

THE DAY OF VENGEANCE

The final day of the festival wraps up the adventure in a final outburst of horror and violence. The sausage containing Gottlieb's magical poison is set to be served as the first round of food this morning. The adventurers must prevent this from happening, or deal with the repercussions of the poison's effects.

Chances are that by this point the characters have learned of Heinz's terrible secret. If so, they have either dealt with the sausage maker and disposed of his wares or have simply ignored the problem. In the first case, they have managed to avert a major disaster. While Ernst's poison will still cause some trouble for them, they have managed to save the innocent festival visitors and prevented the destruction of Heideldorf. If not, and if they are still in the village, they are caught in the midst of Heideldorf's destruction and must fight to escape with their lives.

‡ ERNST GOTTLIEB

While the adventurers have little evidence concerning Gottlieb's presence and plans, they may have picked up the following information:

- Ernst Gottlieb was a major figure in the underworld of Nuln. He disappeared two years ago.
- Gottlieb was a gourmet with a taste for Heideldorf sausage.
- Two years ago, Heinz produced a batch of sausage that included the meat of mutants.
- One of Gottlieb's known associates is attending the festival under a false name. He is not travelling alone.

‡ THE BOARDING HOUSE

Since Utrecht and Abe are staying in the boarding house, this is a logical place to start. However, Heinz wants as little interference with his guests as possible, and expressly forbids the adventurers to poke around the boarding house or question the guests.

If Heinz is out the way, the adventurers have more of a chance to poke around the boarding house. However, they still have no right to barge into rooms, pick locks, or otherwise cause trouble. The boarding house staff is not about to let a bunch of city-bred mercenaries cause trouble for their guests.

At night, they have a much better chance of slipping into the boarding house and uncovering Ernst and his men. If intruders burst into their room, Utrecht tries to hold them off while Abe stuffs Ernst into his backpack and climbs out of the window. The criminals make a run for it, reasoning that it is better to enjoy their revenge alive than to risk dying before Heideldorf is destroyed.

‡ UTRECHT

The characters may decide to watch Utrecht, ambush him if the opportunity arises, and question him about his reasons for being in Heideldorf. Unfortunately, Utrecht rarely strays far from the festival tent. Their best chance to grab him is when he makes his way to the latrines set up east of the tent. Unfortunately, there is a clear line of sight from the latrines to the festival tent, making it difficult to grab Utrecht without being seen. He will call for help if attacked, and other guests will raise the alarm.

Of course, the characters can simply go up to Utrecht and speak with him. He plays dumb, but if pressed about Ernst Gottlieb, he admits that several years ago he worked for the crime lord. However, he claims, after his former master suddenly disappeared, he left Nuln and took up a more respectable profession under his new name.

⇒ HEROES OF THE DAY ⇐

With Heinz under arrest and his ghastly wares destroyed or confiscated, the tainted sausage – or any sausage made by him – will not be served today. Alfred Fochs and a couple of lesser local sausage makers try to keep the festival going by bringing out whatever sausage they have in their homes, but if the truth of the conspiracy has become generally known, the festival – for this year, at least – has been irredeemably spoiled. Some visitors, looking decidedly green despite Heinz's claims that no human sausage has been served so far, are packing up and preparing to leave.

In either case, Ernst Gottlieb's plan has been foiled; but he quickly improvises another. Whether Utrecht reports to Ernst that the poisoned sausage will not be served, or whether Gottlieb learns of the adventurers' interference, he sets a new plan into motion.

‡ WHAT'S YOUR POISON?

He still has a fair quantity of the poison left, although he has run out of warpstone. It was his intention that he and his followers should take the remaining poison upon arriving at the Chaos Wastes, in part to increase their chance of survival and in part to help wipe out the consciousness of what has become of them. This offers him one last chance to exact his revenge upon the village of Heideldorf, and he decides to take it.

Ernst sends Jeb Longnose into the Dancing Dragon in the small hours, to poison all the drinking vessels used in the festival. He reasons that even if no one has a taste for sausage

any more, most people will not be averse to a good, stiff drink after recent events.

If the characters are in the Dancing Dragon at around 3 in the morning, they have a chance to stop Jeb. The Halfling quietly breaks into the tavern through the back door, and makes his way to the kitchen. Whether the characters are in the tavern or not, Karl surprises and attacks Jeb, who kills him quickly and efficiently. If no one arrives to interfere, Jeb hides Karl's body in the cellar, cleans up as best he can, and spreads a light dusting of poison on the bottom of every drinking vessel he can find.

Any PCs who are in the Dancing Dragon at the right time will hear the sounds of Karl's struggle, unless for some reason there is enough noise in the taproom to drown out the fight. At that late hour, only a few of the more ardent festival attendees are still drinking, but the place is otherwise quiet and all are too drunk to notice the fight or Jeb's sabotage. They don't even notice Karl's absence until they call for more drinks and no one comes to serve them. Rather than investigate, though, they simply help themselves to free ale from the bar.

Finding Karl

The next morning, the servants charged with delivering drinks to the festival immediately alert the town that Karl is missing. A search of his home turns up nothing. While the festival must go on, Dirk Moser asks the characters to search for Karl. Foul play is far from anyone's mind, and most suspect that he simply had a few drinks late last night and wandered off somewhere to sleep off the drink. Anyone searching the tavern's cellar finds Karl's mutilated body stuffed behind several kegs of ale. His face and throat have been torn apart, as if by a clawed animal.

Stopping Jeb

If the adventurers interrupt his work, Jeb tries to flee. He will fight if cornered, but if he is disabled or captured, he will try to bargain for his life by telling what he knows of Gottlieb's plan.

If Jeb fails to poison the tankards, Ernst and his men try to flee that night. Stung by the failure of the plot, Ernst decides it is best to retreat to Altdorf and from there concoct a new plan for revenge. If he is aware of the characters' interference with his plans, he plans to avenge himself against them before returning to Heidedorf.

Anyone inspecting the kitchen area can notice a light layer of yellow dust at the bottom of each tankard set out for the day. Any character with *herb lore*, *manufacture drugs*, or *prepare poisons* can note that the dust does not appear to be there accidentally. Given a few days and the right equipment, a herbalist or alchemist can analyze the powder, and will conclude that it resembles a rare and powerful hallucinogen known as mad bull powder. Found in a rare flowering plant, the drug causes occasional outbreaks of violent madness in herd animals that eat its leaves. When ground into a powder, it can be administered in a drink, and causes an outburst of homicidal mania in its victims.

Fire and Madness

If Jeb is not thwarted, the poisoned tankards will cause an outbreak of madness shortly after they are used for breakfast. As the festival descends into chaos, Ernst's followers will set fire to as many buildings within the village as possible, hoping to add to the confusion and cause more deaths. They then gather Ernst and their other belongings and flee the area, setting out for a new life in the Chaos Wastes.

Gottlieb's Poison

The number of people at the festival who fall victim to the drug depends on how the PCs handled Karl's death and Jeb's poisoning of the tankards.

- If the PCs prevented Karl's murder and stopped Jeb from completing his mission, no one at the festival is affected by the poison. Until the mutated rats burst from the ground, the day proceeds as normal.
- If Karl is dead but the adventurers find the poison before breakfast, only 25 people fall victim to the poison.
- If Karl is dead and the PCs fail to uncover the poison, 50 people at the festival are affected.

Those who are poisoned go through two stages of symptoms:

- The first stage lasts 10 minutes and involves terrifying hallucinations. Those under the poison's influence scream, run around in terror as if being chased by a horrific beast, and attack anyone who attempts to restrain them.
- After this initial period, the victims become homicidal. They attack the nearest person, including those affected by the poison, and fight to the death, moving on to a new opponent as soon as they kill one. These symptoms last for 30 minutes, after which any surviving victims collapse from exhaustion.

Adding to the chaos, Ernst's men start setting fires around town. They concentrate first on buildings that have the best chances of holding people who could die in the flames.

➤ HELL COMES TO HEIDELDORF ❖

If the characters fail to uncover Heinz's plot, the final day of the festival could prove to be the last day of Heidedorf's existence. The festival proceeds as planned. The servants carry the tainted sausage from the kitchens to the festival and serve it as normal. A few minutes later, the first victims begin to transform – just about the same time as the mutated rats (p. 53) erupt from the ground. Their bodies first shake with spasms as the Warpstone takes hold. Some transform into frightening creatures, growing fangs, claws, or growing into ogre-sized beasts. Others are left crippled by the changes, losing limbs, turning into boneless piles of flesh, or rendered mindless, drooling idiots.

A total of 75 people at the festival eat the sausage and fall victim to the poison; sixty of them develop mutations that allow them to attack others as the psychotic drug takes effect. If the PCs had any friends or allies among the festival goers, such as the retired mercenaries, there is a 50% chance that each one falls victim to the poison, turning into a slaving Chaos mutant.

Ernst and his men watch the festival from the window of their room in the boarding house. The characters can easily notice Ernst's leering face at the window, if they chance to look up towards the boarding house.

⇒ WHAT NOW? ⇐

The characters now face the prospect of the entire village devolving into madness and murder around them. The progression of events is determined largely by the number of people under the influence of Ernst's poisons, either the mutating mixture or the madness-inducing poison.

‡ PANIC

Needless to say, the sudden appearance of hideous, bloodthirsty mutants (or psychotic, bloodthirsty normal people) sends the festival crowd into a complete panic. Some attack, while others flee for their lives. The state of the festival is determined by the number of people affected by the madness. The more people under the effects of either poison, the harder it is to bring the festival under control and the more likely it spills over to involve the adventurers, even if they are trying to get away. The table below summarises the different states of the riot.

Attackers	Effects
50+	The crowd goes into a complete panic. The mutants rampage through the village, killing all who stand before them. The one mercy is that the mutants turn against each other as well. Unless the PCs and their allies kill at least 30 of these monsters, the mutants kill half the festival attendees and level every building. If the PCs kill enough of the mutants, the villagers and festival goers rally behind them and the tide of battle turns against the beasts. Each round a PC spends in Heidedorf, there is a 25% a random mutant or crazed festival attendee attacks him.
25	The small group of attackers strikes terror into the crowd but proves far more manageable. The crowd panics but many people turn against their attackers and help beat them into submission. If the PCs help the crowd, they can turn the tide against the attackers by defeating 15 of the poison's victims. If the PCs join the battle, 10% of the unaffected festival attendees die in the melee. Otherwise, a third of them are killed.

If the adventurers do not get involved in the riot, it takes a little more than an hour for the monsters to be defeated. Otherwise, the crowd starts to calm down within a few minutes of the last attacker's death.

When running this part of the adventure, keep any portion of the fight that does not directly affect the characters in the background. Describe the fear and confusion that surround them. Merchants run about in a panic. The cooking fires in the outdoor kitchen run wild and start a small blaze.

There are two basic approaches to this scene. You can either have the characters square off against the number of creatures they must defeat in order to bring the situation under control, or have them move through the village encountering situations that give them a chance to save a villager from attack and dispatch a few of the rampaging attackers. The second option is more dramatically satisfying, but the first is simpler.

⇒ ENCOUNTERS ⇐

The following encounters can be used to help resolve the day's events. Either allocate one-fifth of the creatures the adventurers must defeat to each encounter, or invent a few other battles and spread the monsters further. If the adventurers are spread out over a wide area, you can have each character, or each group, fight their encounters in isolation from the rest of the party.

The adventurers can also call on the allies and friends they made earlier in the scenario to aid them in the fight. The old mercenaries, the Tortella gang, and the local farmers can all provide help in the battle. You have a few options for resolving this. If you don't mind running battles with large numbers of participants on each side, you can allow the adventurers to find and rally their allies, and fight their way across the village *en masse*. Alternatively, you can simply assume that the characters' allies eliminate a proportion of the creatures who need to be killed, without involving the PCs themselves in combat.

‡ FIRES

Any PCs fighting the flames, rather than the slaving mutants or psychotic revellers, has a 25% chance each minute to come under attack from 1D3 creatures. Fighting the fires is largely fruitless, though there may sometimes be the opportunity for a heroic dash into a burning building to rescue someone's infant child, bedridden grandmother or cat.

Perhaps one or more NPCs with whom the adventurers developed relationships over the course of the adventure are trapped in a burning building. The adventurers must choose between saving a few friends or helping defend the entire village from its attackers. Each round a character spends in a burning building, he must make an **Initiative** test to dodge flaming timbers and other debris. On a failed test, he suffers a S 3 hit.

To make matters worse, perhaps a mutant rat or other attacker is also trapped in the building. The character must defeat the thing while dodging flaming debris and trying to save those trapped within. The stairway could collapse in a shower of sparks just as the adventurers reach the upper floor, forcing them to jump to safety.

‡ THE BARRICADE

Several servants and cooks, frantic to escape the rampaging horde of attackers, barricade themselves in the Dancing Dragon. If the characters are lounging in the tavern when

the battle begins, a group of workers runs into the place and barricades the main door. Unfortunately for the adventurers, the one of the smarter attackers (or one of Ernst Gottlieb's followers) sets the inn on fire, leaving them trapped. The attackers try to batter through tavern's windows and doors, making it necessary for the characters to hack their way through their opponents to make their escape.

The smoke in the tavern quickly becomes too thick to see. Those inside can't see more than a couple of feet in front of them (5 feet at floor level, if you are feeling generous, with the smoke getting denser higher up). Smoke inhalation causes 1D4-T damage per turn to those caught in it.

If the adventurers are outside the tavern when the battle begins, the tavern quickly becomes a focal point of the struggle. Many of the workers and attendees run towards the tavern for safety, attracting the attention of many of the mutants or psychotics. Those who make it into the tavern barricade themselves inside while the attackers set the place on fire and block the exits. The characters must clear a path through the attackers to rescue the people trapped in the tavern.

Each barricade counts as a target with 4 **Toughness** and 8 Wounds. Once a barricade is reduced to 0 Wounds, it is destroyed. Of course, as soon as a barricade is destroyed the monsters swarm through the opening. The tavern itself is of solid timber construction, and counts as a three-section building with 7 **Toughness** and 30 Wounds per section.

If the barricades hold, the attackers climb on to the roof and try to hack through it with axes picked up in the confusion. After three rounds of hacking, the attackers begin to leap down through holes in the roof.

The furniture and debris in the tavern make excellent weapons. Mugs, chairs, and burning timbers all make good clubs. Two characters (or two monsters) can pick up a table between them and rush towards an opponent. Use the higher of the two characters' **WS** to resolve the attack. Treat the table as an improvised weapon; additionally, on a hit, the target must test against 10 times his **Strength** or be knocked prone.

‡ CHAOS AT THE STABLES

Some of the more cool-headed villagers make a run for the stables. Unfortunately, as soon as they make it there the fighting and brawling that erupts amongst them prevents anyone from grabbing a horse or readying a carriage. Merchants, nobles, and farmers stumble over each other, and each time someone comes close to clambering atop a mount, the mob quickly pulls him back down to the ground.

The noise and confusion attract several of the afflicted festival goers, who wade into the crowd with murderous intent. The adventurers must push their way into the panicked mob, deal with the mutants or psychopaths attacking it, and avoid the panicked horses and other animals that lash at those around them.

In addition to the hazards present in the stables, the large crowds make moving and fighting difficult. Everyone moves at half their normal speed as they push their way through the mob. In addition, anyone who misses an attack by 50 or more accidentally strikes a bystander. Those using missile weapons hit bystanders if they miss by 30 or more.

Each round, the characters and their opponents must make an **Initiative** test before taking an action or suffer a random mishap. Either choose events or generate them randomly from the following table:

D6	Result
1	The PC inadvertently bumps into a horse, causing the panicked beast to lash out at him with its hooves. Resolve this as a single attack made with WS 33 and S 3.
2	A terrified horse rears back and kicks at a group of merchants, causing them to rush backwards into the PC. He must make a successful I test or be knocked prone.
3	A farmer attempts to fling a bale of hay, saddle, or other implement at a merchant who punched him in the face. The attack misses its intended target and sails toward the PC, who must make an I test (<i>dodge blow</i> +20) or suffer a S 2 hit.
4	A farmer manages to leap atop a horse and hang on for life. The animal surges through the crowd, smashing a trail through that leads directly towards the PC. The victim of this mishap and anyone close to him must make an I test or suffer a S 4 hit as the horse tramples them.
5	A sudden surge of the crowd sweeps the PC away, moving him 10 feet in a random direction. The PC may take no other actions this round aside from keeping his feet despite the pushing and shoving.
6	Caught in a frenzied panic, a farmer latches on to the PC and either pleads hysterically for protection or tries to pummel him into submission. The PC must make a test against 10 times his Strength in order to take an action this turn. Otherwise, he must spend this round disentangling himself from the farmer.

‡ BUILDING SITE BRAWL

Many of the servants and cooks who temporarily moved to Heidedorf for the festival's duration set up a small tent city at the site of Heinz's future home. The building is far from complete, consisting of its four exterior walls, several partially built interior ones, and a half-complete roof. The first floor is about half complete, and in some sections the gaping holes open up to the ground floor. In the confusion, many of the servants take cover in the half-built shell of Heinz's mansion. The crazed attackers quickly surround the place and begin tearing it apart.

In addition to the tents and the main structure, there are several piles of lumber, bags of nails, and other construction tools and materials kept around the area. These and other features of this area can help make it this an interesting battle.

A character or monster can use a bag of nails as a weapon. If the nails are scattered on to the ground, anyone walking across the ground they cover must make a successful **I** test or suffer a -1 penalty to their **M** score. The nails do not cause damage like caltrops, as they are too long and their heads are too narrow to allow them to stand on end.

In several areas, lumber and other materials are stacked up for later use. These piles can be knocked over with a successful test against 20 times a PC's **S** score. Anyone caught in a falling pile of lumber must make an **I** test. On a successful test, they suffer a **S** 3 hit. On a failed test, they take a **S** 4 hit and are pinned beneath the wreckage, requiring a successful test against **Dex** to wriggle free or **S** times 10 to push away the wreckage. A PC with the *contortionist* skill gains a 10% bonus to either of these tests.

When fighting in the half-erected portions of Heinz's building, characters can try to push their opponents through the holes in the floor. Pushing an opponent is an unarmed attack. On a hit, the attacker tests against 10 times his **S**. If they succeeds, the PC pushes the opponent two yards in any direction. Anyone who is pushed into a hole immediately falls through it, and takes falling damage as normal.

As Heinz's new home is only partially assembled, the walls and floors are rather flimsy. The walls and floors that have been completed are equivalent to four building sections, each with 5 **T** and 15 **W**.

If a creature or character jumps down onto an opponent, they make a **Dex** test. If the test is successful, the target suffers a **S** +1 hit and is knocked prone. At the GM's option, this damage can be increased to **S** +2 if the jumping character is overweight or wears chainmail armour, or **S** +3 if the character wears plate or is both overweight and wearing armour. If the **Dex** test fails, the character misses his target and suffers falling damage. In either case, the attacker is prone after making the jump. The crazed attackers make frequent use of this tactic, with no thought for their own safety.

The tents set up by the servants are all intact when the battle starts. They are all small, designed to house no more than one or two occupants. Collapsing a tent will trap any creatures within, as described below.

‡ THE KITCHENS

The kitchen area is the site of multiple disasters. Tents are knocked down, and panicking cooks and servants trapped beneath them. Even worse, the flames of cooking fires quickly spread to a collapsed tent. Those trapped beneath it will be burned unless someone saves them. Of course, the attackers leap on the tent regardless of the flames. The PCs must try to stop the creatures before they can finish off the trapped workers, and then pull or cut the burning tent off them.

If for some reason a character was in a tent which collapses, he must make an **Initiative** test or be trapped beneath the falling canvas. While trapped, he may take no other actions aside from trying to cut or tear his way free. Anyone with a sharp edged weapon such as a dagger can cut themselves free in one turn; a successful test against **Strength** times 10 is required to rip a way out of the tent.

Here are some ideas to spice up this battle:

- A fallen tent covers the ground, hiding the location of several rubbish pits. Pick six random locations where pits are hidden. If any creature walks over one of these spots, he automatically tumbles into 5-foot pit. Alternatively, each time a character or monster moves there is a 10% chance he discovers a pit's location and tumbles into it. If you are feeling particularly spiteful, the pit is not full of kitchen waste (which is bad enough), but is a latrine.
- The fire rages out of control in one place. The attackers try to force their victims into the flames, or use the fire to shield themselves from multiple attackers. Anyone moving into the fire – or thrown into it – automatically takes a **Strength** 3 hit. Pushing an opponent is an unarmed attack. On a hit, the attacker tests against 10 times his **Strength**. If he succeeds, he pushes his opponent two yards in any direction.
- Eight cooks and servants are trapped beneath the tent. The attackers prefer these helpless targets, but if attacked by the characters they fight back. Freeing a trapped person requires a character to either use an action to cut him free with a dagger or knife, or make a test against 10 times his **Strength** to tear the tent's fabric apart.

‡ SQUIRMIN' VERMIN

Even if the poisoned sausage was not served to the festival's guests, it did not go uneaten. The rats that live under Heinz's workshop are used to helping themselves to the delicacies hung from ceiling hooks to mature, and this last batch was no exception. Before the sausage was taken away, several of them nibbled on it, and the warpstone poison has a hideous effect.

The ground near Heinz's workshop convulses, and a dozen hideously mutated rats – each the size of a pony – erupt from the earth. The hapless creatures were in their burrows when the change struck them. Luckily for Heidedorf, eight of the twelve rats are dead, either killed by the change or by various injuries resulting from suddenly growing several thousand percent in a confined underground burrow.

The rats' fur could not grow fast enough to accommodate their rapidly-growing bodies, leaving them with a few rough patches of hair scattered over pink skin covered with rips and lesions.

The four remaining creatures are ravenously hungry owing to the rapid change in their bodies and their incredibly overworked metabolisms. They seek food above all else, and attack the nearest living creatures, which will probably be

revellers in the festival tent, who may just be starting to feel the effects of the poison. After killing an opponent, a rat spends its next three actions devouring the remains, responding to attacks made against it but otherwise ignoring anyone near it. The mutated rats fight to the death.

As the mutant rats add to the chaos, Gottlieb's followers do nothing to stop them; in fact, Gottlieb convinces himself that their appearance is a gift from Tzeentch himself. Unless the adventurers deal with them, the rats will tear apart Heinz's mercenaries before a small group of farmers finally brings them down.

If the PCs have enough problems to deal with, you can choose to eliminate the rats from the adventure. Any character with arcane training can tell the rats are the product of a mutation. If the characters don't draw a connection between the rats and Heinz's tainted sausage, Dirk Moser or Alfred Fochs does it for them. The characters should have a sense that their intervention in Ernst's plans and Heinz's scheme – if indeed they did intervene – has saved many innocent lives.

‡ THE LAST STAND

In the confusion, a small group of defenceless merchants and travellers clusters together and tries to ward off the attackers. Of course, this action does little but form a nice, big, human flesh buffet for the attacking creatures who quickly swarm around the group and attack. Once again, the characters must come to the rescue. During the encounter, more monsters show up on the scene attracted by the commotion and large clump of potential victims.

When the characters first leap to the rescue, give them a rather easy situation to handle. Perhaps no more than two or three creatures menace the crowd. As the characters deal with the creatures, the reminder you've allocated to this encounter charge on to the scene, catching the PCs between the initial group they attacked and the new arrivals.

Of course, the hapless merchants prove worse than useless when the PCs arrive on the scene. They cling to them for protection, demand to be escorted to their carriages, and try to treat them as if they were still Heinz's servants.

‡ WHAT ABOUT HEINZ?

If Heinz is still around, he suffers from the mutating effects of Ernst's warpstone poison, having sampled a little of his special sausage before it was served. He no longer has any horror of cannibalism. Thus, regardless of what anyone does (short of killing him), Heinz transforms into a raving, bloated creature with a long, sticky tongue and a gaping maw. He easily batters his way out of confinement if he is locked up somewhere, and embarks on a rampage.

If poor Wilf is locked up with him, Heinz swallows him whole before beginning his rampage. Perhaps reflecting his cannibalistic tendencies, the mutated version of Heinz seeks to devour as many humans as possible. He charges through the village, attacking and eating anyone he meets.

‡ WHAT ABOUT MANFRED?

Surrounded by raving lunatics or howling Chaos beasts, the old witch-hunter stares about him for a second or two, then slowly draws himself up to his full height with a strange, fanatical light in his eye. He draws his duelling pistol, unsheathes his rapier, and throws himself into the fray with a shout of fierce joy.

Unless someone is on hand to help him, he is quickly mobbed, overwhelmed, and torn limb from limb. He takes a few of his opponents down with him but simply lacks the physical endurance to absorb wounds like he used to. If the adventurers have struck up a friendship with Manfred or taken a shine to him, you may want to give them the chance to save his life. On the other hand, such a relationship might be a very good reason to kill him off, especially if they need a good motivation to fight rather than running.

‡ FIRST AID

As the battle progresses, some characters may find themselves unpleasantly close to Mórr's gates. Remember that Heinz had a small stash of medicinal herbs tucked away behind the Dancing Dragon's bar. If any packets remain after the adventurers' trip to the keep, they are still there and are ready to use. Of course, if the tavern is currently surrounded by slavering mutants, getting to them could be an adventure in itself.

⇒ ALL'S WELL THAT ENDS ⇐

Once the characters have dealt with their required number of opponents, the battle finally subsides. The last few mutants run for the forest, or the poisoned revellers pass out from exhaustion. The adventurers may still have to chase down Ernst Gottlieb and his followers; they fight to the death if cornered, but escape if they can.

The survivors of the madness huddle fearfully within Heidedorf's walls. They are wounded, tired, and traumatized. They need someone to tell them what to do. If they are still around, the adventurers quickly assume a position of leadership, whether they want to or not. Their actions during the day – or the simple fact that they are armed and armoured – draw the survivors' attention and respect. The surviving leaders in Heidedorf, including Dirk Moser and Alfred Fochs if they are still alive, thank them profusely. Work teams form to douse the remaining fires under Moser's direction while Fochs asks the characters to organize and lead groups of workers to gather and burn the remaining corpses.

‡ HEROISM REWARDED

Before the adventurers leave, the village's new leaders promise them a sizeable reward. They announce that over the next year they intend to raise several hundred Gold Crowns, and ask the adventurers to return and claim their reward in 12 to 16 months.

But if the adventurers expect a grand reward or a place in the epics, they are in for a severe disappointment. In the coming year, the market for Heildorf sausage evaporates. If anyone returns to Heildorf, they find most of the village abandoned. Once again, the area is little more than a backwater farming community. No one even raises livestock any more, as the name of Heildorf makes any kind of meat impossible to sell.

‡ THE GRATITUDE OF PRINCES

The merchants, nobles, and others who attended the festival may harbour bitter, vengeful feelings against the adventurers. The lack of any sensible reason to blame the incident on them doesn't stop anyone from doing it.

Some festival goers flatly refuse to believe that Heinz's sausage could have been tainted with human flesh or Warpstone. This opinion is especially popular with those nobles and merchants who ate quite a bit of Heinz Schiller's special sausage blends. These individuals and families might hire agitators to spread terrible rumours about the so-called heroes of Heildorf. They may contract thugs and duellists to hound them, or concoct other plans for revenge.

The adventurers might want to avoid travel in the Empire for a time. This could be a good motive to send them south to the Border Princes if you want to kick off the *Doomstones* campaign, or send them west to Bretonnia, passing through the town of Bögenhafen along the way, and into *The Enemy Within* campaign.

‡ THE HONOUR OF THIEVES

The Tortella family never forgets the adventurers, whether they aided Luigi and earned his gratitude or turned their backs on him and let him die.

In the first case, the Tortella send word that they wish to repay the adventurers with a small feast in their honour at the family estate in Tilea. Once there, they can become embroiled in the struggles between criminal cartels – or the machinations within and between the Tilean city-states; the difference is often academic – or they might be offered a place on a trading expedition to parts unknown on behalf of the Tortella family. Either way, you can use this connection

as a convenient hook for the next adventure you have planned for the characters.

If, on the other hand, the Tortellas have reason to avenge themselves on the PCs, they may send wave after wave of assassins, thugs, and other mercenaries after them, resorting to ever more brutal – or ever more devious – means to try and kill them.

‡ HIS LEGEND LIVES ON

The adventurers' handling of poor Manfred Harwitt could also have some unforeseen repercussions. Manfred is from a somewhat influential family of priests and scholars from Nuln. If Manfred perished in Heildorf, his relatives may send emissaries to meet with the adventurers, to learn the details of Manfred's final days. Alternatively, an idealistic young witch-hunter who idolises Harwitt from reading the accounts of his younger days may blame the PCs for Manfred's death and launch a personal crusade to unmask them as Chaos cultists, necromancers, or worse.

‡ A TOKEN OF ESTEEM

Not everything needs to end badly for the adventurers. Many of the merchants and nobles whose lives they saved during the final day of the festival will reward them with cash, jewels, and other gifts. As a default, the characters each gain 800 GC in coins, jewellery, and other valuables. Some of this money is given to them in person as their benefactors prepare to leave the smoking remains of the village, while other gifts might arrive carried by courier, up to several months later if the adventurers are hard to track down.

To keep things interesting, you can create a mix of messengers who seek the player characters in order to deliver a reward and those who seek them in order to kill them on behalf of an offended merchant family. The rewards can be used to launch new adventures. For example, perhaps a noble family gifts the PCs with the deed to a fortified mansion located near the World's Edge Mountains, the Black Mountains, or some other wild, borderland region. The player characters can claim their new holding and try to carve a thriving community from the wilderness – or perhaps the mansion is a haunted ruin that holds great treasure and horrible monsters.