



BEWARE!

WERES
ON THE ROAD

A WFRP FOURTH EDITION QUICK ENCOUNTER AND CONVERSION OF
1E "ON THE ROAD - EMMARETTA" AND 2E WERES

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VERSION 1.0

MAY VERENA SAPIENTIA PROTECT AND BLESS THIS BOOK

WERE



Conversion from 2E, *Old World Bestiary*.

Stories about the Were are common in the Old World, though not many of those tales portray them as anything but evil beasts. The Were are men and women with the ability to take on some of the attributes or even the full shape of an animal. Some of them have been cursed to do so, whereas others seem to have the ability as a birthright. Empire scholars frequently argue about where the line is drawn between what constitutes a Were and a Mutant. There seems to be no clear or easy answer, which is why the debate has gone on for centuries. The Norse call their shape shifters ‘Were’ and indeed, the term ‘Were’ is obviously drawn from their language.

The argument is complicated by the fact that many Norsemen are clearly tainted by Chaos, though they would say ‘blessed’ and many of those that may have once been deemed Were may possibly be well on their way to actually becoming Chaos Spawn. Away from the North, the story changes. The Were seldom give any indication that they are anything but a Human. Indeed, those cursed with the “change” may even be unaware of their nature, shifting forms only when triggered to do so, such as by the moon, personal injury or the command of a sorcerer, indicating that the taint of Chaos may not touch all Were in the same fashion.

The Were can change their form into that of a beast. The Were of the North are Chaos tainted, whereas the legendary Children of Ulric, if they exist, reputedly draw their power from another source.

In Human form, the Were, regardless of their origin, have normal attributes. When they take on their Were form, their attributes and traits are changed in different ways, depending on what sort of Were they are.

Changing forms requires 1 full round (about 10 seconds) and the Were is *Fatigued* during this time. Seeing a Were change form causes *Fear (1)*. Weres with the *Bestial* trait do not have perfect control over when they change their form; some stimulus provokes the uncontrolled change (e.g., Mannslieb is full).

When the Were change form, their stats are modified according the scheme below and they gain several Were-related traits.

WERE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
+1	+10	-	+10	+10	+10	+20	-	-10	-10	-20	†

† Wounds are recalculated based on the attributes.

Traits: Armor 1, Belligerent, Bite*, Frenzy, Night Vision, Stealthy, Stride, Tracker, Weapon*

Optional Traits: Arboreal, Amphibious, Bestial, Big, Brute, Champion, Corruption (Minor), Hardy, Horns, Hungry, Mutation, Swamp-strider, Size (*see below*), Tough

*Bite Rating is SB+3. Weapon (“claws”) Rating is SB+4.

If the Were has the Size trait, it can be 1 size larger or smaller than their normal form.

These traits represent the most common Weres seen in the Old World (mammalian, usually canine or feline Were). There are other Were in the world (Cobra-Weres of Ind and Monkey-Weres of Cathay, for example).

CHILD OF ULRIC

Children of Ulric are not chaos-tainted Were, but individuals Blessed by Ulric. They all take the form of ferocious winter wolves with luminous ice blue eyes. All Children of Ulric are *Blessed* by Ulric, though they may not realize it.

TYPICAL CHILD OF ULRIC

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	40	-	40	50	40	50	-	20	30	10	17

Traits: Armor 1, Belligerent, Blessed (Ulric), Bite 7, Frenzy, Night Vision, Stealthy, Stride, Tough, Tracker, Weapon 8

Special: All Children of Ulric are *Blessed* by *Ulric* and will usually have a one of Ulric's Blessings on them in combat (they may receive this initial Blessing as a *free action* on their first turn in combat). They may also endow a Blessing of Ulric upon deserving individuals. This is a **Pray 30 Test**, though this could be higher for more advanced Children. See WFRP p. 220 for more on Blessings.



ON THE ROAD

This encounter first appeared in The Restless Dead (1e).

Emmaretta can be encountered on any journey by road in the Empire. As the heroes make their way along the road, they pass a young woman in her twenties, traveling in the same direction. She is of medium height, slimly built, with short, light brown hair and light brown eyes. She is traveling alone - unusual for any traveller since the forests can be dangerous. Her only possessions are a set of outdoor clothing, a bag of dried meat, a short bow with a quiver of arrows sling over her back, and a pair of daggers hanging from her belt. If any of the heroes speak to her, she will answer courteously, giving her name, saying that she is

a simple hunter from Waldenhof, and telling them that she is heading for the nearest town (which, coincidentally, will be the heroes' destination). She says a friend of hers has gotten into trouble and she is taking some money to bail him out of jail.

Emmaretta will quite happily travel with the heroes and will be grateful if they can offer her a light in a coach or wagon. She cannot pay for the ride as she needs all the money that she has for the bail. If the heroes attempt to draw her into conversation during the course of the journey - and she decides that she can trust them - she will explain that it is her lover who has been imprisoned. His name is Klaus, and she will say that she needs to bail him out before a certain date. If any hero with **Lore**



(Astronomy or Science) thinks to work it out, they will realize that this date is the next full moon: this is an **Average (+20) Lore (Astronomy or Science) Test**. Blue Wizards or anyone with the Arcane Lore (Heavens) Talent will recognize the connection automatically.

What she tells the adventurers about her journey is true, but she neglects to mention that both she and her lover are Weres, specifically feline Weres. Klaus has not yet learned to control his condition and if he is still in jail when the moon becomes full he will change into a Were in his cell. The guards will almost certainly kill him.

Feel free to interject the following any time while the heroes travel with Emmaretta:

Above the soft hiss of the rain, you can hear the noises of the forest's nocturnal denizens going about their business. Somewhere in the darkness, an owl screeches and is answered by the snarling wail of a wild cat.

Emmaretta is traveling in the company of two great wild cats. They are trailing her in the forest and will attack if she is threatened in any way. She is anxious to avoid trouble and will call them off almost immediately, warning the heroes that it would be best to leave her alone and go on their way. If she is hard pressed, she will adopt her Were form and run

off into the forest with her two traveling companions. She will only stand and fight if the money she is carrying is stolen - she needs it for Klaus' bail and will use any means at her disposal to get it back.

If Emmaretta decides to travel with the heroes, her two wild cats will continue to trail her from the forest. They move stealthily (see *Stealthy WFRP* p. 342) and never move outside of the cover of undergrowth. The cats will wait in the forest while she goes to town. Once Emmaretta has bailed Klaus out, the two of them will head for the forest, assume Were form, and travel back to their home with their two companions.

The GM can use this encounter to add to an adventure in a number of ways. When she arrives at the town, a corrupt watchman might take her money and then deny having received it, leading her to ask the heroes to get Klaus out of jail as a favor. The party might get attacked by bandits, in which case Emmaretta will fight alongside the heroes and her two cats will come to the party's aid, melting back into the forest when the fight is over. If the heroes question her about the cats, she will answer simple: *I grew up in the forest. I suppose I've made some unusual friends*. If the heroes are traveling with other NPCs, one of them might run afoul of the cats by pestering Emmaretta or trying to steal her money. The GM should use their imagination to get the most out of encounter.



EMMARETTA WALDENHOFFER

Human Hunter and Were (Human Form)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	46	43	36	39	39	43	36	39	33	16

Skills: Charm Animal 43, Climb 49, Cool 44, Endurance 46, Intuition 44, Lore (Beasts) 46, Melee (Basic) 38, Outdoor Survival 49, Perception 49, Ranged (Bow) 51, Ranged (Thrown) 56, Secret Signs (Hunter) 41, Set Trap 53, Stealth (Rural) 44

Talents: Hardy, Rover, Hunter's Eye

Trappings: Bow, outdoor clothing, sling bag with 12 pieces of dried meat, purse containing 1GC 8/-, quiver with 12 arrows, 2 throwing knives

Klaus' bail is 1GC.

Were (Cat) Form

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	43	-	53	46	49	59	-	26	29	13	18

Traits: Arboreal, Armor 1, Belligerent, Bite 7, Frenzy, Night Vision, Stealthy, Stride, Tracker, Weapon 9

Emmaretta still benefits from her talents in were-form (notably, Hardy).

Her Wild Cat Companions (2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	35	-	35	30	35	45	-	15	15	-	10

Traits: Arboreal, Armor 1, Bestial, Bite 5, Bounce, Night Vision, Skittish, Stealthy, Stride, Tracker, Trained (Guard), Weapon 7



KLAUS, JAILED LOVER

Human Villager and Were (Human Form)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	26	36	36	33	36	29	36	26	33	11

Skills: Animal Care 38, Athletics 41, Consume Alcohol 41, Endurance 41, Gossip 38, Melee (Brawling) 38, Lore (Waldenhof) 41, Outdoor Survival 38

Talents: Stone Soup

Were (Cat) Form

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	43	-	46	46	43	56	-	26	16	-	13

Traits: Arboreal, Armor 1, Belligerent, Bestial, Bite 7, Frenzy, Night Vision, Stealthy, Stride, Tracker, Weapon 8

Klaus is *Bestial* in his Were-form and cannot control his form-change perfectly. He will uncontrollably change when Mannslieb is full.

