

## A SNOTTY BEGINNING

The Characters had secured a coach to bring them to the Middenheim-Altendorf road. However, along the way the coachman, Gerold Knopf, has to stop to clear a fallen tree.

If the Characters assist Gerold with the tree, it takes an Extended **Difficult (-10) Strength** Test with a **+15 SL** to move it enough for the coach to pass. An **Easy (+40) Perception** Test reveals that the tree has been freshly felled. An Impressive Success (+4 SL) indicates the tree was very roughly cut with crude tools and not sharp axes and saws.

While Gerold is moving the tree (or just after they've finished moving it, if the Characters help him), a crude arrow flies out from the treeline and strikes the driver directly in the throat, spraying anyone within a couple of yards with blood as the helpless man drops to the ground gasping and gurgling. The coach is under attack by Snotlings!

This sudden attack gives the Characters the *Surprised* Condition, unless they stated at least one Character was actively looking out while the tree was being moved. In this case, they spot the Snotlings with an Opposed **Difficult (-10) Perception/Stealth** Test against the Snotlings.

Whether the Characters see the Snotlings or not, the greenskins' spend the first round throwing flaming bottles of oil at the caravan, immediately setting it (and everything in it) ablaze. This includes the tack strapping the two horses to the coach. During the ensuing melee between the Characters and the Snotlings, the horses will break free and bolt into the woods.

If the Characters attempt to pursue the horses after their battle with the Snotlings, they may follow their tracks easily for the first 10 yards, before needing to make a **Challenging (+0) Track** Test to keep from losing their trail. This leads them about an eighth of a mile into the woods, where they'll then need to make a **Difficult (-10) Track** test to continue. A further half-mile into their tracking, they'll come upon the horses, currently being feasted upon by a trio of Giant Spiders. The spiders are occupied with their fresh meals, and will not attack the Characters unless they're molested. The horses are, of course, a lost cause.



### SNOTLINGS (x4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	15	25	20	20	30	-	15	30	-	7

**Bestial** – The creature has no rational thought or language. It shies away from fire and gains a *Broken* Condition if struck by it. In defense, it only uses the Dodge Skill. If it loses more than half of its Wounds, it will attempt to Flee.

**Dark Vision** – The creature can see in the dark as daylight.

**Infected** – The creature's weapons carry a nasty infection. If it causes a living opponent to lose Wounds, they must pass as **Easy (+40) Endurance** Test or contract a *Festering Wound* (see page 187).

**Size** – Small

**Weapon** – +4

The creatures are armed with broken, rusty knives and crude short bows (other than the Molotov cocktails they used in their initial attack). One of them has a sack which contains 1/18.

### GIANT SPIDERS (x3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	35	25	15	25	10	35	30	5	25	-	2

**Bestial** – The creature has no rational thought or language. It shies away from fire and gains a *Broken* Condition if struck by it. In defense, it only uses the Dodge Skill. If it loses more than half of its Wounds, it will attempt to Flee.

**Night Vision** – The creature has the *Night Vision* talent.

[You can see very well in natural darkness. Assuming you have a least a faint source of light (such as starlight, moonlight, or bioluminescence) you can see clearly for 20 yards per level of Night Vision. Further, you can extend the effective illumination distance of any light sources by 20 yards per level of Night Vision.]

**Size** – Small

**Wallcrawler** – The creature can effortlessly scale vertical surfaces and even traverse ceilings, ready to drop on unwary prey. It moves at full Movement across any appropriate surface and automatically passes all Climb tests.

**Web (40)** – The creature can create webbing to trap unwary foes. Whenever it successfully hits, opponents gain 1 *Entangled* status, with a Strength of the rating given.

**Weapon** – +3

The Characters find themselves now about six miles down the road from the Coach and Horses Inn. It is roughly 4pm on the 24<sup>th</sup> of Jahrdrung, a Festag, 2512IC.