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The Drowning Well

By John Foody

Maps & Player Handouts (435 Kb) can be downloaded [here](#).

"There are things in the forest which any sane man would leave well enough alone. Spirits, full of rage, and full of evil. To them we are little more than insects. They pollute the land and harm the Mother. Oh, it is a sad sight to see her beauty withered and warped!

Unfortunately, it is our duty to fight them and destroy them. Heed well: this is a duty best performed with your brothers and sisters by your side."
Arch Druid Sheru to Initiate

Overview

This adventure is designed to be played when the PCs are travelling between two cities or towns in the Southern Empire. During their stay in town, let them hear rumours of a number of violent murders taking place across the city. This adventure starts after the capture of the psychotic criminal, Otto Mercads, with the PCs being hired to escort him; however, you could easily involve them in his capture. They will spend a night at 'The Drowning Well', where Mercads' emotions awaken the spirit of Artuta, who will begin to murder the inhabitants of the Inn. The murders will have the same style as Otto's. As the PCs try to discover who the murderer is, Artuta summons the Beastman from the forest to attack the Inn.

Background

The route passes the hamlet of Ostenwald, at the centre of which stands 'The Drowning Well' Inn, which is famed for its strong local wine. The Inn was built next to the Ostenwald Well, from which (according to local legend) Sigmar drank when on his way to Black Fire. It earned its current name after the body of a soldier was found rotting at the bottom.

The soldier was actually a witch hunter. After slaying Artuta, a Beastman champion of Tzeentch, he was murdered by the champion's followers. The band's especially loyal and skilful shaman bound the champion's spirit to the site, and a burial mound was constructed and then forgotten

about. Only Beastmen now sense that this area is sacred, and they have flocked to the place. Over the years, the hamlet grew, protected by the Witch Hunter's spirit from these creatures as they raided the nearby settlements.

I'm A-Leaving Town

As the PCs are leaving town they are stopped at the gate by the Gate Sergeant and three of his men. He politely asks them to remain where they are while he fetches Herr Sauerkraut. While the Sergeant is gone, his men just stare at the PCs, refusing to answer any questions. They make it clear that running off would not be considered amusing.

The Sergeant returns with a fat, opulently dressed man in tow - Sigfried Sauerkraut. Sauerkraut is a local magistrate with a bloated sense of his own importance. Without saying a word he examines the PCs, looking at their weapons and armour. After he has checked each, he sighs, looking down the street desperately. He then turns to the PCs and says, "Oh well! Follow me please."

Sauerkraut leads them to a room in the gatehouse, where a table and chair have been set up. The magistrate sits and pulls out a hip flask from which he sips. "Ah! Hmm! Thank you for coming to see me." He will silence any contradictions with a loud indignant snort. "I am in the position to offer you employment, which will pay well, given how simple it is. However, the matter is of a delicate nature."

Sauerkraut wishes the PCs to escort a nobleman and his two coachman to <PCs destination>, where his family will make arrangements for his future. "Between you and me, this man is crazy. Touched by the moon, I would say." Should the PCs accept, they are required to keep this information secret and are told that they are leaving straight away.

Sauerkraut hands them a sealed letter, which they are to give to Aldolphus Mercads on arrival. He will then pay them <GM's choice> GCs. Expenses will also be met.

The Watch Barracks

Should the PCs accept, they will be taken to the Watch barracks by the Sergeant. Outside stands a plain coach, by the side of which sit two men, sharing a pipe. The Sergeant asks the PCs to wait by the door while he disappears inside.

Bernd Vogeler and Udo Nyman (the coach crew) will call over to the PCs, asking them if they're here to escort Mercads. If they say yes, the pair will try to scare the PCs by telling them that he's a mad murderer who has killed a hundred men, women and children since his days as an escapist. In fact, they are a cheerful pair who are simply trying to wind the PCs up - he hasn't really killed this many people. Not *quite*. A few minutes after he disappears, the Sergeant reappears at the door. Behind him two watchmen drag a man, manacled and chained, grinning maniacally.

Otto Mercads

This young nobleman is Otto Mercads, the psychotic murderer responsible for a string of particularly violent killings in the city. He is totally mad, but also very intelligent, and his noble birth has kept him from harm for a while. His family's influential friends have arranged for him to be escorted home, where he will be locked up in safe obscurity.

The Watch will put him in the carriage, muttering, "rather you than me, mate." to the PCs. The Sergeant will make sure that at least two PCs get in with him.

As the drivers clamber on board, the carriage lurches away from the barracks, towards the gate. Mercads will stare and grin at the PCs, making them feel uncomfortable. He gives the impression that he knows something they don't.

On the Road

After a day on the road, the PCs feel tired and miserable and should be looking forward to the next Inn's hospitality. At the last comfort break, Bernd talked wistfully about the excellent hotpot available in the 'The Drowning Well'. The coachmen also tell stories about frequent Beastmen attacks on travellers. As with everything, they exaggerate, but the truth is that Beastman activity in the region is heavy compared to other parts of The Empire.

Otto has been silent, but makes the characters nervous. He laughs once when the evening's first thunder rolls across the sky.

The Storm

The storm begins in the late evening, and becomes severe by dusk. Rain lashes the carriage, with water seeping through the cracks and high winds buffeting it from side to side.

An hour after dark, Udo calls down that they're only a couple of miles from the Inn. Seconds later, a flash illuminates the sky and an almighty crack splits the night. There is a cry, and the coach stops suddenly as something hits it. All passengers are thrown from their seats. (except Otto who is weighed down by chains. He just laughs).

Outside in the rain and mud, a tree still smokes where the lightning hit. The trunk has crashed onto the coach, killing Udo and one of the horses. Bernd is unconscious. He and the remaining horse are bruised, scratched and bleeding.

The PCs have two options: move the tree and the dead horse, or wait out the storm in the coach. Make the first option sound appealing - it means warmth and comfort for Bernd, and has the added advantage of not having to spend the night with Otto.

The Roadwardens

Further down the road (or arriving at the coach if they wait) the PCs will come across four Roadwardens who are heading in the opposite direction to investigate reports of a farmhouse attack. They will be concerned about the driver's health and will offer directions, warning them to keep an eye

out for Beastman. "This is one of the worst areas for Beastmen in The Empire, for some reason. But I doubt even *they're* out in this weather."

The Wet Traveller

As they near the Inn, they are hailed by a dripping wet cloak and hat. This is Elisabeth Tauber, a bounty hunter on the trail of Dagmar Ekman and Ingo (a pair of thieves who stole from their own gang), whose horse went lame some way back up the road. She put the horse out of its misery, which resulted in her tunic being splattered with blood. She is also heading towards the Inn. She changed under the shelter of a tree, and will store the tunic in her room.

The Drowning Well Inn

Through the driving rain, the dim lights of the hamlet will become visible. A few cottages are passed, their shutters closed against the storm. A storm lantern marks out the Inn. The Inn is surrounded and fortified by a solid wall. Lights can be seen within. The main gate is closed, and there is a sign saying, 'PULL', next to a rope. On the wall are fading symbols, painted many years ago. Characters with AL-Magick will recognise these as warding signs.

When the rope is pulled, a bell will be heard ringing beyond the door. Some minutes later a door is heard opening and then being closed, followed by the approaching sound of footsteps. A panel on the door is pulled back, and an old haggard face looks out. "What d'ye want?" Any sensible answer, like "travellers looking for shelter", will get him to open the gate.

This is Gerad, the Inn's stablehand and general dogsbody. He is dripping wet and points at the door and mutters, "I get yer horse." He takes no notice of Otto or the wounded driver.

Bright Light! Bright Light!

Approaching the door, the party are greeted by the hustle and bustle of a busy establishment.

At this point, one of the PCs will see a light in the forest, which disappears as suddenly as it came. Otto will look into the face of this PC and laugh maniacally.

Inside the Inn

The door opens into a large room, warmed by a blazing fire. About thirty patrons sit about chatting and laughing, some eating, others playing cards, and everyone drinking. As the rain blows past the PCs the patrons all turn in silence to stare at the new arrivals. This only lasts for a moment before Wim Wilhelm the landlord comes walking over. He is very friendly, but his main concern will be for the health of the driver. His wife Sybille and a couple of the locals will take Bernd up to one of the bedrooms (room 17) and look after him.

Wim will be reluctant to leave Otto outside. "Even if he is a killer, he deserves a warm meal and a roof over his head." (A few of the locals will mumble disagreement over this fact) He will allow Otto to sit in the corner, but people will soon complain about his laughing and muttering,

and Wim will offer to lock him in the cellar.

Wim will make space for the PCs in front of the roaring fire, offering bowls of hot stew and fresh bread. Conversation will initially concentrate on the PCs: where they're going, what happened to the driver, who the looney is, and so on. Answers to specific questions the PCs may have are suggested below.

Paint: "Oh, Aye. The paint is it? A mystery it is, sirs. The signs have been scrawled on the Inn's walls, back to my fathers days and his fathers days. A strange dye, but we've never seen the culprit. Clean it off and it soon comes back".

Light: "Oh, Aye. The light is it? A mystery it is, sirs. Only old Seth has seen the light. Twenty years ago it was when his family were carried away by the Beastman from the forest." Old Seth died last winter.

The Inn's name: Some of the above history. "Oh, Aye. The body is it? A mystery it is, sirs" etc.

Storm: "The worst for twenty years. Old Ulric is certainly sending the Winter early this year."

The Evening's Incidents

The cast section at the end of the scenario contains details of the people in the Inn. Key incidents of the evening are detailed, but it is recommended that you add more in order to fill out this part of the scenario. This will make the attacks more effective when they start.

Card Game

During the evening, Dagmar and Ingo will start a game of cards which Ernst will join. The game needs a couple of extra players and locals will join in. After a while, Dagmar and Ingo will spot that Ernst has no idea what he is doing and begin to cheat and rip him off. Observant PCs will notice this, especially if they have the Gamble skill.

Kidnap

Monika and Vera leave the table to go the toilet. On the way they bump into a PC (Klaus stands up and stares), handing them a piece of paper. On the paper is scribbled a note stating "Help us - we four are being threatened by the heavy, mean, looking man." They are hoping, Klaus can be locked up for the night, so they can have some fun.

Should this happen they will get very drunk before retiring upstairs. In the morning Monika and Vera will be very sweet to Klaus until he eventually forgives them.

Drunk

During the evening, Dagmar and Ingo become very drunk. As the evening draws to a close, Elisabeth will try to engage them in a drinking game so they end up unconscious. She encourages others to join in. PCs who make a **Int** test (modifiers for alcohol) will notice she drinks less than them. During the night she will disarm them and tie them up.

Bedtime

As the candles grow shorter and the fire lower, people retire for the night, heading upstairs to bed or going home. Wim and Sybille are the last to retire, after tidying the main room. The PCs are probably all very tired, but some of them may want to guard Otto, even though the cellar door is secure.

A Stirring down below

The arrival of Otto Mercads has stirred the spirit of Artuta. Drawing strength from Otto's bloodlust, he has begun to rise again. His followers in the woods sense his presence and begin to approach the Inn. Meanwhile, the PCs have pleasant dreams...

Awake

Two hours after the Wilheims have gone to bed, one of the PCs is woken by a sound. The wind has dislodged the shutters to the window in the corridor. Shutting it they will notice the light in the forest but they are distracted by something sticky on the floor. When they look up again, the light is gone.

Under the door of a bedroom flows a stream of blood. Opening the door, the PC will be greeted by a horrific site. Blood is splattered across the walls, floor and ceiling, surrounding the shredded corpse of Bernd the coachman. He has been murdered by the spirit of Artuta, who is slowly gaining power. The PC should make a Cool test, gaining 1-3 insanity points (depending on how hardened they are to such sights) if they fail. Awakening everyone from their sleep causes some panic, but people will gather in the main room. It will be noticed that landlord is missing. His wife will say he has gone downstairs to investigate an unusual bumping sound he heard a little while ago, and that he hasn't returned yet. He has actually gone to get his money.

The Cellar

The Landlord is dead, murdered as the driver was, his body lying five feet in front of Otto. Otto is laughing maniacally, but is still chained up. If players think to check, it will be obvious that his chain won't let him reach to where the body lies.

Nothing happens for an hour or so, and people start to think everything is over. Leaving the Inn is not really an option for the travellers. The weather has worsened; rain lashes down in the strong wind, and where there are no puddles, there is mud.

A Suspect

Searching for the murderer is fruitless. No-one is hiding in the Inn, and there is no blood on anybody. It should be obvious that it would be impossible to commit such gruesome murders and remain spotless. In Elisabeth's room, searchers may find the tunic covered in blood. If this is not dealt with calmly, people will clamour to restrain her, with a few voices shouting to "string her up!" Ernst will come to her protection.

By now, some people will want to return to their rooms, whilst others will want food and drink. The maid offers to go to the kitchen and heat up last night's leftovers. Once there, she will be murdered (any guard being knocked out), leaving only a pool of blood and green pea soup.

"Thousands of `em"

At this point, the bell from the gate will ring loudly and constantly until it is answered. Young local Mikhail Kheine will be there with his pony, and he is very scared. He will report that his father saw a band of Beastman heading towards the hamlet and that he is rounding up the villagers now to bring them within the Inn's walls. Behind him can be seen the lanterns of the locals, who have also brought their cows, pigs and chickens.

Appearance

If Otto is on his own in the cellar, the following will occur. One of the PCs will hear a noise from the cellar and, on investigating, finds Otto torn to pieces. Going berserk in the room is the pale spirit of Artuta (Fear rolls) who will rush at the PC(s). He will disappear before he reaches them.

Threat

The PCs will realise that a force of Beastmen could easily overrun the inn. With the arrival of the locals and the news of the encroaching Beastmen the inn is now under siege. If the PCs don't take charge Elisabeth Tauber will. Either way, the locals must be kept busy fortifying the inn or panic will start to rise. During this a couple of cowards will wail "We're all going to die" etc. and unless they are silenced this becomes contagious.

Also, if Otto is not dead, some of the locals will accuse him of being the cause of their misfortune. If this hysteria is allowed to continue he will be stabbed by one of the mob.

Fortifying the inn ready for an attack will have to be done with the help of the locals to get it finished in time. If anyone is left alone, Artuta will attack them; again, intervening PCs may get a chance to see him before he disappears. If anyone looks out of the windows, they will be able to see movement all around the inn.

If no-one is left alone, Artuta will attack the horses in the stable.

Everyone in the inn will hear their sounds of pain and terror. Gerad will struggle hard to get out to them, and will need to be restrained. Only two of the horses will actually be killed.

After these incidents have taken place, one of the PCs will again see the light in the forest.

White Light, White Heat

The inhabitants of the Inn will do everything in their power to stop PCs who want to investigate the light from leaving. They know that anyone leaving the Inn will be torn to pieces, and besides, they want the PCs here to guard them. From the forest, they will hear warped howls. Then, the light will appear again, and change into the ghostly form of an armoured and bleeding man standing just inside the wall of the Inn. He seems to be

in pain, but forces out these words:

"The truth is beneath the words. The truth..." Then, the light fades and disappears. Where he appeared is a moss covered stone (player handout one), broken in two, but inscribed with the words:

*Here lies Artuta,
Most twisted of the changer's brood,
Cleansed by Solkan's hands.
He will not be the last.*

Buried beneath the stone is a waterproof scroll case with a scroll inside (player handout two).

I do not know why I have written this but I feel death is close. Artuta stares up at me. His one eye is still, but maybe it watches. Foolish thoughts, but in the forest lurk the remains of his band, now led by the Shaman Grazzt. He has strange dark powers at his call. Who knows what he can do?

What has brought this disquiet upon me? I cannot say, although a strange dream came to me last night. I was guarding Artuta even though he lies dead. Even in death, he led them. Yet I could not escape from this task for a wall surrounded me on all sides, a tunnel above through which I could see the stars. It was difficult to move, for my limbs were heavy.

This vision fills me with fear.

May Solkan watch over me.

The clues should lead the PCs to the well. As they head back towards it, lightning illuminates the distance, showing groups of Beastmen closing in.

The Well

As the PCs stand around the well, a window will be flung open, and a voice from the Inn shouts to them that two more people have been killed. Then from just outside the gate comes a howl of furious anger from the nearest Beastman.

Down the well is a small alcove, hidden from above by roots, visible from above only on an I test (penalties can be added at the GM's discretion).

The alcove contains a secret door which leads to a narrow corridor. The PCs will have to lower themselves down by rope.

The Narrow Corridor

The corridor is covered with engravings of Tzeentch and Artuta (the PCs may recognise him if they have witnessed any of the attacks). Half way down is a slightly different coloured stone (I test to notice) which, if stepped on, causes a stone block to fall. This will cause an automatic S8 hit on the first 2 characters, unless an I test is made to dive out of the way in time.

The Outer Chamber

This chamber contains the sign of Tzeentch engraved on the floor. Against each wall is the rotted corpse of a Beastman, still dressed in armour,

guarding Artuta's resting place. (Rising as skeletons to defend him, if you so wish.)

The Door

The Stone Door (T7 W18) has a large key hole (Pick Lock +10), and an inscription in Magick (player handout three).

Ye thatz enter here, beware

For liez here, Artuta

When he rizes

Come hiz brood

To spill the blood of all.

Echoing though the tunnel is the sound of the inn's gate being smashed down.

The Inner Chamber

In the Inner Chamber is a large mound of earth, topped with a stone slab. From behind them they hear the howls of Beastmen. Pushing back the lid will reveal a withered corpse - Artuta's body.

A chill will descend on the room, and a swirling cloud of what looks like dust will form above the corpse with alarming speed. It speaks in a deep, faltering voice.

"The blood of your kind... makes me... stronger. Now... my followers are at the gate... a new reign of terror will begin." He then attacks.

Elsewhere...

Meanwhile, the Beastmen are busy battering down the gates and climbing the walls. Most of the major NPCs will help defend the stockade, retreating to the building once the walls fall. Most of the villagers kneel praying in the centre of the room.

Victory!

If the PCs slay Artuta, the Beastmen lose spirit. As they climb back up, the PCs will find the Beastman in retreat. The inn's occupants are elated, although one or two have been wounded/killed. The longer the PCs took the worse the toll is. Once the PCs have told their story, they will be treated as heroes.

As a token of gratitude, the PCs will always be welcome at the Drowning Well. As soon as he hears what has happened, Erik Wilhelm will return from Talabheim to help his mother run the Inn. When she dies he will take it over. If anyone suggests it, Ernst will happily stay on and help, eventually becoming a skilled barman.

Defeat

Should the PCs fail to kill Artuta or run away, the entire village will be killed. The Beastmen will stay in the area, but Artuta's power will fade quickly. Eventually, troops will clear the stragglers and Clerics of Morr will cleanse the site.

If you so wished, you could run the Beastman attack using the WFB rules.

You should decrease the leadership and strength of the Beastmen if Artuta's spirit is slain.

Experience Points

GMs can reward roleplaying and saving the inn as they see fit. Give them some extra points if Otto safely reaches his destination.

The Cast

Otto Mercads

Otto Mercads is insane. Completely. He is a psychopath who delights in torture and murder. Occasionally he appears sane and reasonable, but this soon passes. His hair is black and cut very short. His eyes are constantly staring. Apart from this, he looks very normal; a slightly weedy 5'8". However, his insanity gives him a hidden strength. Keeping him locked in chains is the safest option.

Otto was born to a minor noble family who hold some power in the Royal court at Altdorf. Through childhood he slowly became mentally ill. This manifested itself through a growing cruelty to animals and his peers. In the end his family had no choice but to send him to a relative's estate close to the Kislev border. It was here he was introduced to the ways of Khaine.

On his nineteenth birthday he returned to Altdorf, seemingly a changed man. This, however, was an illusion: he had simply become more subtle. He murdered the poor and unwanted, in a brutal and senseless manner. As time passed, he became more and more violent, until his mind finally snapped. After three years of killing, he was hunted down and arrested. The city leaders planned on executing him in a high-profile display, showing that they looked out for the poor members of society. However, during his incarceration he was recognised by an old associate, who contacted his family. Since he was a Noble, the Watch had no power to arrest him, and the family requested he be sent to them. They intend to place him in an institution, out of harm's way.

Age: 23 Career: Noble

Skills: Luck

Insanity's: Manic, Animosity (Everything), Frenzy, Psychotic

Wim & Sybille Wilhelm

Wim and Sybille are the typical landlords, chubby and good natured. Now in their forties, they are very friendly, and take their responsibilities seriously, even allowing poor travellers to stay for free. The Inn has been passed down through Sybille's family for generations and they hope that their son Erik will one day take over from them. At present he has journeyed to Talabheim to visit his uncle, Nathaniel. Wim is very careful with their money, hiding it in a small box in the cellars. Sybille does the cooking for the Inn, and her hot pot is famous with all the road's regular travellers.

Gerad

Gerad performs menial duties around the inn, acting as stablehand and handyman. He is very shy. He often comes across as sullen, as he finds it difficult to communicate with people. He enjoys looking after visitors' horses, and is saving hard so that he can buy his own one day. He is very grateful to the Wilheims for giving him this job, and works very hard. He is also great friends with Erik, and has missed him since he left.

Helena

Helena is a local girl whom the Wilheims hire to help out by serving drinks and cleaning. She is twenty years of age and very outgoing and bright, not to mention being prone to giggles. She likes the Wilheims and has a crush on Erik, who doesn't like her. She finds Gerad creepy, but gets on well with the customers.

The Villagers

The thirty or so locals are a mixed bunch. A few work in the Hamlet, but most work the farms on its outskirts. They have no problems with travellers, being used to living on a major road.

Other Residents

Staying in the Inn that night is a bounty hunter, a group of nobles travelling by Four Seasons coach, a pair of thieves on the run, an ex-cleric, and a woodsman treating himself to warm bed.

Elisabeth Tauber

A bounty hunter on the trail of two thieves, Elisabeth has tracked them to the Drowning Well. When the contract was announced, Elisabeth managed to put the other bounty hunters onto a false trail. Her horse went lame a few miles from the Inn.

In her early thirties, Elisabeth is very beautiful, although she sports a large scar down one side of her face, cutting through the mouth. She is a competent and intelligent warrior who has made a name for herself hunting down wanted criminals. She is dedicated follower of Myrmidia, but although she would like to join the cult does not have the discipline to follow orders.

Elisabeth was bought up in the Border Princes, where she got used to the sight of combat. In time she grew weary of the area and travelled to The Empire where she has lived since.

Age: 32 Career: Bounty Hunter

Skills: Dodge Blow, Follow Trail, Marksmanship, Shadowing, SMR, SMU, SMB, SW-Parrying weapons

Trappings: Sword, Sword Breaker, Sleeved chain shirt, Crossbow, Manacles, Wanted poster: 'Dagmar & Ingo 70 GCs', 3 doses of Oxleaf

The Nobles

Travelling to a big society party in <PCs destination> are five nobles, who are presently not enjoying themselves very much. There are two young

couples (Monika and Vera von Kinski, Alfred Sander and Kurt Kopp) and the girls' chaperone, their brother Klaus (a dim, humourless man who seems as if he will descend into violence given the chance). His presence was foisted upon the group minutes before they left and it has cast a shadow over their whole journey.

They spend the evening sitting in a corner of the inn, remaining in virtual silence. The young lovers have arranged a secret rendezvous during the night, but that was before they realised Klaus would be sharing a room with Alfred and Kurt. Their coachman Yuri spends the evening drinking with the locals.

Monika and Vera

These sisters has never been outside their home town. Indeed, they have lead a very sheltered life. They are not enjoying the journey at all, finding it hard and uncomfortable, and they are certainly not used to having to deal with all these commoners. Once they have had a few drinks or are surrounded by other nobles they are intelligent, witty and charming. They dislike Klaus, finding him vulgar and stupid. They often joke that he is not their brother.

Age: 19 & 22 Career: Noble

Skills: Charm, Dance, Etiquette, Read/Write, Wit, Musicianship (Harp)

Trappings: Expensive Clothes(x8), Purse (20GC's)

Alfred and Kurt

These two close friends believed they had got lucky when they convinced the two beautiful socialites to travel with them. Little did they realise that the thick thug Klaus would come with them! Alfred is the older, more intelligent of the two, and does most of the speaking, whilst Kurt tends simply to agree with him. Both are full of the bravado that comes from the knowledge they are better than nearly everyone else due to their birth. Kurt is possessed of minor sadistic streak, which is vented on servants.

Age: 22 & 24 Career: Noble

Skill: Charm, Dance, Etiquette

Klaus

Different from the Noble stereotype, Klaus has always felt out of place. He looks more like a common street thug, even in fine clothes. He is a slow learner who never picked up the finer skills. When he was asked to escort his sisters he was delighted, as it gave him a chance to show he was good at something. Klaus is prone to violence, but this is mostly because he cannot express himself and he becomes frustrated. He adores his sisters and would never hurt them. He hates Alfred and Kurt.

Age: 27 Career: Noble

Skills: Very Strong

Bernd Vogeler & Udo Nyman

A pair of relatively experienced coachman, newly employed by Four

Seasons coaches. No profile is given, since they will be dead or unconscious for most of the adventure.

Dagmar Ekman and Ingo

Dagmar and Ingo are mean looking pair of thieves. They are on the run after stealing gold from their own gang. They will begin the evening by nervously scanning the pub, but as they drink more, they will become first confident and then abusive. Ingo carries the gold. If at any time they find out Elisabeth is after them, they will be on their guard and ready to leave before dawn.

Both are petty, backstabbing criminals. However, they grew up together on the streets of Nuln and have remained loyal friends ever since. Both are lively, loving drinking and gambling. Ingo is missing part of his ear, thanks to a street brawl a few years back.

Age: 26 Career: Thief (Embezzler)

Skills: Concealment - Urban, SL-Thieves Tongue, SMR, SMU, Evaluate, Palm Object, Read/Write

Ernst Winkler

Ernst is a very quiet, intense man, full of kindness. He is in his late thirties, and his hair is beginning to recede from his round face. He has grown stocky, due to the onset of middle age and a fondness for ale. Ernst is on the run, but he not quite sure what from. He is looking for a new meaning in life after serving for nearly twenty years as a cleric of Shallya. He was forced to leave the priesthood after he intervened in an attack on one of his colleagues. One of the two young thugs ended up dead, and he found himself alienated from his fellows. Ernst is still a devout follower of Shallya, believing she has given him an, as yet unspecified, purpose in life. He has taken to carrying a sword. He would quite happily join the PCs if asked.

Age:38 Careers: ex-Initiate, Cleric(1)

Skills: Heal wounds, Meditate, Read/Write, Scroll Lore, SL Classical, Surgery, Theology

Spells: None

Rolf Vogler

Living all year round in his hut deep in the forest, Rolf occasionally comes to stay at the Drowning Well, to spend a couple of nights visiting his friends and relaxing in comfort. He has a very rugged appearance, sporting a large wiry beard. He is full of humour and has a comprehensive knowledge of the forest. He is a devoted follower of Taal.

Age:42 Career: Woodsman

Skill: Follow Trail, Identify plants, SL-Ranger, SMR

Artuta - Beastman Spirit

Artuta appears as a seven foot tall Beastman. He has two twisted horns and one eye, which is only an empty socket. This is from the killing blow the witch hunter gave him. His body is covered in a ragged chain mail

coat and he carries a short, twisting sword. At first he can be seen through but as more blood is spilled, the more substantial he becomes. Similarly he will become stronger as the night passes.

Psychology: Causes fear.

Special Rules: If your game has alot of magic consider making Artuta immune to normal weapons.

Beastmen

The number of Beastmen left to the GM to decide, but in the rain and darkness it will appear as if there are far more. The basic profile for a Beastman is as follows, but note that each one is likely to have different mutations, armour and weapons.