

HEIDELDORF

Heidelberg is little more a dot on the Imperial map; exactly where is up to the GM (see p. 6). The surrounding region is forested and hilly. Many of the local farmers hold land granted to their ancestors by Magnus the Pious in return for meritorious service during the great incursion of Chaos. Now, two centuries later, those warriors' descendants have settled down into the life of independent farmers, though most maintain personal arms and armour and stand ready to heed the Emperor's call if need be. Many have divided their lands into plots rented out to tenant farmers, leaving them to enjoy the life of landed gentry.

While large tracts have been cleared for agriculture, most of the area around the village is still densely wooded. After the first wave of settlers, few others followed in their footsteps. Most of the produce grown in the region is for local use. The farmers raise cattle for both milk and meat, providing themselves with a steady, if unspectacular, income. Each year, gourmands from across the Empire make their way to the village for the sausage festival, giving the region a much-needed economic boost. Like Heidelberg's location, the dates of the Wursthfest can be chosen by the GM to suit the needs of the campaign.

The Heidelbergers have a strong antipathy toward "city folk," as they call virtually anyone who was born outside the village's immediate vicinity. During the sausage festival, they curb their prejudice in favour of raking in cash from gourmets and merchants. Several businesses in Heidelberg remain virtually closed for the rest of the year.

❖ THE PLOT THICKENS ❖

For almost two centuries, Heidelberg was little more than a speck on the Imperial map. The village survived on the produce of local farms and orchards. The only local business of note was a small sausage-making establishment that catered to nobles within a short journey of the village. Few outside Heidelberg's immediate vicinity had ever heard of it. The high point of the year was a week-long festival organized by the Schiller family, owners of both the sausage shop and the boarding house. Primarily in a move to attract business to both their establishments, they invited local nobles and landed gentry to spend a week in the village enjoying plays, musical concerts, and other shows, and sampling the local produce. Though never attracting more than a dozen or so country nobles and local farmers looking for a break in their monotonous routine, the festival became an established yearly tradition.

One day, a little more than 15 years ago, Heinz Schiller began an affair with a local girl named Katrina Mauser. For a while, the two kept their dalliance a secret from Heinz's wife,

Wilmina. But in a village as small as Heidelberg no secrets are safe for long. Even so, it was two years before Wilmina pieced together the gossip and innuendo tying her husband to Katrina. Stung by his infidelity and finally realizing the source of the growing rift between her and Heinz, Wilmina seduced a wandering minstrel who had spent a few nights in the inn. Heinz, who normally paid his wife little mind, took no notice of the "travelling" minstrel who spent week after week in the Dancing Dragon, though he was vaguely aware that Wilmina seemed to be in a better mood than usual.

Enraged that her husband could remain oblivious to her infidelity, Wilmina arranged a rendezvous with her lover at the family home, in the hopes that Heinz would catch them in the act. She succeeded. In a rage, Heinz beat the minstrel to death, and threatened to do the same to his wife if she spoke one word of the incident to anyone. Taken aback by Heinz's uncharacteristic fury, she agreed.

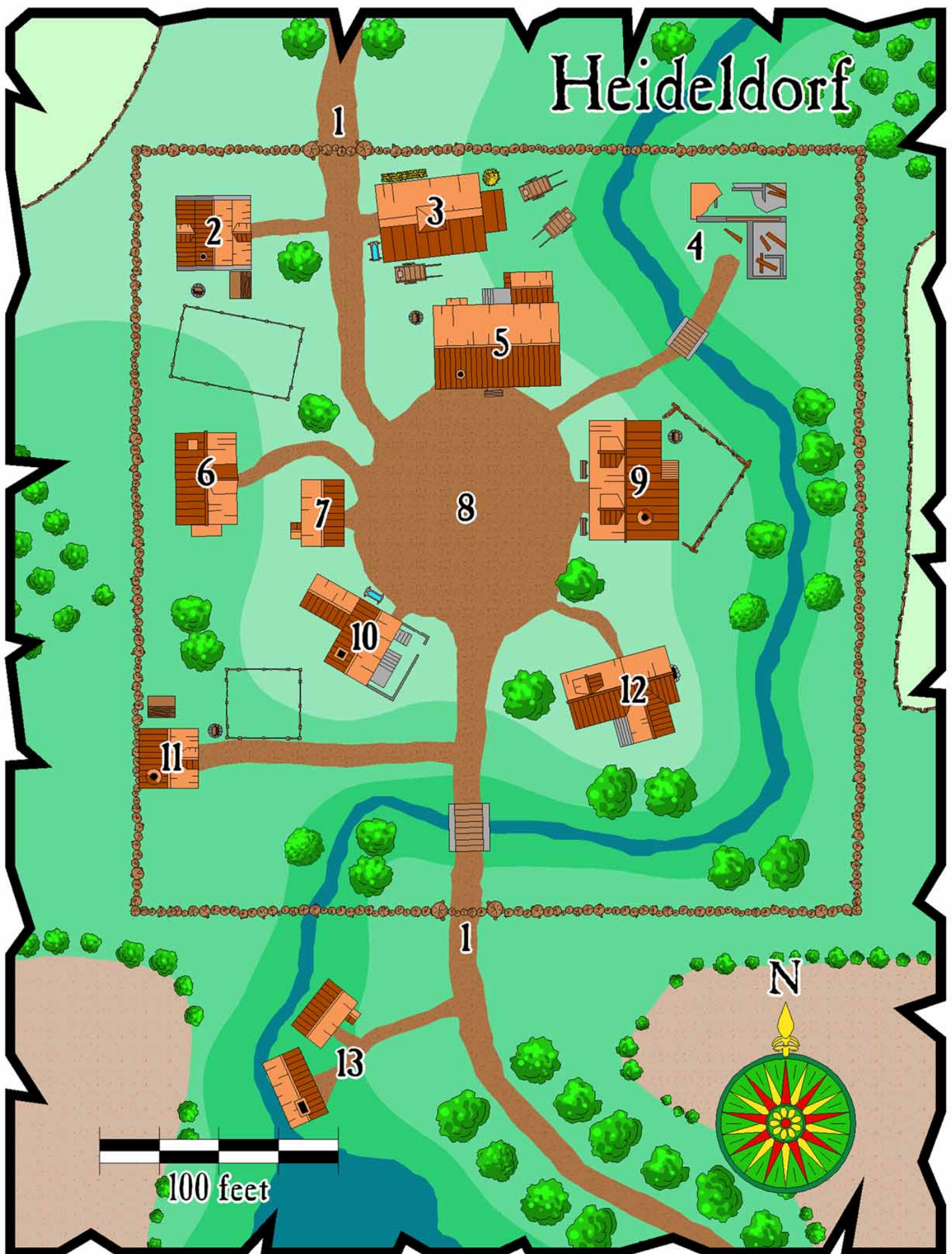
Heinz still had to dispose of the body. He ground the poor minstrel up, mixed him in with his family's unique blend of herbs and spices, and sold the sausages as far afield as he could. With that, he thought the matter was closed, but he was wrong.

Within a matter of weeks, his usual customers began increasing their orders, and he started to hear from nobles and merchants farther and farther away from Heidelberg. The fame of Heidelberger Sonderwurst spread rapidly, and an order even arrived from the Imperial court at Altdorf.

Heinz was stretched to the limit to fulfil these new orders. Luckily, no one missed the village idiot. Heinz hired a one-time court jester to provide entertainment at the Dancing Dragon through a special arrangement with his new co-conspirator Karl Taunenbaum, giving Heidelberg something new to laugh at. When the profits from the second shipment came in, Heinz butchered the jester and hired a newer, more talented one.

That he had a bit more fat and meat on him was simply a good investment, in Heinz's eye. He took care to feed his new hire only the highest quality beef and grains. He also ordered his daughter, Melinda, to give the man a daily rub down, and expressly forbade him to exert himself in any way. It was the best job he'd ever had – for a while. The jester's correspondence with other performers across the land allowed Heinz to hold an open audition for the newly-vacant position of house entertainment at the Dancing Dragon. The poking, pinching, and prodding that were part of the audition process, Heinz assured his candidates, were merely to ensure that only a healthy entertainer received the position. After all, the last two had left without proper notice, and

Heideldorf



Heinz insisted that any methods he felt would ensure lower staff turnover were unquestionably important to the hiring process.

The winner of the audition was a strapping singer who stuttered, tripped on his own feet attempting to dance, and held his mandolin backwards. Heinz called his act a perfect display of comedy, despite the performer's protests to the contrary. When he too disappeared, most people in the village – and the increasing number of travellers who came to sample Heinz's wares – agreed that Heinz must have taken on such cheap, terrible entertainment as a trade-off: given the noticeable improvement in his sausage, he was clearly putting a lot of money into getting the best meat.

Soon enough, Heinz's scheme proved unmanageable. He knew that he could only kill off so many itinerant performers before someone took notice. Heinz's success attracted free-spending visitors to the area, and led to an upsurge in demand for Heideldorf's grain and meat. Both Karl Taunenbaum the innkeeper and Wilf Schwarzehaus, the proprietor of the village store had made a princely sum of money from Heideldorf's new-found fame. Heinz offered them a simple bargain: work together or face economic ruin – and possibly death at the hands of a witch-hunter. He was careful to claim that his human sausages were sold only to nobles and visiting outsiders. His co-conspirators liked the idea of the high and mighty city-dwelling nobility not only being cheated of their gold but polluted with the flesh of third-rate minstrels.

It was Wilf who hit upon the idea of the handbills. After all, no one would question the disappearance of adventuresome mercenaries, who often died unnoticed and forgotten. Wilf also used his knowledge of snares to fit Black Rock Keep with a series of deadly traps. Armed with a fake story of a bandit gang using the ruins as a base of operations, they sent would-be adventurers to their doom. They did allow most of the mercenaries and adventurers – especially the stronger-looking ones – to pass through the keep unrewarded but unmolested, though not before they dropped more a few crowns at the Dancing Dragon. Every so often, though a party would set out after the supposed bandits and fail to return. The villagers simply assumed that either the bandits had claimed some more victims or the adventurers had moved on without passing back through the village.

Furthermore, the occasional presence of very real bandits in the nearby forest resulted in enough mercenaries making a few coins in the region to deflect suspicion. And even if the bandits were often scrawny, tough, and chewy, they helped to bulk up Heinz's orders.

To further allay any suspicion, the trio used Heinz's connections in Altdorf to bring the renowned witch-hunter Manfred Harwitt to Heideldorf. Though befuddled by age, injuries, and alcohol, Manfred's word still carries quite a bit of weight. Karl took Manfred on a cursory tour of the Keep, which of course revealed nothing sinister about the place. Heinz then offered to allow Manfred to remain at the Dancing Dragon

free of charge for an indefinite period. Manfred accepted this offer, outwardly claiming that he wanted to stay in Heideldorf to keep a close eye on the region. In truth, he's simply happy to have found a source of free drink. Heinz and his co-conspirators use Manfred as a shield against further investigations. Visiting witch-hunters and other inquisitive types invariably waste a day or two speaking with Manfred, giving Wilf enough time to clear out his snares before they investigate the ruins. Manfred's word is enough to send most investigators on their way.

Mercenaries and other potential sources of meat receive a slightly different welcome. Manfred delivers his tale of Black Rock Keep as normal, but as he does so, he carefully sizes up the martial and magical talents of the visitors. Heinz claims it is necessary to keep an eye on potential troublemakers, and Manfred sees no problem in grilling mercenaries about their experience and distilling their claims through his practised eye. Heinz uses Manfred's reports to judge whether a particular group of adventurers is ripe for the picking. If so, Wilf seeds the keep with traps. If not, the conspirators leave the place bare and send word to the mutants there to stay out of sight. If bandits happen to be in the area, the conspirators send the mercenaries off to root them out.

So far, the arrangement has worked out well. However, two years ago the mutants ambushed and killed a pair of Chaos cultists who were travelling through the area. Stuck in an exceptionally lean stretch, Heinz had ordered them to waylay any non-locals they encountered on the roads. The mutants removed any obvious signs of mutation from their victims, but their flesh was infused with the stuff of raw Chaos, causing an outbreak of mutation among some of those who ate the tainted sausage.

One of these victims was the minor crime lord Ernst Gottlieb of Nuln. Using his money and considerable underworld influence, Ernst traced the source of his horrible change to Heideldorf. He plans to destroy Heinz and the entire village in revenge for the crippling mutations he has suffered. Gathering a coterie of others affected by the sausage, including several of his underlings, Gottlieb made camp in the forest outside of town.

❖ THE VILLAGE ❖

Heideldorf is a normally a sleepy little place, but with the annual sausage festival set to begin it now buzzes with activity. The town square is dominated by a large, colourful tent that hosts the main festivities. The local boarding house is filled to capacity, as is the stable. The Dancing Dragon pub is filled with revellers from noon till well after midnight. When the adventurers arrive, the place is alive with merriment.

1. VILLAGE WALL

A ten-foot stockade made of sharpened logs, this is of relatively new construction. With the increased popularity of the sausage festival, Heinz Schiller decided to invest in a simple defensive wall to help give visitors an increased sense of security, and to keep freeloaders and other trash from filtering into the village. Heinz has hired several mercenaries (p. 45)

to keep watch. During the day and night, two mercenaries keep watch at the north gate while a third is posted at the south gate, turning away anyone who is obviously a beggar, homeless wanderer, or other potential troublemaker.

The guards are curt and rude to visitors who are not obviously wealthy. If the player characters mention they have come in response to the handbills, the guards warm up to them and direct them to the Dancing Dragon.

2. NAEHRING HOUSE

The Naehrings are one of the more influential families in the region. Long ago, they turned to renting their land to tenant farmers, giving them all the income of a farm without any of the work. The family has since moved to a nearby city, using their accumulated wealth to invest in a trading company. They maintain this place as a country home. Currently, it stands empty. The first floor consists of a sitting room, kitchen, dining room, and servants' quarters. The second floor is occupied by three bedrooms. Through an arrangement with the Naehring family, Heinz houses some of his more influential guests here during the festival.

3. STABLES

Travellers normally keep their horses, mules, and other beasts here while staying in the village. Normally empty, it is filled to capacity during the festival. A few carriages owned by visiting nobles are neatly lined up behind the stable. If the adventurers arrive with mounts, they find no room for them here. The stable's manager, an enormously obese Halfling named Quint, waddles about the place, constantly complaining about the incompetence of his hired help and whining about his constant hunger. He flatly refuses to handle the PCs' animals unless they mention they have come to Heideldorf in response to the advertisements. In that case, he gladly finds space for their horses.

4. BUILDING SITE

In the wake of the burgeoning interest in the sausage festival, Heinz has decided to build a second, more comfortable boarding house for the exclusive use of his richest customers. To his annoyance, this building is still under construction; he was hoping to have it ready for the festival. Heinz dismissed the labourers before the festival, partly to vent his frustration on them and partly to keep them from lowering the tone of the festival with their presence. The servants who help run the festival camp here, in small cluster of tents.

5. BOARDING HOUSE

This brightly-painted, red, three-story building is Heinz Schiller's second most profitable venture. As it is the only place within miles with rooms for rent, many of the festival's visitors stay here for the entire week. The top two floors are filled with small but comfortable rooms, with those on the second floor slightly larger and much more richly appointed than those below. The ground floor has a large sitting room, servants' quarters, and storage area. The furnishings throughout are elegant and comfortable. Heinz has taken care to invest in making the boarding house as elegant as possible, in the hope of attracting more prosperous nobles and merchants to the festival. As this place is full for the week, the

adventurers are quickly turned away. The manager of the boarding house, an elderly woman named Helena Olmburg, treats guests as if they were her grandchildren. She gently scolds the adventurers for treading mud into the boarding house, and is apologetic about the shortage of rooms. If threatened, she cries out for help, and every villager within earshot comes to her aid.

† THE AVENGING MUTANTS

Ernst Gottlieb and some of his followers (see p. 51) moved into the village the day before the start of the festival. Utrecht goes under the alias Felix Boltrecht, a minor spice dealer from Marienburg. Abe poses as his bodyguard and spends his time in the room "Felix" rents in the boarding house. He keeps watch over Ernst, he spends the festival hidden in locked chest in their room. During the day, Abe keeps Ernst out to give him some air, but if anyone knocks on the door, he locks the boss up and keeps the chest out of sight.

Ernst uses his telepathic abilities to keep in touch with Jeb, who rests and eats meals at the gang's camp outside the village. Shortly before dawn each day, Jeb sneaks close to the village in order to keep in contact with Gottlieb and receive orders for the day. Jeb has already poisoned Heinz's final batch of sausage by the time the adventurers arrive; although the sausage has not yet been made, Jeb has laced Heinz's newly created blend of herbs and spices with Gottlieb's poison.

With the poison in place, the gang simply waits until the end of the festival for Heinz to bring forth his newest masterpiece. At that time, Gottlieb will order Abe to barricade the door shut and prop him by a window, so he can watch as the poison's victims tear Heinz – and each other – to pieces. After the poison leaves its victims dead, he plans to gather his followers, loot the bodies, and head to the Chaos Wastes.

6. SCHWARZHAUS HOME

This small, single-story house is painted a dull blue. Wilf Schwarzhaus lives here on his own. He spends as little time as possible here, preferring to drink his nights away at the Dancing Dragon while working at his trading post during the day. The interior consists of a large bedroom, a sitting room, and a small kitchen.

7. TRADING POST

Owned by Wilf Schwarzhaus, this general store primarily serves the farmers, herders, and hunters who live in the region. During the sausage festival, Wilf keeps the place closed; Heinz insists that the place would cause unneeded lower-class traffic to and from the village during the week.

8. TOWN SQUARE

This area is covered with a monstrous, yellow, open-sided tent, 50 feet along each side. During the festival, servants ferry heaping plates of food to the rows of diners seated at

long tables inside the tent. Minstrels, acrobats, and other entertainers wander through the area, providing a diversion for the diners in the short intervals between the arrival of platters of food. At the south-eastern corner of the square is a cluster of cooking tents from which stream thick, steady columns of smoke. The village's communal well is located at the south end of the square, near the temporary kitchens.

A one-day ticket to the festival costs 3 Gold Crowns and includes all you can eat sausage, vegetables, and ale. The tables at the south-east end of the tent – closet to the kitchen – are reserved for Heinz's special guests and richest customers. Commoners – such as the PCs – are herded to the tent's northern edge. Those without tickets are thrown out.

9. THE DANCING DRAGON INN

The Taunenbaum family has owned this stout wooden building since Karl Taunenbaum's ancestors first erected it 150 years ago. The local farmers, herders, and hunters congregate here to gossip, swap stories, and drink away the nights.

Once rather run-down, Heinz has insisted that Karl invest part of his profits into making it more attractive. A fresh coat of whitewash covers its external walls, while the furnishings within are all relatively new. Heinz paid for the tables and chairs that now fill the taproom, insisting that Karl place his normal furnishings into storage for the festival's duration. The rest of the year, Karl's cracked, creaky tables and chairs

can be found here. In truth Heinz owns the inn, though only he and Karl know that.

During the day, this place is occupied primarily by servants ferrying drinks from the bar to the tents. A few locals drink here, casting sullen glances at any newcomers who intrude on their domain. At night, the taproom is filled with younger festival-goers eager to keep up the festivities until the late hours. After sunset, Heinz and Karl shoo the locals away in favour of the better-paying festival goers.

The ground floor of the inn consists of the taproom, kitchen, and Karl's living quarters. The cellar holds supplies, fresh kegs of ale, and Karl's brewing operation. The first floor has four rooms for rent to guests. All are currently occupied.

10. SMITHY

The village's resident blacksmith, Randolph Guervin, works here. He lives with his family in a small apartment connected to the smithy. During the week of the festival Randolph stubbornly keeps his business open, despite Heinz's wishes.

11. SCHILLER SAUSAGE WORKS

This red wooden building is the centre of the Heideldorf conspiracy. A large sign hangs above the door, proclaiming this place as *Heinz Schiller's Most Excellent Sausagerie*. The last word was invented by Heinz to give his business an elegant touch. It is here that Heinz Schiller butchers and pre-



prepares his victims for shipment throughout the Empire. By both day and night, two guards patrol around the place. Heinz is worried that a curious visitor may inadvertently uncover his secret, though he claims that the guards are posted to prevent anyone from stealing his recipe.

11.1. Work Area

The ground floor serves as a combination workshop and showroom. Heinz loves to show off his work area to visiting customers, particularly during the week of the festival. He hopes to attract investors to his business and has grand plans to expand beyond his current market. Two long workbenches dominate this area. Normally, fresh meat hangs from hooks here and Heinz is busy working here during the day. However, with festival week in full swing he has been too busy to do anything except clean it carefully in preparation for quick tours for his richest customers.

11.2. Hidden Entrance

The secret passage on the western wall is actually a set of wooden boards that can be easily removed with a meat hook or similar implement. Anyone moving the slats aside finds a hinged section of the village wall, designed to be pulled upward. The space created is tall and wide enough to crawl through, or to allow someone to drag a corpse into the shop. The secret passage can be found on a successful *search* test. Some bloodstains and several human teeth can be found between the shop and the village wall.

The trap door in the floor is in plain sight. Heinz normally uses it to lower large items, such as barrels of spices and other supplies, to the storage room below.

11.3. Cellar

A few barrels along the north wall hold spices, herbs, and dried vegetables, while freshly made sausage hangs from several hooks in the ceiling. A few empty crates are also stacked here. A successful *search* test turns up a few rat droppings on top of the crates, and a few of the nearby sausages appear to have been nibbled on.

11.4. Storage Room

This room is piled high with boxes, crates, empty barrels, and other debris. Most of the debris is scattered carelessly about, but a neatly piled stack of empty barrels conceals a passage dug into the earth, leading to Heinz's secret workshop. There are some bloodstains on the floor directly beneath the trap door.

11.5. Secret Work Area

This crudely dug chamber is where Heinz butchers his victims and prepares their meat for inclusion in his famous sausage. A long, wide worktable is set in the middle of the room. Timber supports set into the walls and ceiling keep this cellar intact.

Stacked in a large wooden box at the eastern end of the room are the equipment and clothing, much of it bloodstained, belonging to his most recent victims. If the adventurers are in search of any missing friends, they may find their clothes or other belongings here.

The workbench is heavily stained with blood, though as the Old World lacks modern forensic methods it is impossible to prove the blood is human. Heinz keeps a separate set of utensils here, including knives, several cleavers, and a bone saw.

12. Schiller Family Home

This building is the private residence of Heinz Schiller, his wife Wilmina, and their daughter Melinda. The three-story building is painted a bright yellow. Flowers grow in carefully-tended beds around the house, and a small garden flourishes behind the building. The ground floor is given over to a large, elegant dining room, a kitchen, and servant's quarters. The first floor consists of bedrooms and Heinz's study. The study contains a desk filled with Heinz's business records, including a detailed list of his past and current customers. In addition, a small black book contains a list of all of Heinz's victims since the beginning of the conspiracy. The book is kept in a simple shorthand code Heinz developed for his own use. Any character may attempt to break the code with an **Intelligence** test at a -10% penalty. Characters with *cryptography* skill ignore this penalty, and instead gain a +10% bonus to their test.

13. Mill and Moser Residence

The village mill is located adjacent to the Beaver Brook, but outside the town wall. The Moser family has long been at odds with both Wilf and Heinz, causing the sausage-maker to intentionally leave the mill exposed when he had the wall built. Heinz was not about to spend a single Gold Crown to help out his old rival. The Mosers live in a small homestead adjacent to the mill.

‡ THE BEAVER BROOK

This narrow, fast-running brook is easily fordable at most points. Some of the local farmers use the brook as a source of water, but its most important role is serving as a source of power for the village's mill. Most farms in the area rely on wells for fresh water.

‡ THE FIELDS AND MEADOWS

The land a few miles around Heideldorf consists of cultivated fields, open meadows for herds of cattle and sheep, and small homesteads occupied by tough, independent-minded landowners. In a few areas, peasants rent land and till fields in return for a small share of the profits. Heideldorf refers to this entire area, though in truth only the central, settled point in this area is a true village. This village area is the cultural centre of the area. Surrounded by a 10-foot stockade, it holds the Dancing Dragon, the only tavern in the area, a boarding house, general store, and a few homes of families that no longer tend their fields in favour of renting their land to others.

‡ THE FOREST AND HILLS

The area outside of Heideldorf's immediate vicinity is thick, ancient forest. Few dangerous creatures wander this region, aside from the two gangs detailed below. However, if the

PCs require additional challenges, then bandits and other criminals can move into this area to prey on travellers around the time of the sausage festival.

‡ THE BANDIT CAMP

A small gang of bandits has taken up residence in the forest around Heideldorf, planning to prey on travellers attracted to the sausage festival. The three bandits take care to avoid detection; they do not keep a fire by day, lest the smoke draw attention, and claim to be trappers and hunters. They routinely spend a few days hunting in the woods, sending one of their number into town to sell the furs they take and buy supplies. After spending a few months becoming a part of the local landscape, they now plan to launch attacks on small groups of travellers.

The bandits make a good red herring to distract the adventurers, and serve as a convenient combat encounter to keep the pace of the adventure from sagging. All three have seen Wilf heading up to Black Rock Keep with rope, food, and other supplies. They have also seen him pulling a heavily-laden wheelbarrow down the trail from the keep. Ivan swore he once saw a human arm dangling from it, but the others laughed it off as a product of his imagination. They are also aware of the secret entrance set into Heideldorf's wall, leading into Heinz's business. Werner assumes that the Schillers are involved in smuggling. He explored the keep a few weeks ago and saw signs of habitation (actually red herrings planted there by Wilf), and believes Heinz works with some unknown individuals who stay in the keep while they are in the area. Both Ivan and Boris know of his theory, as Werner has long tried to think of some way to make a profit from his knowledge without exposing himself to too much risk by antagonizing Heinz and his theoretical criminal partners.

The bandits prefer to strike from ambush. Werner usually hides in a tree near the ambush point. Ivan and Boris attack from directly opposite Werner's position, allowing him to pick off spellcasters and other dangerous-looking individuals from behind. If they see the party moving through the woods, they may decide to attempt an ambush, particularly if no more than one or two characters are wearing armour. If necessary to make the combat a challenge for the party, add extra bandits with stats identical to Boris. These locals are, like Boris, eager to make a few extra coins then flee the area.

The bandit's camp is little more than a crudely dug firepit, three tents, and a few fresh kills dangling from a nearby tree.

‡ GOTTLIEB'S CAMP

Although they spend most of their time in Heideldorf, Ernst Gottlieb has set up a small camp here with his mutant followers in case of emergency. Mostly the only person here is Jeb Longnose (see p. 52). Any mutants here take care to remain hidden from view. They rarely build a fire and keep to themselves, rarely venturing far. If he is forced to retreat here, Gottlieb relies on his messengers and agents to keep an eye on developments in town. Gottlieb wants to gather as much

information as he can on the town's layout and the guests staying there for the festival. The adventurers' arrival piques his interest, and he quickly incorporates them into his plans (see p. 23).

The camp consists of a ring of tents surrounding a central, cleared area where the mutants cook meals and relax on the nights they build fire. While it is located far from most of the action, there is a chance the characters might stumble upon it. The camp is not too difficult to find for anyone searching this area. While it is located far from any trails, a character with *follow trail* skill can uncover tracks leading to and from the camp. Gottlieb keeps a pair of his followers on watch at all times. If intruders approach, they sound an alarm and the entire camp readies for battle. If caught out here, the mutants fight to the death. Gottlieb has whipped a fanatical drive into his followers; they eagerly lay down their lives to bring about Heideldorf's ruin and anything that stands in their way, such as a raid on their camp, is met with unrelenting, deadly force.

‡ MAD GEDDI'S CAVE

Two years ago, the Dwarf Geddi Ironhead came to Heideldorf with two companions in response to the conspirators' handbills. The three travelled to the keep at Heinz's insistence, where the mutants ambushed and defeated them. While Geddi's two companions were killed, he was merely knocked unconscious. The mutants failed to notice this, and brought all three bodies to Heinz's shop for processing. It was there Geddi regained consciousness. Horrified by the grisly sight, Geddi lost his nerve and escaped through the secret entrance.

Luckily for Heinz, Karl, and Wilf, Geddi is unable to confront them directly for their crimes. The Dwarf suffered a serious head injury in the battle, leaving him somewhat addled. More importantly, the shame of allowing his friends to die and their corpses to be ground to sausage meat drove him to take the oath of a Troll Slayer and swear to destroy Heinz. As part of that oath, he is forbidden to speak of the situation surrounding his shame.

While a more sensible Dwarf might have gathered allies, denounced Heinz as a murderer, then taken his oath, Geddi was too addled to think that clearly. Instead, he returned home, took the slayer's oath, and immediately returned to the Heideldorf area. He only recently returned and has spent the past few weeks stalking around the woods, trying to formulate the best plan for finding and killing Heinz Schiller. He has twice tried storming the village wall, but was repelled by Heinz's bodyguards on both occasions.

Geddi camps in a small cave burrowed out of a wooded hillside. He spends his days there, preferring to sneak about by night in the hope of finding an opportunity to slip into Heideldorf and kill Heinz Schiller. Geddi keeps a large pile of dry leaves in his cave as a crude bed, and normally builds a fire just outside the entrance to cook his meals.

Geddi stalks the PCs as they make their way to and from the keep. He avoids the place, as the sight of it brings back terri-

ble memories of his defeat there. While his head injury prevents him from remembering the details of the place, the vague feelings of dread and terror are enough to keep him away for now. As his primary goal is to kill Heinz Schiller, his compulsion to avoid the place is enough to keep him from investigating it too closely.

Geddi speaks freely of his deep hatred for Heinz, yet evades any questions about the exact reason for it. He may question the PCs closely about their connection to the sausage maker, and if they are too eager to defend Schiller or appear closely aligned with him, Geddi stomps away in a huff.

However, if they make it clear they distrust or hate Heinz, they can learn the following:

- Heinz has a secret passage in the village wall that leads to his shop. However, Geddi has only vague

memories of his experiences in the shop, and can speak only in cryptic hints about the passage. He mentions a secret way leading to Heinz, but he cannot recall where it is or how to find it.

- The Dwarf makes it clear that the Heinz Schiller is responsible for a great crime, though refuses to discuss details. However, he warns the player characters to never trust him, and may attempt to recruit them in a plot to kill him, provided that things can be arranged in such a way that Geddi strikes Heinz's death-blow. If the adventurers decline to work with him he doesn't hold it against them, but he warns them that they will wish they had listened to him.

If attacked, Geddi fights to the death, just like any self-respecting Troll Slayer.