

WARHAMMER
FANTASY
ROLE-PLAY

OLD WORLD ADVENTURES



◆ NIGHT OF BLOOD ◆

CREDITS

Original Design and Writing: Jim Bamba

WFRP4 Update: Lindsay Law

Editing: Andy Law

Illustration: Scott Purdy

Cartography: Andy Law

Graphic Design and Layout: Paul Bourne

Producer: Andy Law

Publisher: Dominic McDowell

WFRP4 Designed by: Andy Law, Dominic McDowell

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◆ NIGHT OF BLOOD ◆



Night of Blood was originally created for WFRP1 by Jim Bambra, and was first published in *White Dwarf* 87 in March 1987. It became a firm favourite amongst WFRP fans, and was later presented as part of *The Restless Dead* campaign in 1989. This version of the scenario is targeted at relatively new Characters, and can be easily added to any ongoing WFRP campaign, or used as a stand-alone adventure.

This adventure can take place at any roadside or riverside location away from the large towns and cities. It can be used to add colour to either a road or river journey. The journey should have been uneventful, but as dusk approaches, a storm suddenly breaks. Soon the Characters are wet through and their coach or barge is being buffeted by strong winds, making it very hazardous to continue. Unfortunately, this being the Empire, it is not safe simply to stop and wait for the storm to pass. Many strange creatures live in the forest, and few of these are likely to be sheltering from the storm.

The rain falls in torrents from the dark, roiling clouds. Overhead, lightning flashes across the sky. In the distance the strangled cry of some strange creature can be heard. It is a night to be indoors, for who knows what lurks under dark trees in The Empire's forests.

THE HUNT

Audible between the rumbles of thunder is a strangled baying. At first this seems to be in the distance, but soon it becomes apparent that the sound is heading towards the Characters. A group of Beastmen and Mutants are hunting a Stag in this part of the forest.

If the party decides to halt its journey, the cries of the Beastmen swing straight towards them after about half an hour and approach at a fast rate. The cries stop suddenly before they reach the party as the Beastmen pull down their prey, and the forest falls silent but for the sound of the storm. It is only a matter of time before the Beastmen become aware of the Characters' presence...

If sensible, the party will continue its journey at this point. Those who stay notice strange shapes lurking at the edge of their vision. The Beastmen and Mutants observe the Characters for a few minutes and take the opportunity to surround them if this is possible. They then rush into the attack. If the Characters decide to retreat have them make **Challenging (+0) Drive, Ride or Sail Tests** (as appropriate) to escape. Failure of these results in a battle with the beasts of Chaos. Unless the party moves on, similar attacks occur throughout the night.

The Chaos hunters (two Beastmen and four Mutants) attempt to overpower the party and then dispose of them in their own inimitable fashion. If both the Beastmen are slain or subdued the Mutants flee if they fail a **Challenging (+0) Willpower Test**.

MUTANT BEASTMEN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	30	35	45	30	35	25	25	30	25	14

Traits: Arboreal, Corruption (Minor), Fury, Night Vision



The first Beastman has a large bovine head and tough scaly skin (**Armour 2, Horns +6**). It is also subject to *Frenzy*. When the attack begins it lets out a bellowing shriek and charges into combat, uncaring for its own safety. It is armed with a sword (**Weapon +7**) and fights until slain or incapacitated.

The other Beastman has long, dog-like legs (**Movement 6**). It presents a mockery of human form, with a thin emaciated body surmounted by an oversize dog's head. The creature uses claws (**Weapon +6**), and attacks with its sharp teeth (**Bite +6**)

CHAOS MUTANTS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	30	30	30	30	30	30	30	30	12

Traits: Corruption (Minor), Weapon +7

Two of the mutants are armed with daggers, and the other two with clubs.

The four mutants resemble normal humans, but each bears some mark of Chaos. One has eyestalks which bob around its head rather than eyes (**Initiative 40**), another has two tentacles which sprout from its hands (**2 x Tentacles +6**). The remaining two mutants are covered in thick fur (**Armour 1**).

MOVING ON

Whether they are attacked or not, the party is able to make reasonable progress for about half an hour. After that the road is so badly waterlogged, or the river so dangerously swollen, that travel is reduced to a crawl. On the river, strong cross winds and floating debris make it very hazardous to continue. More **Challenging (+0) Drive, Ride or Sail Tests** are required to avoid a mishap of some sort. Road travellers find their horses slipping in the mud and going lame or vehicles becoming bogged down in the mire. River vessels are swept out of control and crash into the bank. With the heavy rain and the threat of Mutant attacks, it should be obvious the party is in a bad situation.

THE HOODED MAN

Suddenly, lightning illuminates a building in the middle distance. Once the lightning has pinpointed its position, lights can be seen burning in the windows. This is the Hooded Man, a coaching/riverside inn, a welcome sight to any weatherworn traveller, especially on such a foul night. The main gates are dosed and securely locked. Knocking at the gates brings no response, leaving the Characters the choice of climbing over the wall or finding another means of entry. Fortunately, access is possible from the nearby ferry where a pathway leads to the inn itself.

THE FERRY

This is a small building next to the river bank. The ferry itself consists of a raft which can be winched across the river by means of ropes. When the ferry is not in use, these ropes lie below the surface of the water. The raft is on the party's side of

the river, but any attempts to winch it across to the other side are futile as the ropes have been cut. If they check out the ferry building, the Characters find that the door is open and there are signs of a struggle inside. The building's furniture is overturned and there is no sign of a ferry keeper. A close search turns up a bag containing 12 shillings and 42 pennies.

A trail of fresh blood leads from the door; any Character examining this who succeeds in an **Challenging (+0) Perception Test** realises that a body has been dragged out of the building. However, no sign of a trail can be found outside thanks to the heavy rain and the mud.

THE INN

The Hooded Man is a small inn along a road that crosses the river here at the ferry. Refer to the accompanying map for more details. At one time the inn's site was a meeting place for cultists, but they were driven from the area over one hundred years ago. However, the authorities failed to find a secret shrine to the Chaos God Tzeentch hidden under the cellar. Since then the inn's history has been forgotten by all but the Writhers in the Dark, a Chaos cult worshipping the Ever-Changing God. Unknown to the current landlord, the ruins of the Chaos shrine are still there...

Tonight, the Hooded Man has been successfully attacked by a group of Mutants working in concert with Hans Jinkerst, a Chaos Cultist. He has been sent to the area by the Writhers in the Dark to reconsecrate the shrine.

Disguised as a Roadwarden, Hans entered the inn and at an opportune moment slipped *kurts* (a sleep-inducing drug, see below) into the evening's food. Once the inn's staff and visitors fell asleep — or were too drowsy to resist — he opened the main gates for the Mutants.

All has gone well for the Mutants. The inn and the adjacent ferry were quickly captured and the defenders were overcome. The survivors are now locked in the cellar, awaiting the moment when they will be sacrificed to Tzeentch. Hans and the Mutants are now celebrating their victory and preparing for a ceremony to summon the shrine's guardian. However, the Mutants are unprepared for any visitors, and they are surprised by the party's appearance. Their initial reaction is to masquerade as the inn's inhabitants and wait for an opportunity to offer the party a drugged meal.

Hans Jinkerst — Cultists

Hans is a charlatan and a master of deception. He can easily carry off his part of a road warden. However, unfortunately for him, his uniform has a bloodstain at the base of his back where the original owner was stabbed.

If this is noticed by the party (a successful **Average (+20) Perception Test** is required by someone in a position to notice it) Hans maintains that it happened earlier this evening when he was attacked by two Bandits. On no account will he allow anyone to examine his 'wound' beneath.



HANS JINKERST

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	33	45	49	37	54	46	32	51	14

Traits: Corruption (Minor)

Trappings: Dagger +2, Sword +4, Mail Shirt (2 AP on body), 26 Silver Shillings, a glass phial containing 18 doses of *kurts*



The Mutants

All of the mutants have the following profile, although they have individual mutations. Should a fight start they have access to swords and clubs, or they carry them at all times.

THE MUTANTS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	30	30	30	30	30	30	30	30	12

Traits: Corruption (Minor), Weapon +7

Grat is initially in the stables eating the remains of the stable boy. If he is still alive, he joins the other mutants during the ceremony to summon the shrine's guardian. He has suckers on the ends of his spider-like legs which allow him to cling to any surface with ease (**Wallcrawler**).

Otto the 'landlord' is fat to such an extreme degree that he is as wide as he is tall. He seems to roll along rather than walk, but he is passable as a Human. Because he has no other noticeable mutation - and all landlords are a bit on the portly side - Otto adopts the role of landlord when the Characters arrive.

Fagor can pass for a normal human, as his bulging eyes are unusual, but not unknown, among men. He is in the cellar or the bar room when the party arrives at the Hooded Man.

Wilhem is the most repulsive and grotesque of all the mutants. He doesn't have a proper face, merely a skull (**Fear 1**).

Outer Wall

The inn is surrounded by a 12-foot high wooden wall. The main gate is locked and barred from the inside; however, the smaller gate leading to the ferry is open.

The Stables

Approaching the stables, the party will be aware that the horses are restless. Loud neighs and kicks can be heard coming from the stables.

Grat, one of the Mutants, is in the hayloft. He is feasting on the body of one of the stable boys and will not hear the party approach. He notices their presence as soon as the door is opened. The six horses in the stables are terrified by Grat's presence and flee from the stables as soon as the door is opened. A Character making a successful **Average (+20) Animal Training (Horse)** or **Challenging (+0) Charm Animal Test** will be able to prevent this happening, but any other Character runs the risk of being trampled by the leading horse. A successful **Average (+20) Dodge Test** allows the Character to leap out of the way. Anyone who is trampled takes a 1d10+4 Damage hit to the leg (modified by Toughness Bonus and Armour Points) as the horses escape into the yard. The horses can only be persuaded or forced to re-enter the stables if they are calmed and lead by a successful **Hard (-20) Charm Animal Test**.



As soon as he is aware that somebody else is in the stables, Grat climbs onto the roof and hides on the other side of the roof ridge. Characters climbing into the hayloft find the damp corpse of the stable boy. He has been killed by a sword blow to the head and his right arm bears the marks of Grat's teeth.

Otto is surprised to see the Characters as he believed the inn to be secure against outsiders. Making an ill-concealed attempt to hide his surprise, Otto invites the party into the bar room. A fire burns in the fireplace and sitting next to it is Hans, dressed in his (stolen) road warden's uniform.

Water is dripping from the trapdoor leading up to the roof, and the ladder beneath is wet and smeared with blood. Once the trapdoor is open, the Characters are greeted by torrential rain. This has made the roof very slippery and anyone venturing onto it must make a successful **Challenging (+0) Athletics Test** or slip. A successful **Challenging Athletics (+0) Test** allows a Character who has slipped to catch hold of the edge of the trapdoor and not slide off the roof (which results in falling 5 yards) to the ground below. If Grat is discovered up on the roof by a successful **Challenging (+0) Perception Test**, he will fight until slain. His suckers allow him to move about on the roof with no danger of falling off. If the party leaves the stables without discovering him, Grat returns to his feast until summoned by Otto.

A loud thump directs all eyes to the back of the bar where a man with protuberant eyes appears and begins to mop up something on the floor. This is Fagor, who has come up from the cellar to clean up evidence of the earlier assault on the inn. Unless the Characters go to have a look at what he is doing, he finishes after a few minutes and then takes his bloodstained mop and bucket into the kitchen. Otto the 'landlord' is nervous about the party's presence (given what is to happen later) and this shows in his mannerisms. He constantly fingers the bottom of his apron, twisting and turning it with suppressed tension. He attempts to send the Characters on their way as quickly as possible by claiming that the inn is full. Otto makes no effort to make the party feel welcome. He has a coach party in residence, who have just retired for the night, and he 'wants no "ladies and gentlemen" of the Characters' kind tonight, thank you'.

The Coach House

The door to this building is locked (**Challenging (+0): SL 2**). Inside there is a coach belonging to Cartak Lines of Altdorf. This coach arrived before the Mutants attacked. Its passengers and crew were drugged and are now either dead or tied up in the cellar.

If the party insists on staying (unless they wish to die at the hands of whatever lurks in the forest), Otto eventually (and grudgingly) allows them to do so. He continues to behave ungraciously — any drinks, for example, are served in unwashed tankards.

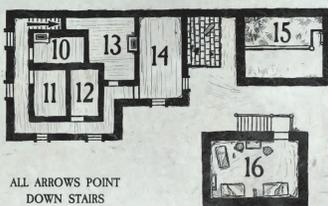
The Inn and Bar Room

The main door to the Hooded Man is bolted and the curtains are drawn. Sounds of merriment can be heard coming from inside, giving the impression that all is well. However, as soon as there is a knock at the door, the laughter dies away and there are sounds of movement as chairs scrape and bottles clink. After a minute or so the bolts are drawn and the door opened by a horrendously fat Character. This is Otto, one of the Mutants, who is masquerading as the landlord.

Eventually Otto heads into the kitchen with a muttered, 'I suppose you want feeding as well...' He is actually leaving to organise the rest of the Mutants while Hans keeps the Characters occupied. Hans, in his guise as a road warden, questions the Characters in an attempt to find out who and what they are. Hans asks his questions in his 'official' capacity, using the excuse that he believes the Characters to be Bandits. If the Characters mention the ferry, Hans claims it was attacked (and the ferryman carried off) by Bandits. This, he explains is why the inn is so securely locked.

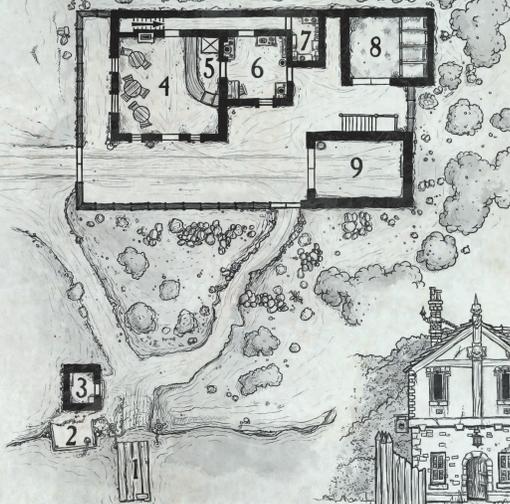


FIRST FLOOR



ALL ARROWS POINT DOWN STAIRS

GROUND FLOOR



THE HOODED MAN



CELLAR



TEMPLE



KEY	
1 Raft	10 Bedroom 1
2 Wharf	11 Bedroom 2
3 Ferry House	12 Bedroom 3
4 Bar Room	13 Landlord's Room
5 Bar Area	14 Common Room
6 Kitchen	15 Hayloft
7 Store	16 Servants' Quarters
8 Stables	17 Cellar
9 Coach House	18 The Shrine





He also manages to imply that the Characters are in league with these same (non-existent) bandits: 'I think your sudden appearance has unnerved the landlord. Mind you, he could be right ... Who else would be out on a night such as this?' Hans is clever enough not to press this line of argument too far, and he seems to be satisfied by any reasonable story the Characters care to tell him.

If the party mentions the Mutant in the stables, Hans is surprised. He believes all the Mutants to be hiding in the inn. He feigns further shock when told of the body: 'The landlord assured me that the stable boy had run off. No one bothered checking for him up there. Well, he can wait till morning to be buried.'

If the Characters mention either the body or Grat to Otto he looks very worried and shocked. However, his real fear is the Characters have uncovered the Mutants' business here. He changes the subject and looks to Hans to bail him out.

Once Hans is sure that the Characters have no official connections, he excuses himself and goes into the kitchen. Characters who state they are watching Hans as he leaves will notice his 'wound' and the bloodstain with a successful **Average (+20) Perception Test**.

By now the Characters should be suspicious and be trying to find out what is going on. A Character stood at the bar can overhear Hans and Otto in the kitchen. 'Don't panic, Otto. They are only travellers. Tzeentch will be pleased to have their souls as well. Use the *kurts* in their food and we'll deal with them later.' Hans then passes Otto the phial containing the *kurts*. After this Otto has the phial in his possession.

If Hans hears anyone attempting to sneak into the kitchen he comes back into the bar. He closes the door into the kitchen with an air of finality, making it very awkward for anyone to push past without a very good reason.

A short while later Otto returns bearing bowls of hot stew. Each bowl contains two doses of *kurts*. Characters should make a **Very Hard (-30) Perception Test** to notice its taste in the food. Characters with the *Acute Sense (Taste)* Talent will automatically pass this Test. Characters noticing the odd taste can identify it with a **Challenging (+0) Lore (Herbs) Test** or **Easy (+40) Lore (Poison) Test**.

KURTS

Kurts is a drug made from the Gortsiete plant. It begins to take effect after half an hour. One dose induces drowsiness, causing a Character to gain a *Fatigued* Condition; two doses causes a Character to take an *Unconscious* Condition. **Duration:** It takes 2d10+Toughness Bonus minutes to take effect and lasts for 1d10 hours. This is reduced by -1 hour on a successful **Challenging (+0) Endurance Test**, -1 further hour per SL scored, to a minimum of 1 hour.

Good Night, Ladies and Gentlemen

After the Characters have finished eating, but before the *kurts* takes effect, Otto offers to show the Characters to the common room upstairs. He claims that the other rooms are occupied by the coach party.

The hallway is wet and uncarpeted, although a close inspection reveals that there used to be a carpet in here — bits of cloth still cling to the tacks in the floor. The carpet has been removed and the floor mopped by Fagor to remove bloodstains.

The common room is dirty and the bedding is soiled. If the Characters comment on this, Otto is unsympathetic as this is 'the best I can do'. He then exits, looking like a man as keen to get away as soon as possible. The sound of Otto turning the key in the door lock (**Challenging (+0): SL 2**) is clearly audible.

From the common room the Characters can hear the horses in the stable if Grat is still present...

The Bedrooms

There are only four bedrooms upstairs and all the doors are locked (**Challenging (+0): SL 3**). The landlord's room and two of the bedrooms are empty and unremarkable. However, the two beds in one room are bloodstained and the bedclothes are scattered about the room. The beds' occupants were obviously stabbed and then dragged from their beds. Trailing stains lead out through the door, but disappear at the sill.

The Kitchen

The kitchen has very low work surfaces, obviously designed for the inn's Halfling cook. Fagor is in here unless the ceremony the Mutants plan is in progress. The bucket used by him when mopping up the various bloodstains is also in here. The bucket is still full of blood-tainted water. The door leading to the yard is unlocked.

The Cellar

The cellar contains barrels of beer and bottles of wines and spirits. There is a trail of blood stains on the floor (unless Fagor has had the wit to mop them up as well — this depends on how much help the players are going to need in working out what is going on) that leads to the loose paving slab. This has been lifted to give access to the hidden shrine built below the cellar. Depending on the circumstances, the slab is either raised or lowered. When the Characters first arrive, it is closed, but it will be opened during the ceremony. The closed slab may be discovered with a successful **Challenging (+0) Perception Test** or by following the bloodstains.

The Shrine

The real landlord, his wife, two servants, and one of the coachmen are still alive, although they are tightly bound in the shrine. They are still suffering from the effects of the doses of *kurts* they were given earlier in the evening. The bodies of the Mutants' other victims are heaped in one corner: a coachman, his three artisan passengers, and the inn's Halfling cook.



A magical, two-foot-high statue of Tzeentch stands in the middle of the shrine in the centre of a strange moving pattern. The pattern constantly shifts between a sinuous symbol of Tzeentch and an octagon. The statue is made from a greenish stone which seems to flow and move when observed. Any Character observing this and the shifting floor pattern must pass a **Challenging (+0) Cool** Test or receive 1 Corruption point. The image of Tzeentch can be smashed (it has T 5 and W 5). However, unless it is destroyed in a single Round the shrine's guardian Daemon appears to defend the statue. Once the Daemon is destroyed, the statue can be broken easily and the lines on the floor will fade and vanish.

Against the wall is a locked (**Difficult (-10): SL 3**) wooden box containing 10GC 29/15. A successful **Average (+20) Perception** Test reveals a loose stone behind which is hidden a pouch containing a Potion of Strength. If this is drunk, the imbiber gains +20 Strength for 2d10 Rounds, after which 1d10-Toughness Bonus *Poisoned* Conditions (Average) are gained. The Mutant Wilhem will be in here either participating in the ceremony or lurking at the foot of the stairs.

THE CEREMONY

Shortly after Otto has shown the Characters to their room the doses of *kurts* begin to take effect. Half an hour after the drug should have taken effect (the mutants know when this should be) Otto collects Grat from the stables. Anyone looking out of the common room window at this time sees Otto going out to stable and returning with a Mutant (if Grat is still alive).

Hans and the Mutants assemble in the cellar to conduct a ceremony using the magical energy of the statue to summon a Daemon. Shortly afterwards the ceremony begins, and faint, discordant chanting fills the inn. This continues for half an hour, while Hans ritually sacrifices two Humans as the summoning requires.

As the ceremony begins Fagor sneaks up to the Characters' room and listens at the door. Characters not suffering from the effects of *kurts* who pass an **Average (+20) Perception** Test hear him approach the door. If Fagor becomes suspicious the Characters are not unconscious or, for example, the common room door is open, he returns to the cellar and warns the other Mutants, who close the trapdoor and continue the ceremony. If given the opportunity, Fagor hides somewhere in the inn and attempts to attack a lone Character from behind.

If all appears well, he immediately returns to the cellar and joins the other Mutants in the chant.

Unless the Characters intervene in the ceremony, the statue transforms into a Daemon. It appears as a shapeless ball of undulating pink and blue magic with shifting screaming faces pushing from its rubbery hide as claws slash and scintillating sparks of colour steam in its wake. Remember, the Daemon causes Fear 2, so anyone who does not score at least +2 SL on a **Challenging (+0) Cool** Test will not be able to approach thing.

Unfortunately for Hans, he is unaware of the ritual to bind the spinning Daemon and it immediately attacks him and the Mutants. The Daemon is set upon slaying all it sees and pursues any fleeing Characters after eviscerating anything near it.

HORROR

M	WS	BS	S	T	I	AgI	Dex	Int	WP	Fel	W
4	50	35	45	35	60	50	40	50	60	15	15

Traits: Corruption (Moderate), Daemonic 8+, Fear 2, Split, Unstable, Weapon +8 (Claws)





The demon attacks by biting and raking with its claws. While the Demon is in the shrine room it ignores its *Unstable* Trait. It also has a Special Trait: Split.

THE ROAD WARDENS

As dawn breaks, a party of four road wardens approach the Hooded Man. Their reaction to the Characters or anyone else depends on putting the worst possible interpretation on the scene they find. Unless, for example, the party can produce Mutant bodies or captives — or some other proof of what really happened — the road wardens choose to believe that the Characters were mixed up in whatever was going on. At the very least, charges of murdering the landlord and the others are likely to be preferred, along with any other charges that solve open cases in the road wardens' patrol area.

Even if they are convinced of the party's innocence, the matter of what has occurred at the inn still has to be cleared up. The road wardens expect and insist that the Characters accompany them to the nearest town so the whole affair can be dealt with in a proper manner.



Split

If the Daemon suffers a Critical Wound or all its Wounds, it splits into two smaller Blue Horrors with the following Attributes:

4 ROAD WARDENS												
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W	
4	40	40	40	40	40	30	30	30	40	30	16	

Traits: Armour 1 (Leathers)
Trappings: Crossbow with 10 bolts +9 (60), Horse, Rope (10 yards), Saddle and Harness, Sword +4



SPLIT												
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W	
4	30	30	35	30	35	30	35	25	30	10	12	

Traits: Corruption (Moderate), Daemonic 9+, Fear 1, Unstable, Weapon +6 (Claws)

REWARDS

The following experience points should be awarded at the end of the adventure:

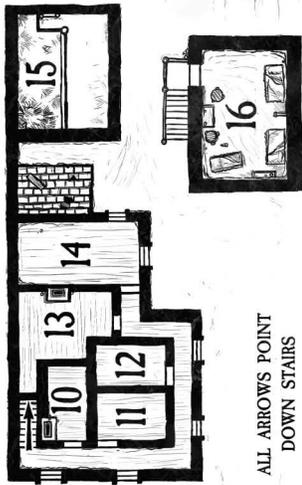
- 50–75 points each for a good time roleplaying
- 30 points each for dealing with the Mutants
- 50 points each for destroying the Statue/Daemon
- 25 points each for dealing with the road wardens' suspicions



THE HOODED MAN

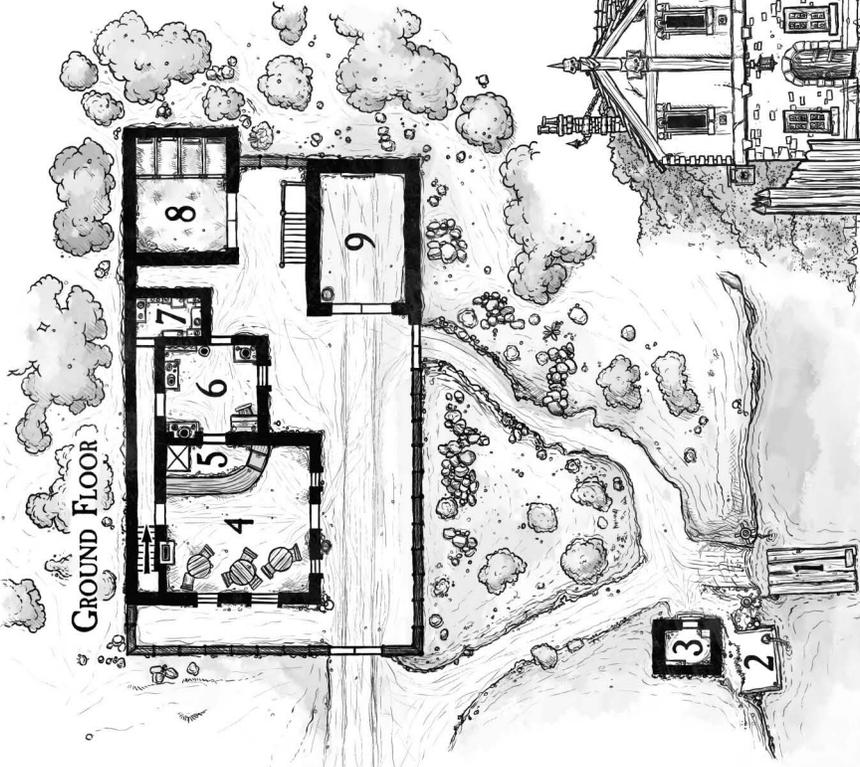
0 5 10 15
SCALE IN IMPERIAL YARDS

FIRST FLOOR



ALL ARROWS POINT
DOWN STAIRS

GROUND FLOOR



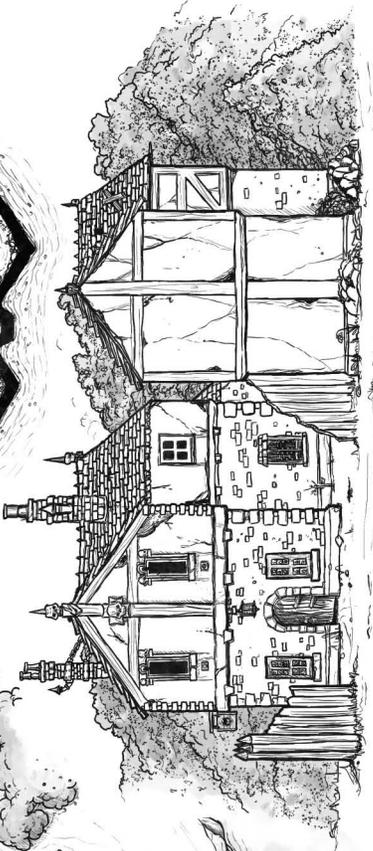
CELLAR

TEMPLE

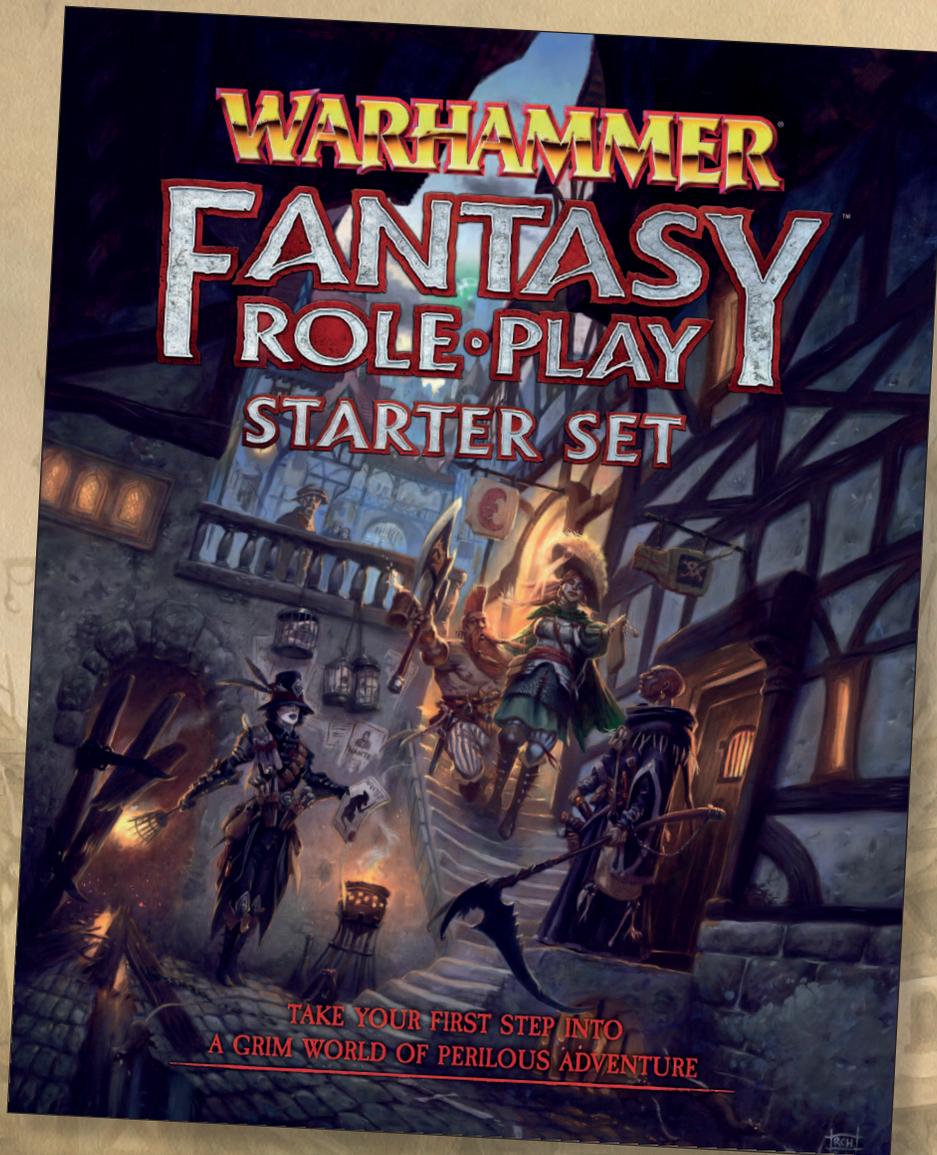


KEY

1	Raft
2	Wharf
3	Ferry House
4	Bar Room
5	Bar Area
6	Kitchen
7	Store
8	Stables
9	Coach House
10	Bedroom 1
11	Bedroom 2
12	Bedroom 3
13	Landlord's Room
14	Common Room
15	Hayloft
16	Servants' Quarters
17	Cellar
18	The Shrine



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