

WARHAMMER
FANTASY
ROLE-PLAY I

OLD WORLD ADVENTURES

◆ FOREST OF HATE ◆

CREDITS

- **Design and Writing:** Jude Hornborg
- **Line Developer:** Christopher Colston
- **Illustration:** Alessandro Boer, Andrew Hepworth, Pedro Sena, Ralph Horsley, Sam Manley
- **Cover:** Alessandro Boer
- **Layout:** Diana Grigorescu
- **Editor:** Brian Johnson
- **Proofreader:** Calum Collins
- **WFRP4 Producer:** Pádraig Murphy
- **Publisher:** Dominic McDowall
- Cubicle 7 Business Support:** Tracey Bourke, Elaine Connolly, Jennifer Crispin, Matthew Freeman, Kieran Murphy, Cian Whelan
- Cubicle 7 Creative Team:** Dave Allen, Emmet Byrne, Alex Cahill, David F Chapman, Walt Ciechanowski, Chris Colston, Josh Corcoran, Zak Dale-Clutterbuck, Runesael Flynn, Elaine Lithgow, TS Luikart, Dominic McDowall, Sam Manley, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, Laura Jane Phelan, and Sam Taylor
- Creative Director:** Emmet Byrne
- Publisher:** Dominic McDowall

Special thanks to the Games Workshop Team

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior permission of the publishers.

Warhammer Fantasy Roleplay 4th Edition © Copyright Games Workshop Limited 2022. Warhammer Fantasy Roleplay 4th Edition, the Warhammer Fantasy Roleplay 4th Edition logo, GW, Games Workshop, Warhammer, The Game of Fantasy Battles, the twin-tailed comet logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

Last Edited: September 19th 2022

CONTENTS

FOREST OF HATE

Introduction	3
Ancient Background	4
War of the Beard	4
Present Situation	5

RUNNING THE ADVENTURE

Learning about the Situation	6
Further Research	6
Crossing the Demst	6

FIGURES OF NOTE

Keepers of the Balance	6
Grubile and The Realms of Chaos	8

ADVENTURE LOCATIONS

Voervinholm	10
Tyrvad	11
Forstfast	12
Ruined Bridge	13
Golden Wood	13
Schlaghügel	14
Auld Trolldved	15
Ruins of Kor Immarmor	15
Vesterrup	16
Ammenvale	17

ADVENTURE ENCOUNTERS

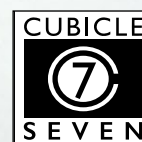
Journey to Forstfast	20
Plague Gossip Tables	21
Crossing the Demst	22
Searching for Moonflower	23
Friendly Strangers	24
Wandering Propagandists	25
Searching for Medicine	26
Searching for Nightshade and Monk Nose	27
Guardians of Ammenvale	30
Conclusions & Complications	30

APPENDIX I: LAURELORN FEVER

The Effects and Nature of Laurelorn Fever	33
---	----

APPENDIX II: MONSTERS & NPC'S

Alrik Okrisson	34
Torendil Redfern	35
Tree Kin	35
Corrupted Tree Kin	36
Spites	36
Athannoc, Guardian Mage of the Lurelorn	37



OFFICIAL
LICENSED
PRODUCT

FOREST OF HATE



A plague is afflicting settlements in the eastern Laureorn Forest. Shallyan prayers have proven ineffective and herbal remedies are scarce. Compounding these problems a group of nefarious Woodsmen are deliberately confusing a potential cure to real Elven hair! If the Empire's heroes cannot discover a way to contain this plague, Nordland's logging industry will collapse as war and chaos devastate the Laureorn. The heroes in question are medicine-seekers who find themselves facing not just disease, but also propaganda, prejudice, and profane sorcery.

Forest of Hate is intended for a party of 4–6 experienced Characters in 2nd or 3rd tier Careers. Wood Elf Characters might endure discrimination and involuntary haircuts. However, parties that do not include a Wood Elf (Eonir) Character will find the scenario more challenging. Even if profiteering is the party's initial motive, many Characters will be hard-

pressed to stand by and tolerate the injustices they witness. Unfortunately, though, even the best of intentions can be twisted to serve the Ruinous Power.

Although Forest of Hate can function as a standalone adventure, it's ideally suited as a precursor to Laureorn Forest campaigns using the information on the Laureorn Forest from *Archives of the Empire: Vol. 1*. Parties are assumed to begin the scenario on the main road leading north from Middenheim. GMs wishing to insert this scenario into *The Enemy Within* campaign can designate a friendly NPC from *Power Behind the Throne* as one of the first diagnosed Laureorn Fever cases in Middenheim. With minor adjustments to the beginning of *The Horned Rat*, this adventure would work well just after the events of *Power Behind the Throne*, part 4 of *The Enemy Within*.



ANCIENT BACKGROUND

The present crisis is rooted in Laurelorn's ancient history. Most Elves would say that *Eonir* culture emerged from the War of the Beard 2,600 years ago, when in truth the colonists had started down a path divergent from *Asur* society centuries prior. The 'Forest of Hate' was introduced by an exiled Elf, who has chosen to walk a line between service to their people, and the dread call of Chaos and corruption.

WAR OF THE BEARD

Near the end of the War of the Beard, Dwarf armies had destroyed Kor Immarmor and threatened to overrun the last remaining Elven colony of Tor Lithanel. In the Elves' hour of desperation, a group of exiled Elf mages, banished from Ulthau for their use of reckless and forbidden magic, summoned a great spirit-host to rout the besiegers. One of their number, a wizard called Darlorhan, unleashed a terrible disease at the ruins of Kor Immarmor where Dwarf reserves were encamped, capable of overcoming even a Dwarf's prodigious constitution.

The two-pronged Elven assault broke the Dwarfs' resolve and ultimately forced them to withdraw to their mountain holds. Kor Immarmor was recorded in the Book of Grudges as the site of an atrocity committed by an Elf known as the 'Lord of Death'. Though the war continued for years afterwards, the Dwarfs never again threatened Tor Lithanel.

Nurgle's Corruption

After the Dwarf retreat, a nature spirit that previously had aided Darlorhan revealed itself as a daemon of Nurgle. Corruption hadn't yet consumed Darlorhan, even if his soul was already damned by the bargains he had struck. The mage bound all but one of his apprentices' souls into magical gems, locked up the remaining disease-spores and destroyed his research notes, and left instructions with the surviving apprentice, Inraha, to ensure his resting place would not be disturbed. Then, Darlorhan encased himself in crystal as a final act of penance — one he hoped might spare his soul from the ravages of Chaos.

These precautions were in vain, however, as Nurgle's rot — and his influence — seeped into the wizard's soul. Vines of blight grew around the crystal sarcophagus and the raw stuff of Chaos seeped slowly into the forest around Darlorhan's laboratory at Ammenvale. Meanwhile, the Elves were preoccupied with rebuilding Tor Lithanel, and Darlorhan's secret laboratory was forgotten.



Eonir Coverup

Centuries later, devotees of the creator god Asuryan re-discovered Ammenvale — led there by Inraha, the last of Darlorhan's apprentices. Its gardens were apparently free of any Chaos taint, and at Inraha's urging they designated the place a holy sanctuary, recognised Darlorhan as hero and protector to the Laurelorn, and vowed to protect the mage in his crystal tomb. The daemons that occasionally lurked in the surrounding woods were attributed to corruption brought by Human encroachments — to an Elf, this remains a believable explanation for almost any ill. Inraha arranged much of this, feeding the cult of Asuryan a much more sympathetic version of Darlorhan's history, and her own part in it.

The creeping taint spread so gradually from Ammenvale that for centuries most Elves had little reason to suspect anything of Darlorhan's dark past. However, elders who had lived during the War of the Beard still remembered what happened at Kor Immarmor, and had long noted the mage's sudden disappearance. As daemons haunted the forest in ever greater numbers, the cult of Asuryan ensured that no trespasser would find the villa, and in doing so prevented any from disturbing the deadly spores concealed within, or uncovering the taint that seeps from Darlorhan's tomb.