

Drach Tales Adventures

- This little piggy went to
Bachendorf -



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Drach Tales Adventures: This little piggy went to Buchendorf is a scenario for beginner Characters, preferably just starting their exploration of the Old World. The adventure begins in Ubersreik and ends in the nearby town of Buchendorf, but it can also easily start in any smaller or larger city in the Empire and end in any village or small town.

This adventure can be played as a standalone scenario or as part of a campaign. It goes very well with the scenarios from the 4ed **Starter Set**, as well as those from the **Ubersreik Adventures** expansion.

I personally played this adventure with a rookie party prior to **Ubersreik Adventures: Madmen of Gotheim**. Gotheim is located near Buchendorf, making **Madmen of Gotheim** a natural continuation of this scenario. There is also a common factor in both scenarios – the Oghams. They also connect this scenario with the **Ubersreik Adventures: If Looks Could Kill**. **This little piggy went to Buchendorf** has goblins and giant spiders from the **The Cluster Eye Tribe** (available only in .pdf on Cubicle7 website). To play this scenario, you don't need any of the above-mentioned additional materials (but you should get them, cause they are great). It's also a good idea to get the **A Guide to Ubersreik** from the **Starter Set**, but it also won't be necessary in order to play this scenario.

At the moment of writing this scenario, I haven't found any official material on Buchendorf. For the purposes of this adventure, it is a village whose topography is presented below. If you wish to wait for an official release on Buchendorf or you simply do not want to apply unofficial modifications to the locations indicated on the official map of the Empire, you can use a name and location of any other village (ideally located near Ubersreik).

ADVENTURE SUMMARY

The adventure begins in Ubersreik at the *Piglet* inn. This is a new location that you won't find in the **A Guide to Ubersreik**. *Piglet's* owner - halfling Tori receives a disturbing message from Buchendorf from his brother and supplier in one person. The brother suddenly fell ill, his vegetable garden just as suddenly wasted away and all the animals died.

OGHAMS – OPTIONAL RULES:

this scenario modifies the way how the Oghams found in **If Looks Could Kill** and **Madmen of Gotheim** work. When I read those adventures, I had the impression that the potential hidden in the stone circles had not been explored enough. In this scenario, the Oghams are a corrupt source of *Dhar* dark magic. However, the Heroes do not necessarily find them at any point. If that does in fact happen (while playing this scenario or during any of the future adventures), you may want to use the following **optional rules**:

- everyone in the vicinity (20m) of the Oghams receives +10 to spellcasting and channelling tests;
- at night time, everyone within the above distance from the stones must take a **Challenging (+0) WP** test every 10 minutes. Failing twice means the Oghams have taken over the character's mind;
- a person under the influence of the stones' magic receives +20 to all spellcasting and channelling tests (regardless of the distance between them and the stones), but also succumbs to Dark Whispers – the character cannot resist doing evil. The person begins with minor transgressions to commit worse and worse deeds over time (the particulars of individual Dark Whispers are up to the GM). Characters remain under the influence of Dark Whispers until someone snaps them out (physically or magically) and the pass two **Challenging (+0) WP** tests in a row.

If the Characters decide to help, they will set off on a journey to nearby village of Buchendorf, where misfortunes affected not only Tori's brother Hogni, but also other residents. Many of them have decided to flee and the few remaining struggle with their own misfortunes.

The investigation will lead the Characters to the trail of a young witch, maddened by *Dhar* magic flowing out from the recently activated, ancient stone circles - the Oghams. The Characters will have to defeat or otherwise stop the witch and her non-obvious allies in order to save Tori's brother and prevent the destruction of the village.

GETTING STARTED

The Characters should start in Ubersreik in *the Piglet* inn. They may just be looking for a nice, inexpensive place to eat well and perhaps stay overnight. *The Piglet* has two guest rooms upstairs. As any self-respecting halfling-owned place, its key feature is the wonderful smell of delicious food spreading around it. During the session we played, the Characters started out as strangers who accidentally found themselves in this inn at the same time.

As with any scenario, it is recommended that you read it from start to finish. The more you become familiar with it, the smoother your play will be.

PART 1: UBERSREIK

The Piglet inn is one of those places that often go unnoticed by travellers visiting the city. Located off a beaten track, in a winding street, it has an established devoted clientele appreciating Tori's delicacies.

It would be best for the Characters to come to *the Piglet* at noon, some time before lunch, so that the place would be more or less empty. If this is not possible for any reason, remember that *the Piglet* is a modest and very cosy place with only four tables and possibly two or three places at the counter. If the Characters get there at lunchtime, there may be a problem with a place to sit and they might end up with only a take away Piglet (see Menu).

Tori is an extremely friendly innkeeper. He willingly talks with the Characters and inquires with curiosity if they tell him any details of their lives. He has little knowledge of the current political situation in Ubersreik, but admits reluctantly that he is a bit afraid of the Altdorf military. "*But hey, they definitely mean well, don't they?*" he adds. When asked about local underground affairs, he replies that he does not wish to be involved in such

The Piglet

Menu

Starters

- Garden buns – exquisite muffins with vegetables straight from the garden, herb sauce and goat cheese 2d
- Asparagus with cheese - seasonal green asparagus under a quilt of baked shepherd's cheese 2d
- Herbal Olives – olives in a herbal marinade with garlic and olive oil..... 1d

Soup

- Fish of Teufel – spicy fish soup made of mixed Teufel fish with olives, leek and potatoes 3d
- Potato soup – rich soup with potatoes, bacon, onion and ale..... 3d
- Broth – homemade goose broth with noodles 2d

Main Courses

- Baked piglet (a half) - baked piglet stuffed with groats and Ernwald apples 5d
- Ubersreik cutlets - fried pork cutlet (as big as a plate) in breadcrumbs with lemon and fried cabbage 4d
- Jaegermeister - deer in wine with forest mushrooms and herbs, served with dumplings 6d

Deserts

- Tart - shortbread tart with Ernwald apples and cinnamon..... 2d
- Cheesecake - homemade goat's milk cheesecake served cold with hot raspberry sauce 2d

Piglet's Special

- Piglet - crispy bun with sausage and your choice of: gherkins, fried onion, tomato sauce, yellow mustard sauce 2d

Drinks

- House wine (Vorbergland Rot) 4d
- Ale (Ubersreik Craft) 3d
- Tincture (pear) 2d

Additional services

- Bed and breakfast 1s

matters. „*It's never done anything good to anyone*". Tori, on the other hand, likes to talk about cooking, tinctures and pastries. If any of the Characters discusses with him the hardships of their journeys or details of an unpleasant accident that happened to them, Tori will offer a free piece of tart (see: Menu). "*I do not know if an apple a day really keeps the doctor away, but this cake is sure to keep all sorrows away*".

Let the Characters get a taste of the delicacies and get to know Tori better Tori. This will help the Characters respond appropriately to the events that will soon occur.

THE PIGLET'S DELICACIES: the food in *the Piglet* is really delicious and it's hard to resist. Eating a solid meal at this inn gives you a feeling of satiation and +10 to all tests for the next 24 hours. However, if the Characters eat too much (4+ items from the Menu), instead of this bonus, they receive the *Fatigued* condition due to overeating. However, these negative effects can be overcome. Tori will offer Bear Chewing Root (cost 3d), which will effectively aid digestion and remove the *Fatigued* condition.



BAD NEWS

At one point, Tori hears a knock on the back door and goes to the back room. He is gone for a long moment, then the Characters overhear muffled sobs of the halfling.

The person who knocked on the door is Hiro, a halfling assistant to Tori's brother Hogni. Hogni is a farmer in Buchendorf and the main supplier of best quality vegetables for the inn. Hiro delivered bad news to Tori. Hogni suddenly fell ill and is lying in bed. His condition appears severe. To make matters worse, all the vegetables in the little farmer's garden suddenly, within one night, withered away. Tori is devastated by this news.

The Characters who would like to find out what is happening can go to the back room. Eavesdropping won't help, as the bad news has already been delivered (unless one of the Heroes has declared to eavesdrop on Tori's exit from the main hall, **Challenging (+0) Perception Test**). Now only a soft, muffled sob can be heard.

Those in the Party who have a little less empathy may ignore the innkeeper's lamentations or even try to take advantage of his absence and "look around" the premises. Such resourceful Characters can find 7s and 14d behind the counter. In addition, there will also be d8 bottles of *Bugman's Best Bitter*, d3 bottles of good local wine and a bottle of decent sherry. Tori is too distraught to notice the theft immediately, but will realize sometime after the Characters have left and will guess that they are behind it. This of course won't have a great impact on their future relationships.

When asked about the reason for his despair, Tori will be quick to explain. He is an outgoing halfling and badly needs to be heard. He will not conceal any details and will add that in his opinion "*it is all very, very suspicious*". He will also be happy to answer any questions people interested in his fate might ask. Below you will find some examples of information that Tori can provide:

- Hogni is very popular in Buchendorf. He has no enemies. Tori also doesn't know of any enemies he himself might have of anyone interested in harming his business.
- The last delivery from Hogni was a week ago. At that point everything was fine,
- The lack of supplies from Hogni is a big problem, but it's not a problem that threatens *the Piglet's* future. If it is unavoidable, the deliveries may be arranged from other sources.

If the Characters didn't immediately follow Tori, they won't meet Hiro in the back. He set out into town to do other errands. Hiro has a family in the city, an uncle and an aunt and went to visit them. He will stay with them for a few days.

Even if the Characters manage to witness the conversation of the two halflings, Hiro will immediately turn on his heel and rush out into the city. It may seem strange to mistrustful Characters, but the fact is that Hiro has nothing on his conscience. He is just very afraid of strangers and he feels uncomfortable in their company. Tori vouches for Hiro knowing that he is his brother's faithful employee.

If the Characters offer help and promise to find out what happened to Tori's brother and help him, the halfling will be overjoyed. He is willing to pay 1GC to each Character for their services. One can try to raise this amount with a successful **Challenging (+0) Haggling Test**. Achieving 0 or 1 SL means that Tori will throw in 5s, and on 2+ SL, 10s. Tori also agrees to pay 5s in advance.

Courageous Heroes deserve a take away Piglet as well.



TAKE AWAY PIGLET

Piglets are unique delicacies. They perfectly satisfy hunger. There are rumours that they are becoming more and more popular with audiences spectating *Blood Bowl* matches.

Consuming a Piglet results in recovering 1 Wound.

PART 2: BUCHENDORF

ROAD TO BUCHENDORF

One can get to Buchendorf as follows:

- 1) heading along the road north of Ubersreik to the town of Wurfel and then eastwards also along the road to Buchendorf,
- 2) eastwards along the Teufel bank or

- 3) navigate down the Teufel, e.g. by a river barge

Buchendorf is located some 20 Imperial kilometres northeast of Ubersreik in a straight line (river) and 40 Imperial kilometres traveling by roads.

For travel costs, see page 262 of the **WFRP Core Rulebook**. There are also Travel Events on pp. 262-263. I encourage you to use that table during this trip. Since this is an adventure for beginner Characters, it is worth making players and their Characters realize that the game world is full of dangers and a relatively short journey is a great opportunity to die or part with money. Even if you haven't rolled anything interesting in the table, a bandit attack is always a valid option on the imperial road. However, do not deprive the Characters of all wounds. They will need them later in the adventure.

THE NIGHTMARE OF BUCHENDORF

The troubles in Buchendorf are partly the result of events occurring in the area on a larger scale, and partly of chance and coincidence.

Cunegund, the daughter of Doris, Buchendorf's herbalist, was always a rebellious child. Since she returned from Ubersreik a few years ago, where in the villa of distant relatives she received private tuition (mostly in reading and writing), she was no longer only defiant. She was eager for knowledge and dissatisfied with the limitations of a poor birth. Cunegund wanted to learn. Mostly, she wanted to learn the secrets of magic. From her perspective, wizards did not suffer the humiliations associated with low birth. Mastering the great power of the winds of magic, wizards inspired respect and fear, regardless of their social status. Cunegund craved such power. She wanted people to look up to her and treat her with due respect.

The above coincided with the awakening of the Oghams. Stone circles scattered around the area remained dormant for years. Now the dark magic awakens them again and reveals their potential. The dark magic of *Dhar* unravels in the area like a spider's web. Cunegund also fell into its trap.

The Oghams reached her subconsciousness. Dark magic broke into the mind of the young girl, promising her power and respect from those who had not noticed her or considered themselves better than her.

Dark magic distorted the thoughts and actions of the girl. About two weeks earlier, she ran away from home. Wandering in the woods, she practiced dark rituals, visions of which came to her in dreams. The whispers of the night prompted her ingredients, and mysterious signs appeared out of nowhere in her

imagination so vividly that she was able to duplicate them by tracing them on stones and trees with animal blood and chalk.

She was quickly noticed by the beastmen and greenskins living in the forest. However, they did not attack her, sensing an ally in her.

A week ago, Cunegund felt it was time to try out her new powers. To the delight of the dark spirits, she chose her native Buchendorf as target. At night, the girl crept under the buildings and cast curses and spells.

At first, her actions were subtle. She caused the villagers to have nightmares and the milk to spoil.

Encouraged by her initial successes, Cunegund resorted to more drastic measures during the following nights. She cast the Blight spell on the impressive vegetable garden of Hogni the halfling. Under the influence of her spells, many livestock fell ill and soon died. People and the aforementioned halfling also fell ill, and the wife of Klaus, the elder of the village, died after a day of struggling with high fever and hallucinations.

Eventually, the girl achieved something that greatly pleased all the dark spirits who directed their whispers to her and lent her power. She possessed the mind of the local priest Sigmar, convincing him that everything horrible that happened in the village lately was his fault, as his faith was not ardent enough and Sigmar wanted to punish him. The girl's carefully fuelled feeling of guilt ended with the suicide of the priest, who hanged himself inside the local temple.

This was too much for the people of Buchendorf. Those who were able to, fled the cursed village, leaving abandoned houses behind them. Only a handful of terrified inhabitants remained.

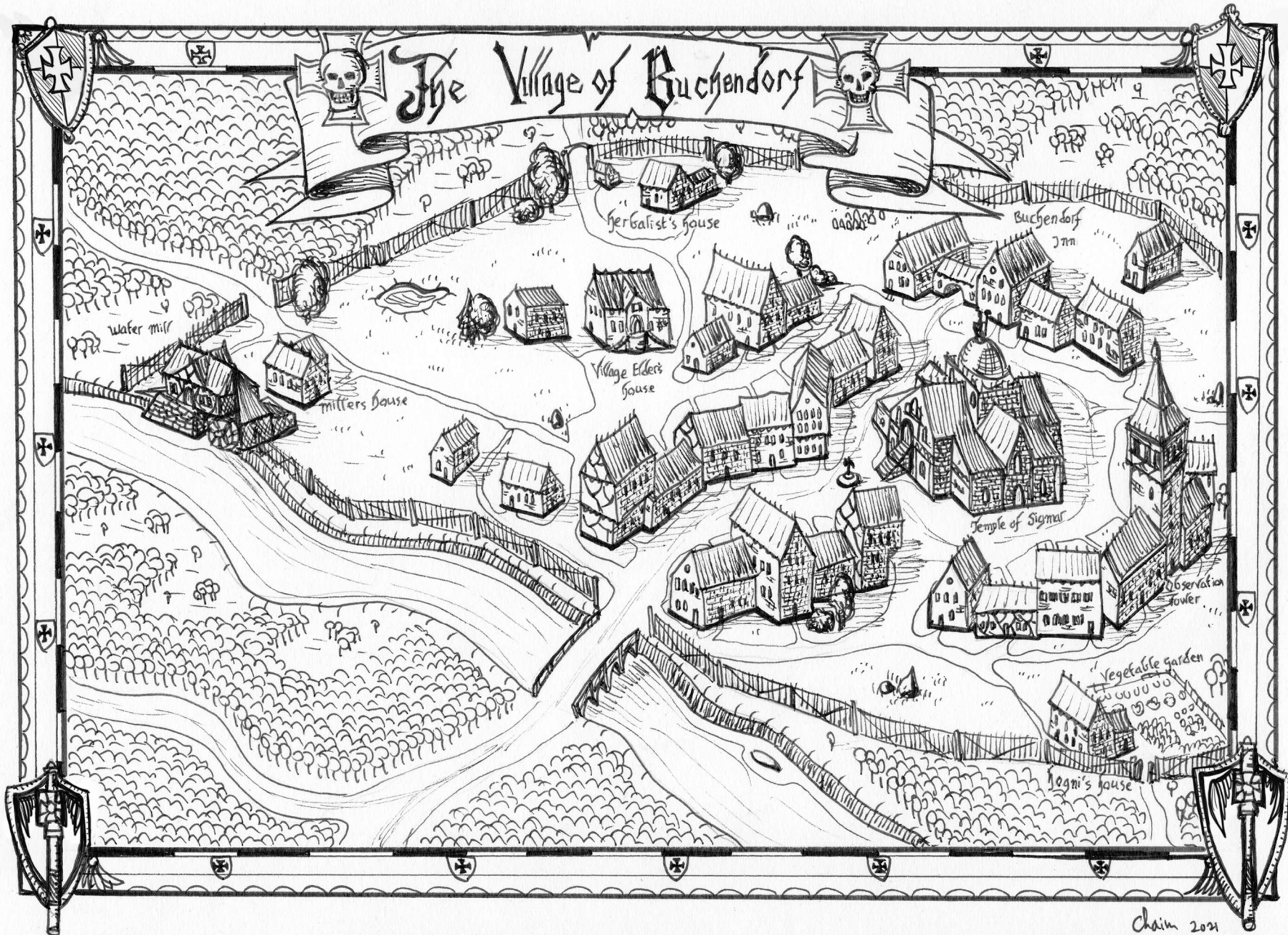
WELCOME TO BEAUTIFUL DESERTED BUCHENDORF

Just before reaching Buchendorf, the Characters will notice a flock of black birds circling over the village. The birds fly away as soon as the Characters reach their destination.

Buchendorf is situated by the small river Brena, which flows into the Teufel. The calm water runs lazily by the only mill in the village. The village is surrounded by a low, wooden palisade.

The gates are open. Two buildings stand out against the background of low buildings - the temple of Sigmar with a small dome and a stone and wooden observation tower.

Below you will find descriptions of the most important locations. The remaining houses are abandoned, which gives Buchendorf a specific, unpleasant atmosphere of a ghost town.



Chaim 2021

On entering Buchendorf, the Characters do not know where Hogni's house exactly is. They will have to look around.

VILLAGE ELDER'S HOUSE

It is a larger house with a low floor and an attic. From the outside, it looks relatively neat. Things are worse inside. Klaus Gruber was recently widowed. The mysterious plague that hit the village took his wife Gertrude. Klaus decided to send his three children to his cousin in Ubersreik, while he himself remained in Buchendorf, feeling responsible for the village, as one should holding the position of the elder of the village. The lack of a woman's care as well as Klaus' despair and discouragement caused that the house is dirty, clothes and other things are strewn everywhere, and the ground floor is often visited by pigs looking for a cosy corner, which adds to the overall dramatic condition of the household.

When the Characters enter Buchendorf, Klaus is at home. However, if the newcomers do not make any particular effort to conceal their arrival, Klaus will quickly spot them, as he is often keeping watch at his window, awaiting the coming of additional perils. Perhaps the visit of the Characters means that some new tragedy is ready to befall Buchendorf? As soon as Klaus learns that travellers have come to the village, he will quickly run for the miller Johan Kruze. It's better to meet potential bandits together (and with pitchforks).

Search: A thorough inspection of Klaus' home requires some tolerance to the disorder and intense olfactory experience provided by the occasional host of farm animals. Things of any interest which can be found here are as follows:

- 1) silver mirror with a handle (property of Klaus's late wife, worth 4s) [*bedroom upstairs*]
- 2) 4d [*3d in the cupboard in the bedroom, 1d on the floor in the mud at the bottom floor*]
- 3) 7 bottles of foul vodka [*the pantry at the bottom floor*]

Due to the mess, tests for finding anything should be performed as **Hard** with a **-20** modifier.

THE MILL AND THE MILLER'S HOUSE

The mill is an old but well-kept building. It is a classic water mill, typical in this region. The house of the miller Johan Kruze is located right next to the mill. Johan is as scared by the latest events as everyone else, but he has nowhere to go, and leaving a treasure in form of an operating mill behind is not really an option for him. He is waiting for someone to come and save the village. Until recently, he had prayed fervently for this in the

temple, but since the priest's suicide, he has been avoiding it like the plague.

Due to his zeal and frequent visits to the temple, Johan knows that shortly before his death, the priest was haunted by disturbing thoughts and guilt. When asked, he will tell the Characters that the priest blamed himself for the whole situation. According to Johan, this was not the case of course, but on the other hand, he cannot understand why Sigmar turned his back on his little flock in Buchendorf.

Search: if the Characters decide to search the miller's house and the mill for some reason, they won't find much of interest. They can find:

- 1) a pitchfork [*leaning against the wall in a random place*]
- 2) a well-worn Sigmarite prayer book [*on the cupboard in the bedroom in the miller's house*]
- 3) 7d [*purse under the miller's bed*]
- 4) 2 bottles of foul vodka and a pitcher of mead [*kitchen*]

BUCHENDORF INN

The Buchendorf Inn is a large building. There are two common rooms for sleeping and a dozen multi and double rooms. The inn also has a large dining room and in one wing there is even a small banquet hall awaiting the potential arrival of a wealthier clientele.

Currently, the building is completely empty, but it is safe to spend the night in it, as long as the Characters are able to arrange something to sleep on in the empty bed frames.

Search: the building is completely empty, but stubborn Characters who declare a thorough search can find (**Very Hard Test -30**): a small copper pendant representing a hammer [*dining room under one of the tables in the crack in the floor*]

COPPER HAMMER

At first glance, the small hammer from the inn may seem like a typical Sigmarite pendant. A closer examination will reveal, however, that this is in fact a dwarf workmanship with a tiny dwarven rune of luck on it.

Magical (runic) effect: A Character wearing the hammer may reroll a failed test once per day.

TEMPLE OF SIGMAR

This building of significant size (by country standards) is topped with a wooden dome. The interior is modest but spacious. There

are many benches and a three-meter statue of Sigmar wielding Ghal Maraz is standing at the far end of the main room.

Near the statue, a long piece of rope hangs from one of the beams supporting the ceiling. These are the remains of the home-made gallows on which the local priest Sigmar ended his life. Perhaps this is the reason for the gloomy aura that prevails in this place.

The temple is abandoned and after recent events, it is carefully avoided by everyone.

Search: in the priest's bedroom, next to his bed, one can find his diary. It is not in any way hidden. Nobody dared to look into this room after the death of the priest.

The diary contains a detailed description of the misfortunes that have plagued the village recently. Next to the descriptions of the disasters, there are the priest's notes, where he wrote down new ideas to ward off evil spirits, crossing out already tried methods that did not bring any results. Entries range from descriptions of standard rituals to more and more complex ones including animal sacrifice. The last, not crossed out entry reads "*human sacrifice?*".

OBSERVATION TOWER

The observation tower, along with the adjacent small garrison buildings, is a tall building made of wood and stone.

The entrance is closed with a weak lock and the windows are barricaded. Any possible act of vandalism will alert the villagers, who may begin to perceive the newcomers as plunderers of what is left of their homes. If the Characters manage to get inside, they will find that the building empty. There is a picturesque view of the area from the top of the tower. From here, one can best see the danger approaching the village (see the *Night Attack* section, further below).

Search: The Characters will find several pieces of common weaponry of poor quality in the tower, which are scattered on the floor or placed on the stands on the ground floor (the detailed equipment found in the tower can be determined by the GM at his discretion). One can also find dice on one of the tables.

HERBALIST'S HOUSE

Doris is the local herbalist. Once a friendly and cheerful old lady, now she is in despair. Her only daughter Cunegund went missing about two weeks ago. She went out to the forest to pick some herbs and was not seen afterwards. When Doris, concerned that her daughter has not returned after dark, went out to look for her,

she encountered a terrifying goblin riding a huge, hideous spider. She ran away in panic before the greenskin noticed her.

After that, she made several more attempts to find her daughter, but each time, whether alone or together with other inhabitants of the village, she was chased out of the forest by the goblins. Villagers are terrified by the activity of these creatures in the area and are afraid that they will eventually attack Buchendorf, which will definitely mean the end of this village.

When asked if she noticed anything strange about her daughter's behavior prior to her disappearance, Doris admits that Cunegund was angry and irritated for a long time. She has mentioned many times that she wants to "*get out of this Sigmar-forsaken hole, discover what the world has to offer.*" Doris does not rule out entirely that her daughter may have just left to look for her fortune elsewhere. It seems to her, however, that Cunegund would not have left without a word and is afraid that her disappearance was the result of an encounter with the greenskins.

A successful **Charisma Test (Fel)** will allow Doris to be persuaded to let the Characters look around her house, especially in the room that Cunegund was living in. The test is basically a **Challenging (+0) Test**, but if the Characters use convincing arguments and insist that they want to find anything that will allow them to try and find Cunegund, the test becomes an **Average Test (+20)**.

Search: Doris's house is a typical herbalist's home. There drying herbs everywhere accompanied by jars with various types of ointments, bottles of strange tinctures, etc. The smell of herbs is very intense inside and staying inside for a long time can give one a headache.

- There is a disturbingly lot of weirdroot in Doris's house. It can be found in random locations. (Cunegund did not shy away from this substance, and in small part it is certainly the cause of her current state)

- In the room that was until recently occupied by Cunegund, under the bed, there is the girl's notebook. It is full of angry entries and written regrets about social injustice and human meanness. It also contains a lot of scribbled symbols. A **Very Easy (+40) Lore (Magick) Test** will allow to associate these symbols with *Dhar* magic. For all those who do not have this skill, these are just doodles. There are also several pages in the notebook (these are also the last written pages) about the Oghams. The stones are presented as a source of "*inspiration*". The author claims that she hears the stones talking to her, calling her. (Although some of these visions were indeed fuelled by weirdroot, the magic activity of the stones and the sinister influence of *Dhar* magic are also a fact.)

HOGNI'S HOUSE

Tori's brother's house is built in imperial style maintaining halfling proportions. For this reason, Characters of normal height have to bend down to enter and inside their heads are right under the ceiling.

CUNEGUND'S CURSE

Cunegund's Curse that struck Hogni is a substantially modified version of the Curse of Crippling Pain as found in the **WFRP Core Rulebook** (p. 255). It afflicts the whole body and makes the victim feverish and writhing in pain, preventing all communication with the victim. To make matters worse, dark magic emanating from the Oghams keeps the curse's duration going, which results in the target of the curse eventually dying of exhaustion in terrible torments. When the Characters reach Hogni, he has $d6 + 1$ days to live left.

Lifting the curse:

- 1) The curse can be lifted by dispelling the dark magic that has struck the halfling. To achieve this one needs 12 SL on the Dispelling test.
- 2) Cunegund can be convinced to lift or help lift the curse (more on that later on).
- 3) The last way is to overthrow the Oghams, which provide the dark magic feeding the curse (these would be the Oghams near Gotheim, more about them in **Madmen of Gotheim in Ubersreik Adventures**). If this happens, the curse ends within d6 hours.

Hogni is sick and suffering. His muffled groans are heard even before entering his home. The Characters may fear that the halfling will infect them with something, but these fears will not be justified. Cunegund's Curse is responsible for Hogni's current condition, and his ailments do not transfer in a typical way. Unfortunately, this means that they cannot be cured using any traditional methods either (see: Cunegund's Curse).

Once inside, the Characters are struck by the stench of rot. Cunegund treated the halfling extremely cruelly. In addition to the curse she placed on him, she cast the Blight spell (**WFRP Core Rulebook**, p. 255) on his vegetable garden, which was famous all over the local area. Obviously, this time again the magic was enhanced by the power of stones, so apart from the whole garden, all the halfling's supplies that he kept at home rotted overnight (and as befits a halfling, there were plenty of supplies).

There is no way to talk to Hogni. The only sounds the halfling make are constant aching moans. The halfling reacts to any

attempts of physical contact with a shrill scream and convulsions.

Search: If the Characters decide to search Hogni's house despite the overwhelming odour, they will first need to pass a **Challenging (+0) Endurance Test**. A search of the house will allow you to find countless (at the GM's discretion) kitchen utensils. A successful **Hard (-20) Perception Test** will also allow to find a purse containing 1 GC and 3s behind one of the pots.

PART 3: ON THE TRAIL

LET'S TALK ABOUT IT

The only sources of information about what happened in the village are Klaus Gruber - the elder of the village, Johan Kruze - the miller and Doris - the herbalist.

During the conversation with Klaus Gruber and Johan Kruze, set the level of difficulty as usual, i.e. taking into account the characteristics of the players, the difference in social status, possible "racism" etc. and apply the following modifiers to each test:

- 20 if Klaus or Johan caught the Characters looting or breaking in
- 10 if among the Characters there is a person who wields magic (if it is obvious; "*we have enough evil powers, we do not need a fresh delivery*")
- +10 if the Characters directly offer help
- +10 if the Characters explain that Tori sent them

What does Klaus know?

- 1) The trouble started about a week ago, and in this short time the whole village was practically deserted. Klaus will speak with great emotion about the death of his wife and the priest of Sigmar. "*Can our village ever recover after something like this? I don't know. Sigmar seems to have abandoned us. See what happened in the temple. This is a bad omen.*"
- 2) "*Oghams? The stones, you mean? I saw them in the woods near Gotheim. They give me the creeps. I do not know why. They emanate weird energies, you know?*"
- 3) "*Cunegund? A girl who was was a bit better, but she got lost in the forest. Poor Doris. It was the only the girl she had. I know what it's like to lose a loved one. No, but she wasn't a witch. She was to become a herbalist, like her mother. She would eventually get rid of the sour attitude.*"
- 4) "*Hogni? Good old Hogni didn't bother anyone. Hell no, everybody loved him. He often offered his*

specialties for tasting. And you know what that means with halflings ... you had enough of eating for two days at least. Cheerful and well-liked. A terrible tragedy. Someone sent for a doctor to Ubersreik. His brother was to arrange someone. You know, he has a brother in Ubersreik. What? His brother sent you? Well, you better be able to help him, because the little lad does not have much time left."

- 5) „Greenskins? Yup, more and more of them in the woods. If we don't see an army that will deal with them here fast, then if the plagues don't kill us, the orcs and goblins will."
- 6) Klaus can, of course, also direct the Characters to any location in the village.

Please note that Klaus is an authority in the village. If the Characters are kind to him and make him feel that what he is saying is particularly important, his ego can cause him to make some facts up to sustain the Character's interest. Here are a few examples of made up statements that could be weaved into his responses:

- 1) *"I even saw a troll yesterday. He was standing over the bridge over there, shaking his fist at me, but I just waved him off. I was not afraid of him at all. After all, what else could he could do to us? Then he went his way."*
- 2) *"At night, ghosts appear in some houses. They stand in the windows and open their mouths as if screaming, but you can't hear anything. If you look at one, it is as if an icy knife had stabbed you in the heart. I'm telling you."*
- 3) *"Old Hans saw a black carriage in the woods two days ago. Where is Hans? He went to pick mushroom and got lost. When? Will be three days ago. How did he tell the story from two days ago, if he went missing three days ago? Hell if I know. You see what a strange story this is?"*

What does Johan know?

- 1) *"I heard that Hogni's helper rushed to Ubersreik for help. Oh, you're the help? I was expecting someone more dangerous. Only someone who is dangerous can fight evil powers."*
- 2) *"The priest was a good priest. He was, you know ... good. What happened to him was a great tragedy. The poor fellow was worried that it was all his fault. This is definitely not true. He was good."*
- 3) *"Oghams? The only stones I care about are in my mill."*
- 4) *"Cunegund? A girl as any girl. She was walking around so angry. She did not attend the temple and you can see what good that's done to her. Poor old Doris."*

5) *"Hogni? He's okay for a halfling. You know their thieving kind. But Hogni was fine. He was a good neighbour. I mean, he is one. Surely, although you certainly don't look like it, you will be able to help him."*

6) *"Greenskins? Yes, there's been a lot of them in the area lately. As if someone had summoned them."*

When asked about the false information provided by Klaus:

- 1) *"I haven't seen the troll, but since Klaus says he has seen one, then that's what he says."*
- 2) *"Ghosts? Maybe. I haven't seen any, but nothing will surprise me anymore."*
- 3) *"I haven't seen Hans for a few days. Neither have i seen a black coach, but maybe the orcs had taken it."*

Doris replies as described in the section on Herbalist's House. She also confirms the information provided by Klaus and Johan (the information that is true, of course). Doris can also show the Characters the spot in the forest where she wanted to look for her daughter (show them in person or tell them how to get there).

Convincing any of the villagers to go to the forest requires basically a **Very Hard (-40) Charisma Test**. With appropriate argumentation, particularly referring to "last hope for Buchendorf" and such, this test becomes a **Hard Test (-20)**. In Doris's case, it is basically a **Challenging Test (+0)** and an **Easy Test (+20)** if the Characters emphasize that this is a venture to save her daughter.

PART 4: WITCHHUNT

There are at least two ways to confront the witch and reach the finale of this adventure.

OFF TO THE WOODS

If the Characters decide to act immediately and face the threat at its source in the forest, they should use Doris' guidance to find the right place (or at least a direction,) to head to. A trip to the forest without the appropriate guidance has 95% (a d100 throw) to end in an encounter with a random bunch of greenskins (70% chance) or going around in circles (30% chance; again a d100 throw).

If the Doris accompanies the Characters or they follow her directions, finding Cunegund will not prove to be a demanding task. The Characters will come across her near the clearing, indicated by Doris as the place where they usually collected herbs, about 10 minutes' walk into the forest of Buchendorf.



Typically, he is accompanied by two forest goblins on giant spiders (their detailed description can be found in the official expansion **The Cluster Eye Tribe**, where they are described under the headings Basic Forest Goblin and Drakwald Mancatcher (Giant Spider), respectively. Depending on the composition of your Party, you can choose from a whole range of greenskins available in the **WFRP Core Rulebook**, but again I encourage you to use the forest goblins option from **The Cluster Eye Tribe** book.

Of course, the goblins are here outside their natural territory of the Drakwald forest (although they are still in a forest, so their combat abilities remain at an optimal level). They were drawn (and most of all their shamans) by the magic that flows from the Oghams. Now, without even knowing it, they have become tools for the realization of the Dark Whispers of the dark magic that also possessed Cunegund. The latter fact made the goblins and the girl "natural" allies.

Any attempts at influencing the girl to come to her senses, which are not a manifestation of direct coercion or simply aggression, are rather doomed to failure due to the presence of the greenskins, who are certainly not interested in any conversation and are unlikely to wait for the Characters to cut themselves a chat with Cunegund.

A confrontation seems inevitable (unless the Characters come up with some truly unusual solution to the situation; in such case, however, they should definitely be rewarded for their creativity and given extra XP).

The statistics and special rules for Cunegund and her greenskin bodyguards are listed at the end of this document.

Doris, if present, obviously asks the Characters not to hurt her daughter, emphasizing that it is all the fault of evil powers, not her child.

Regardless, of how the confrontation unfolds (provided, of course, the Characters survive it), go to the Fate of Buchendorf section.

NIGHT ATTACK

If the Characters decide to stay overnight in Buchendorf or organize an ambush for a witch that they believe will surely come back to complete her plan of exterminating the village, they will have to face Cunegund's and the Greenskins' night attack.

Cunegund really does intend to make sure tonight that Buchendorf disappears from the maps of this area of the Empire in the near future. She is driven more by the Dark Whispers of evil powers than by her own conviction. The magic that has possessed her grows stronger and becomes bolder with its visions of destruction. The young woman becomes a puppet that is to wreak havoc and, after destroying Buchendorf, is to move towards new goals to the joy of the dark powers.

The attack starts just after midnight. The witch, however, does not sneak up on households as she once did. She goes straight at the head of a greenskin unit to wreak havoc. Cunegund, along with two forest goblins on giant spiders, enters the main gate across the bridge. Three forest goblins with shields and spears enter through gate by the mill and two more enter through Hogni's backyard.

If the Characters are expecting an attack, and especially if one of them uses the strategic location on the observation tower, they have a good chance to spot the attack well in advance. An **Easy (+20)** or **Very Easy** (an view from the tower) **(+40) Perception Test** will allow the defenders to prepare, mark where the attackers will come and gain the appropriate Advantages.

If they are not stopped, the invaders will slaughter all remaining inhabitants in the village and then set fire and burn Buchendorf to the ground.

As when the Characters go to the forest, regardless of how the confrontation unfolds (as long as the Characters survive it, of course), go to the Fate of Buchendorf section.

PART 5: THE FATE OF BUCHENDORF

If Cunegund survives the confrontation with the Characters and is captured, it will be possible to talk to her. To do so, however, a successful **Hard (-20) Charisma** or **Intimidation Test** is required. The test will be a **Challenging Test (+0)** if the Characters persuade Doris to talk to her daughter first.

In the event that the above is successful, Cunegund will be able to begin the long process of breaking free from the influence of dark magic. For starters, Cunegund will explain to the Characters certain details about the nature of the evil powers and what actually happened in Buchendorf. She will also explain the curse she placed on Hogni and help lift it. Cunegund adds +2SL to the tests of a magic-wielding Character who tries to lift the curse on their own or does it herself if neither Character is able to do so.

Here are some examples of Cunegund's answers to the questions she might be asked:

- 1) „*Why? The darkness that was in me found the darkness that was flowing out of the forest. Buchendorf was probably just out of luck, but on the other hand, the evil is still there and growing in strength. I can still feel it calling me.*”
- 2) „*Oghams? Yes, the stones are potent and full of unimaginable power that keeps growing. I don't know if there are more of them, but I was called by those near the neighbouring village of Gotheim.*”
- 3) „*Goblins? They are called upon by the same dark forces which called upon me. There are more and more of them, and even more will come soon. They will flood these lands like green locusts.*”

The Characters will have to decide what to do with Cunegund. Will they let her go or bring her to justice in Ubersreik? The choice is theirs.

If Cunegund dies in the encounter, the Characters will quickly realize that the curse she cast on Hogni continues in force. It is now sustained by the power of the Oghams, not of the witch. Killing Cunegund does nothing but divert the most immediate danger from Buchendorf. Without further actions of the Characters and dealing with the source of dark magic, the fate of the village and its inhabitants is sealed.

If the Characters manage to save Hogni, he will be forever grateful to them. What's more, his brother Tori will also be

forever grateful and, in addition to the agreed payment, will offer the Characters lifelong dining and accommodation during their stays in Ubersreik.

REWARDS

After completing the adventure, I suggest you allocate the following experience points:

50-75 points for having a good time roleplaying

50 points for defeating Cunegund and the goblins

25 points for capturing Cunegund alive

50 points for saving Hogni



NON-PLAYER CHARACTERS



TORI – HALFLING, TOWNSMAN (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	23	33	21	32	67	54	51	42	44	53	12

Skills: Dodge 63, Melee (Basic) 29, Gossip 68, Haggle 70, Intuition 72, Trade (Cooking) 80

Talents: Read/Write, Dealmaker

Traits: Weapon (Knife) +3

Trappings: *the Piglet* inn with equipment

HIERONYMUS (HIRO) – HALFLING, SERVANT (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	27	31	28	35	57	43	41	33	32	38	11

Skills: Dodge 59, Melee (Basic) 27, Perception 71

Talents: Beneath Notice, Strong Back

Traits: Weapon (Knife) +3

Trappings: 3d

KLAUS GRUBER – HUMAN, VILLAGER (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	31	33	38	31	34	32	30	30	38	12

Skills: Consume Alcohol 45, Gossip 42, Lore (Buchendorf) 42, Melee (Brawling) 35

Talents: Strong Back, Public Speaker

Trappings: Village Elder's house

JOHAN KRUIZE – HUMAN, VILLAGER (BRASS 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	36	32	34	34	32	37	31	30	30	30	12

Skills: Consume Alcohol 45, Melee (Basic) 35

Talents: Strong Back

Traits: Weapon (Pitchfork) +6

Trappings: water mill and house by the mill

DORIS – HUMAN, HERBALIST (BRASS 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	32	32	39	36	33	39	32	31	12

Skills: Heal 43, Lore (Herbs) 45, Melee (Basic) 30, Perception 42, Trade (Herbalist) 40,

Talents: Nimble Fingered, Strider (forests)

Traits: Hand Weapon (Sickle) +6

Trappings: Trade Tools (Herbalist), village house, weirdroot (3 doses)



CUNEGUND – HUMAN, WITCH (BRASS 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	32	32	31	39	33	33	42	43	30	13
Under the Ogham influence:											
								62	63		15

Skills: Channelling 48(68), Language (Magick) 52(72), Lore (Herbs) 42, Melee (Polearm) 40, Stealth (Rular) 39, Trade (Herbalist) 38,

Talents: Arcane Magic (Witchery), Criminal, Instinctive Diction, Magical Sense, Petty Magic

Traits: Weapon (Quarterstaff) +7

Trappings: Trade Tools (Herbalist), weirdroot (3 doses), chalk

During combat Cunegund will cast the following spells:

- Dart (Petty Magic),
- Bolt (Arcane Magic),
- Creeping Menace (Lore of Witchcraft)

FOREST GOBLIN – SPIDER RIDER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	35	35	35	30	35	30	30	25	25	11

Traits: Afraid (Elves), Animosity, Arboreal, Armour (1), Night Vision, Ride (Spider) 55, Weapon +7

GIANT SPIDER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
7	35	-	35	29	20	35	30	14	35	-	20

Traits: Armour (1), Arboreal, Bestial, Night Vision, Size (Large), Venom, Trained (Mount), Wallcrawler, Weapon (Fangs) +7, Web 40

IT ALL REALLY IS CONNECTED

This little piggy went to Buchendorf is a good scenario for Characters who never played a session together. It allows to build a Party from a bunch of strangers. When that happens, this adventure can be a prelude to a campaign involving the sinister Oghams that are spread across the Ubersreik area. Some say that they are places of worship of the old faith. Others say that they are monuments erected by fallen civilizations. One thing is for sure, dark magic begins to flow from these stones like a real river, and with it, corruption is spreading. Foul creatures respond to this dark call and the forests become dangerous.

Oghams appear in **Ubersreik Adventures** in **If Looks Could Kill** and **Madmen of Gotheim**. The latter scenario is especially noteworthy here. Gotheim is located near Buchendorf. The events described in that scenario gain much more meaning and possibility of story development when they are combined with the prelude in form of **This little piggy went to Buchendorf**.

For my players, this adventure was the beginning of a campaign that used the official 4ed adventures and 3ed adventure conversions. Our campaign started as follows:

This little piggy went to Buchendorf -> Madmen of Gotheim -> Eye for an eye (official 3ed to 4ed conversion) -> **Horror of Hugeldal** (3ed; no official 4ed conversion)

The scenario **Eye for an eye** takes place near Buchendorf and Gotheim. Again, the Oghams provide a great introductory background to the events in that scenario. They explain the beastmen's unprecedented activity as well as the main plot itself. The **Horror of Hugeldal** in turn, includes the motive of corruption spreading in one of the noble families. Obviously, there are mysteries to be unravelled by the Characters. Again, this goes back to the motive of the Oghams' awakening.



Hope you enjoyed this scenario. This is the first scenario I have written down in detail. On a regular basis I write Drach Tales - a satirical play in the (heavily modified) realities of Drachenfels Castle, which you may know from WFRP 1ed and Jack Yeovil novels. More on: drachtales.com and drachtales.pl.

PLAYER HANDOUTS

The Piglet

Menu

Starters

- Garden buns – exquisite muffins with vegetables straight from the garden, herb sauce and goat cheese 2d
- Asparagus with cheese - seasonal green asparagus under a quilt of baked shepherd's cheese 2d
- Herbal Olives – olives in a herbal marinade with garlic and olive oil..... 1d

Soup

- Fish of Teufel – spicy fish soup made of mixed Teufel fish with olives, leek and potatoes 3d
- Potato soup – rich soup with potatoes, bacon, onion and ale..... 3d
- Broth – homemade goose broth with noodles 2d

Main Courses

- Baked piglet (a half) - baked piglet stuffed with groats and Ernwald applesd
- Ubersreik cutlets - fried pork cutlet (as big as a plate) in breadcrumbs with lemon and fried cabbage 4d
- Jaegermeister - deer in wine with forest mushrooms and herbs, served with dumplings 6d

Deserts

- Tart - shortbread tart with Ernwald apples and cinnamon..... 2d
- Cheesecake - homemade goat's milk cheesecake served cold with hot raspberry sauce 2d

Piglet's Special

- Piglet - crispy bun with sausage and your choice of: gherkins, fried onion, tomato sauce, yellow mustard sauce 2d

Drinks

- House wine (Vorbergland Rot) 4d
- Ale (Ubersreik Craft) 3d
- Tincture (pear) 2d

Additional services

- Bed and breakfast 1s

