at the same time.

Making an Attack

To make an attack a player uses his character's Weapon Skill, marked as WS on the characters chart. Have each player declare which Beastman he is attacking and then have them make a percentile roll. If their roll is equal or less than their Weapon Skill value then they have hit, otherwise their blow misses, and their turn is over.

Dealing Damage

If they score a hit have them then make a damage roll, this is a single dice roll and should be noted next to Weapons on the player's character sheet, add the modifier if there is one, and then reduce it by the Beastman's Toughness Bonus, marked as TB on the chart. The remainder is then taken off the Beastman's wounds. If this reduces the Beastman's wounds to 0 or less it has been killed.

For example, a player with Weapon Skill 40 makes a percentile roll. He scores 37 – a hit. Next, he rolls his damage. He is using a dagger so rolls a single 1d10. He scores a 5. The Beastman's Toughness Bonus of 2 reduces this to 3. These 3 points are then taken away from its 6 Wounds, reducing them to 3.

When all three players have made their attacks the GM uses this same process for working out the Beastmen's attacks, rolling against their Weapon Skill and then rolling for damage if they hit.

Secret Rolls

As the GM you might want to make the dice rolls for the beastman in secret, either behind your hand or a GM screen. The reason for this is that at this point it is okay for the players to suffer a few points of damage but if it looks like any of them might be in danger of being killed you might want to either reduce the number rolled on the dice or discount a hit. Of course don't let the players know you are going easy on them!

Armour Points

The best and deadliest warriors wear armour. When a character or creature wearing armour takes damage add their Armour Points (noted in the profile next to Armour) to their Toughness Bonus when reducing damage.

For example, if a character with a Toughness Bonus of 4 and 2 Armour Points takes 8 points of damage the number of Wounds inflicted would be reduced by 6.



— Scrawny Beastmen (2) —

WS	S	T	AG	FEL	TB	W
30	20	20	20	10	2	6

Weapons: Claws (1d10)

Armour: None

The combat ends when both the Beastmen have been reduced to 0 wounds or less (i.e. killed). Once this has happened let the players know that they have found a note on one of the Beastman's bodies, it reads:

*Help! I have been kidnapped
by Beastmen and am being held
at the Black Lodge just beyond
the ruined watchtower. Please
rescue me and I will offer
you a reward.*

Jurgen Kugenheim

At this point you can tell the players that they remember seeing a ruined watchtower about an hour back the way they came. If the players seem reluctant to go and help Jurgen, mention that one of them remembers the name from their time in Altdorf as a wealthy merchant and that he will surely be able to offer a good reward.

Once the players have had a chance to read the note, they should now travel back down the road toward the ruined watchtower. Move onto the next scene 'An Encounter on the Road'.

AN ENCOUNTER ON THE ROAD

As they walk back down the road the players run into two travellers coming the other way. Read the following:

As you are trekking back down the road you catch sight of a hunchbacked old woman and a burly looking man coming your way. The woman is dressed in a mix of rags and conflicting styles and cuts of clothing, and drags a small cart laden down with a random collection of junk. The man, on the other hand, has the look of a hired mercenary and eyes you suspiciously as you approach.

As you draw near the woman looks up, smiles crookedly, and says:

'Greetings good sirs and madam on this fine day, might I interest you in some of my goods, freshly scavenged from the finest Imperial battlefield?'

Ask the players what they want to do: they can either stop and talk to the woman, possibly looking at some of the woman's wares, or ignore her and continue down the road.

Roleplaying Ludmilla the Bone Picker

Unlike the previous encounter, meeting the Bone Picker is not about combat but rather social interaction. As the GM you will play the role of the old woman and talk to the players, answering their questions and trying to get them to buy your goods. This can be a fun opportunity to put on a silly voice or do your best old hag impression and badger the players about their business. Use it as a chance to encourage some roleplaying from the players by engaging them in conversation. Most of all though, it should be fun!



— Ludmilla (Bone Picker) —

WS	S	T	AG	FEL	TB	W
20	20	20	30	40	2	7

Weapons: Dagger (1d10)

Armour: None



— Olaf (Bodyguard) —

WS	S	T	AG	FEL	TB	W
50	40	40	30	10	4	12

Weapons: Mace (1d10+4)

Armour: Simple Leather Armour (2 Armour Points)

THE BONE PICKER'S WARES

Most of the items Ludmilla has in her cart are useless, however she has the following items that might be of interest to the players:

An axe which she will sell for 10 Gold Crowns

20 feet of rope which she will sell for 10 Gold Crowns

A barrel of ale which she will sell for 5 Gold Crowns

The rope and barrel of ale can be used later in the adventure. Any of the players can use the axe instead of their regular weapon. It deals 1d10+5 points of damage. Note that to buy either the axe or the rope at least two players will need to pool their gold (unless they can successfully haggle), and this is an opportunity for the players to make deals with each other.

HAGGLING WITH THE BONE PICKER

Players can try and haggle with her but only once for each item, regardless of which player is doing the haggling. If they wish to do this have them make a percentile roll. If it is equal or less than their Fellowship score (which can be found on their character sheets under FEL), then she will sell them the item for half price.

ATTACKING THE BONE PICKER

If any of the players try to attack Ludmilla she will run away and Olaf will attack them. Players should be discouraged from this course of action by Olaf's size and the poor haul such criminal activity would net them. If they are still thinking about it, remind the person playing Gustav that he feels a sense of duty to keep the Empire's roads safe and attacking travellers on the road would be against his moral code. Of course if they really want to try and rob the old woman let Olaf thump them and run the combat following the guidelines in 'Beastman Attack'.

STEALING FROM THE BONE PICKER

Another option for the players is to try and steal one of the items. If they wish to try this, have them make a percentile roll. If it is equal or less than their Agility (which can be found on their character sheets under AG) then they have succeeded, and should add the item to their character sheet, though they must make a quick exit as they will only have a few minutes until Ludmilla notices. If they fail they get caught and will have to answer to Olaf, and he is not shy about giving troublemakers a sound thump to the head with his mace. The players' only option then will be to run away (if they choose this option they will not be chased) or fight.

When the players have concluded their business with the Bone Picker they are ready to continue their journey. Move onto the next scene, 'The Ruined Watchtower'.

THE RUINED WATCHTOWER

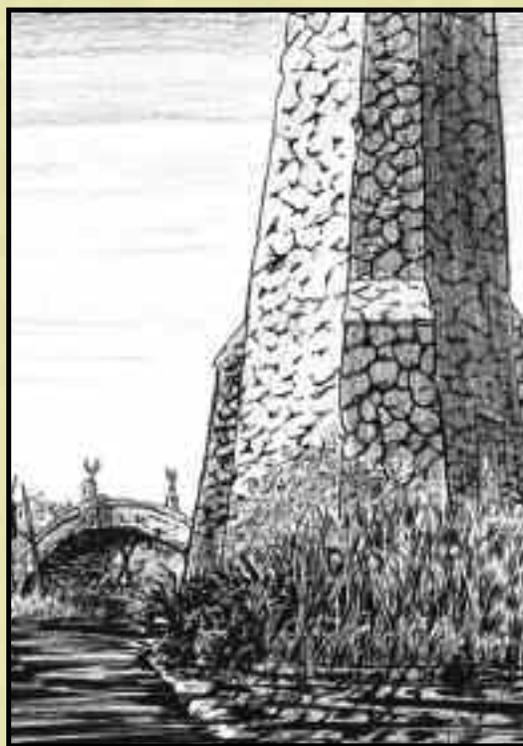
As the players approach the Ruined Watchtower read the following:

Up ahead you can see the fork in the road that you passed earlier in the day, just beyond it rises the crumbling profile of a ruined watchtower. As you get closer you can now see that the watchtower sits in the centre of an ancient stone bridge that crosses a sluggish looking river. It seems you will have to cross the river to reach your destination, either by passing through the watchtower or by some other means. From the top of the tower you can see a pair of figures watching your approach.

There are a few ways the players can get across the river and this is an opportunity for them to come up with a plan. Give them some time to talk among themselves about what they will do and answer any questions they might have about what they can see of the tower, the river or the guards.

TALKING TO THE GUARDS

If they try and talk to the guards (their names are Adelbert and Eckhardt) they will discover that they are a bit addled in the head (too many years spent living alone in a remote watchtower). The guards will not be very willing to let the players pass unless they have a very good reason, citing that they must protect this bridge for the good of the Empire!



Players could try and come up with some kind of lie or argument to make the guards let them pass but this should be very difficult, as the guards are not easily fooled. At your discretion, if a player comes up with a really good argument or a very convincing lie have them make a percentile roll. If it is equal or less than their Fellowship score then the guards will let them pass.

BRIBING THE GUARDS

Alternatively the players could try and bribe the guards. This can either be with the barrel of ale, if they bought it from the Bone Picker, in which case they are automatically successful, or with money. If they try to bribe the guards with money they will need at least 5 Gold Crowns and one of the players must make a percentile roll. If it is equal or less than their Fellowship score then the guards take the money and let them pass, if they fail, however, the guards will refuse to converse with them any further (clearly insulted by such a slight to their honour).

SWIMMING ACROSS THE RIVER

If the players try and bypass the tower, they will have to swim across the river. Let the players know that though it looks sluggish, it is deep and filled with strong currents, and would be deadly for someone that didn't know how to swim (at this point you can let the players know that Gustav is the only one who knows how to swim). The only way to get everyone across is if they bought the rope from the Bone Picker. Gustav's player must make a percentile roll. If it is equal or less than his Strength score, marked as S on his chart, he has made it across and may drag the others across with the rope. If he fails he takes 2 Wounds as he flounders in the water, and must return to the shore. If you want, you can have him continue to try until he succeeds or drowns (i.e. is reduced to 0 or less wounds).

FIGHTING THE GUARDS

If all else fails the players may simply fight the guards. Getting into the tower is not too much of a problem (it is very old and full of holes), though this is a risky option, as the guards are well armed and armoured. Run this combat in the same way as 'Beastman Attack'.



— Empire Guards (2) —

WS	S	T	AG	FEL	TB	W
30	30	30	30	20	3	8

Weapons: Sword (1d10+3)

Armour: Simple Leather Armour (2 Armour Points)

Once the players have managed to cross the river they will arrive at the ruined inn. Move onto the next scene, 'The Black Lodge'.

Character Death

The Warhammer world is one of grim and perilous adventure, and that means that it is possible during the course of the game that one or more of the players' characters may die. While as the GM you should try and keep their characters alive as long as possible (after all it is no fun for a player to have his character die in the first encounter and have to sit out the rest of the adventure), do so by making suggestions or giving hints if it looks like the players are going to get themselves killed. For instance if they seem set on fighting the Empire Guards in the tower but they are already wounded and it looks very likely they will lose, suggest that there might be other ways to get across the river.

Of course, if the players either really want to embark on a course that might lead to death, or they are out of options (if a character dies fighting the Beastman Champion in the Black Lodge for instance – see below), then let them.

If a player's character does die he will no longer be able to take part in the adventure. Normally in a game of WFRP, a player would be allowed to make up a new character and join back in. However for this scenario, which is very short, and therefore it's impractical to do this, have the player help the GM instead, doing things such as making attacks for the monsters.

THE BLACK LODGE

The characters continue down the road for a short time before rounding a corner and coming upon the old ruined inn. Read the following:

You have been travelling down this overgrown and rough road for more than an hour when up ahead you see a dark and sagging structure partially hidden in the forest. As you draw near you see that this must have been an inn or coaching house once upon a time, perhaps when this road was well travelled. You can still see the old sign hanging over the door which reads: 'The Black Lodge'.

In the old tavern a single Beastman Champion stands guard over its captive, the merchant Jurgan. There are a couple of ways the players can tackle the inn and its inhabitants, so, as with the ruined watchtower, let the players come up with a plan and answer any questions they have about what they can see or hear.

SCOUTING OUT THE INN

Any player can approach fairly close to the inn without alerting its occupants. What they will see though any of its broken windows is a large dark shape, pacing around like a caged animal. From the few glimpses they catch it will be obvious that they face a single large Beastman. They can also hear the sounds of a man whimpering weakly in fear, though they will not be able to see anyone else.



CHARGING IN

If they want to charge in and attack the Beastman Champion run this as a combat in the same way as the 'Beastman Attack'.

SNEAKING IN

Alternatively, they can try and sneak in and surprise the Beastman Champion.

If the players decide that they want to sneak in, then have them each make percentile roll. Any that score equal or less than their Agility (AG) have succeeded, though any that fail have alerted the Beastman Champion, spoiling the surprise attack for the whole group. If it is alerted then the fight proceeds as above. If the players successfully surprise the Beastman they may each make a 'free attack' before it can attack back. This is handled just like the combat in 'Beastman Attack' except each player makes an additional attack each before the Beastman Champion attacks back. The combat then proceeds as normal.

RESCUING JURGEN WITHOUT A FIGHT

It is also possible for the players sneak in to free Jurgen (who is covering in a corner), and flee before the Beastman Champion is alerted. Run this exactly as above, however the players will need to both sneak in successfully and then sneak back out again, thus making two successful checks against their Agility. This will be very difficult. Any failures result in the Beastman Champion attacking as detailed above.

Note that all of the players need not sneak into the inn together and even a single player with a high Agility, such as Dieter could try and enter alone to free Jurgen.



— Beastmen Champion —

WS	S	T	AG	FEL	TB	W
40	40	40	20	10	4	14

Weapons: Axe (1d10+4)

Armour: None

CONCLUDING THE ADVENTURE

Once the players have either slain the Beastman Champion, or made their escape with Jurgen, he will thank them profusely and give them 10 Gold Crowns each. He will also go so far as to offer them another 10 should they act as his bodyguards until they reach Middenheim. That however is another adventure...

This is the end of the adventure and any players that have survived should feel justly proud!



THE CHARACTERS

These are the three characters the players can choose from for this adventure. Once you have chosen which character you want to play have a look at their background and abilities. Don't worry however too much about what all the numbers mean just yet, the GM will explain these during the adventure.

– GUSTAV HEINDRIC (ROADWARDEN) –



WS	S	T	AG	FEL	TB	W
50	40	40	25	20	4	12

Weapons: Sword (1d10+4)
 Armour: Simple Leather Armour (2 Armour Points)
 Money: 5 Gold Crowns

DESCRIPTION

Gustav is a young man, and has only been a Roadwarden for a short time. He is a good, kind person and is dedicated to cleansing the Empire of bandits, outlaws and criminals. He is headed to Middenheim to join the local watch, and has fallen in with Alexa and Dieter for company along the way.

– ALEXA GROLCH (ENTERTAINER) –



WS	S	T	AG	FEL	TB	W
30	40	30	35	50	3	10

Weapons: Dagger (1d10+1)
 Armour: None
 Money: 5 Gold Crowns

DESCRIPTION

Alexa is headed to Middenheim to become a famous dancer, something she failed to do in Altdorf. She is travelling with Dieter and Gustav for safety along the way.

– DIETER HESS (VAGABOND) –



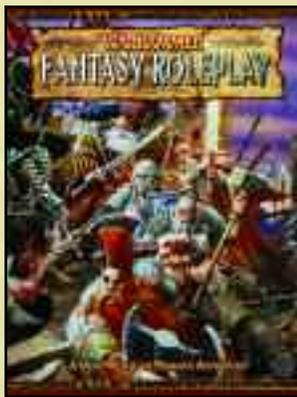
WS	S	T	AG	FEL	TB	W
40	40	30	50	30	3	10

Weapons: Club (1d10+4)
 Armour: None
 Money: 5 Gold Crowns

DESCRIPTION

Dieter had to leave Altdorf in a hurry to avoid some irate creditors; he is hoping to make a new start in Middenheim. He travels with Gustav and Alexa because he respects Gustav's morals as a roadwarden, and feels its always good to travel with an attractive woman!

THIRSTY FOR MORE ADVENTURE?



TAKING THE NEXT STEP

The Core Rulebook is the next step in your WFRP adventure. Available from our website or all good hobby stores, this book gives all the rules and background you need to run full games of WFRP.

DELVING DEEPER

Once you have the *Core Rulebook* there are a range of options for you to further your quest.

The Old World Armoury gives you in depth information into the weaponry of the Old World

Realms of Sorcery has a wealth of background information on wizards (and witches) in the Old World and also contains an exciting adventure with a deal of magical mischief involved.

The Old World Bestiary carries inside information on a host of creatures that may threaten your party with, from hobgoblins to zombies to griffons.

We'd also recommend any novice GM get their hands on the *GM's Toolkit*. Roleplaying games famously involve complex rules systems and the screen in the toolkit summarises the most commonly used of these for easy reference. The screen is also highly useful for hiding notes and handouts that you don't want players to snoop a look at, and for hiding those all important dice rolls.

This is just a handful of the products available from WFRP. For more information, advice on what to buy next, free downloads and an active community head for our website.



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