

The background of the cover is a detailed illustration of a dark, rainy night in the Reikland. In the center, a large, multi-towered stone building, likely a Reik Guard barracks or a city hall, is illuminated from within, with smoke rising from its base. To the left, a dark, gnarled tree stands in the foreground. In the bottom left corner, a dwarf character with a beard and a hat holds a large, ornate banner. The banner features a skull and the text 'Doctor Malthusius Zoocopeia'. In the bottom right corner, a human character in a green coat and a top hat is visible, looking towards the left. The overall atmosphere is dark and atmospheric, typical of the Warhammer Fantasy setting.

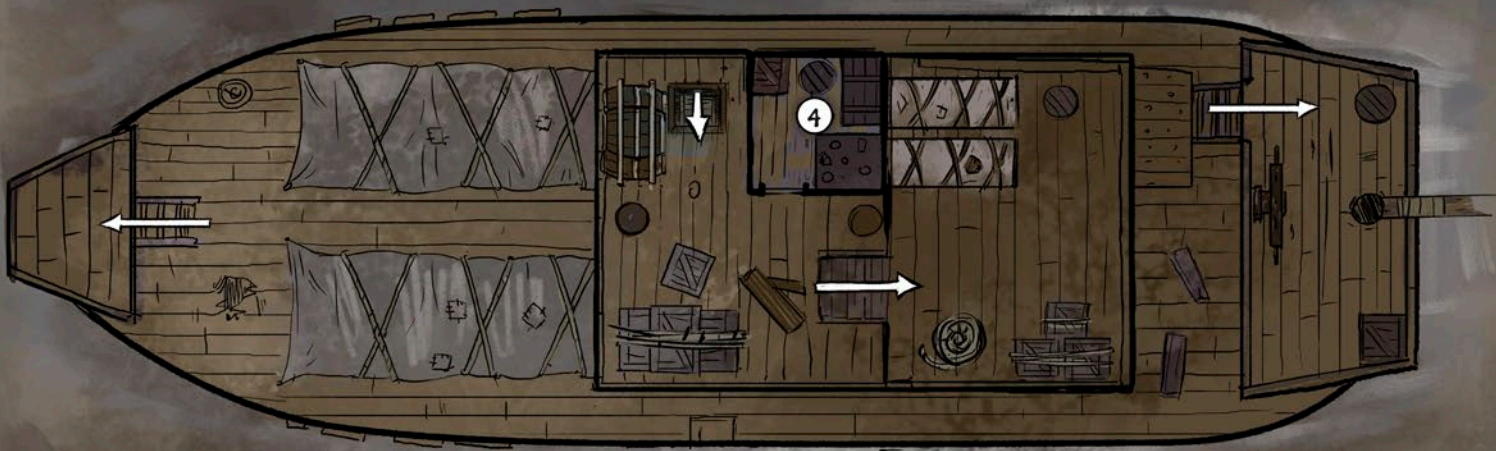
WARHAMMER
FANTASY
ROLE-PLAY

ENEMY IN SHADOWS COMPANION

THE ESSENTIAL COMPANION
TO CAMPAIGNING IN THE REIKLAND



THE BEREBELI



Main Deck



Cabin Interior

KEY

- 1 Main Cabin
- 2 Josef's Cabin
- 3 Wolmar & Gilda
- 4 Store

SCALE

Typical River Barge
75 ft. by 23 ft.

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INTRODUCTION



Welcome to the **Enemy in Shadows Companion**, the first in a series of companion volumes for my 'Director's Cut' of **The Enemy Within**. This book accompanies the first part of the campaign, **Enemy in Shadows**.

This series presents various additional material to enhance **Enemy in Shadows**, and your **WFRP** games. To continue the 'Director's Cut' metaphor, it might be regarded as the 'Special Features' or 'Extras' that were found on special-edition DVDs and Blu-Rays in the days before streaming. Grognaards and videophiles will remember them: they usually included commentaries from the director and other key personnel, extended and deleted scenes, 'behind the scenes' documentaries, and other material for a true fan and collector. What's here does the same for **Enemy in Shadows** and a little more besides. Here's what this companion contains.

Guest Commentaries: Graeme Davis and Phil Gallagher, two of the original writers from the campaign's first edition back in 1987, share some of their memories and explain some of the jokes and 'Easter eggs' that you might have missed.

Deleted Scenes: The original campaign came with extensive source material on the Empire. Here, some of the more useful parts of the source material are reproduced and updated.

Behind the Scenes: This section contains background information on the Empire's roads that can be used in almost any adventure.

Supporting Cast: The Old World is a vast and varied place where the Characters might encounter all manner of people. This section provides game statistics and encounter ideas for a vast array of useful NPCs to meet on the road or in town, the two main environments in the **Enemy in Shadows**. No more scrambling to create an NPC on the fly, everything you need is here!

Bonus Shorts: Three short adventures originally published for **WFRP 1st** edition, now updated to the 4th edition rules. You can drop them into your campaign as desired.

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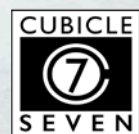
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Creating the Enemy Within

By Phil Gallagher

The Enemy Within campaign was the first thing I worked on at Games Workshop after the publication of WFRP's core rules.

I came to Games Workshop after working with Jim Bambra on a series of roleplaying games, and we often had to work with fairly stringent constraints on what we could and could not do within that format. We often discussed how good it would be to be able to create a coherent and detailed setting for our adventures, so the opportunity to develop the Empire into such a setting was a real gift.

It will be no surprise to anyone to learn that I was (and am) a huge fan of Tolkien's Middle-earth, and I wanted to bring that level of detail, background, and history to The Enemy Within. The groundwork was done in the general description of the Empire in the rulebook, and we tried to build on that with each adventure.

I am especially proud of having created the legend of Sigmar. The idea of the twin-tailed comet appearing at his birth was, incidentally, inspired by Owen Glendower's boastful speech in Shakespeare's Henry IV, Part I:

At my nativity

The front of heaven was full of fiery shapes,

Of burning cressets; and at my birth

The frame and huge foundation of the earth

Shaked like a coward.

Of course, we had neither the time nor the skills to develop languages in the way that Tolkien did, so we relied on a kind of pidgin German plus terrible puns when it came to naming people and places. The 'Drakwald Forest,' for example, was named as a joke. A colleague at the time was making fun of our naming conventions, suggesting that all we did was swap around the letters in an English word and combine them with a German one. So, the 'Dark Forest' became 'Drak' plus the German word for forest ('Wald'). (Graeme: *I remember this one a little differently, although after all these years, who can say for sure? An early draft contained a typo referring to the 'drak forests' of the Empire. Richard Halliwell saw it and, being one who would never let go of a joke while there was strength in his fingers, teased the rest of us with it for days, or possibly weeks. Perhaps just to shut him up, one of the Empire's great forests was called the Drakwald.*)

Even before the WFRP rulebook was back from the printers, we wanted to publish a campaign series of linked adventures, rather than stand-alone dungeon crawls – the Empire was the obvious choice for the setting. We also wanted to give player characters freedom to explore the setting, rather than driving them down a linear route of encounters. That led to the idea of giving the party a river barge and some trading opportunities. Combat in 1st edition WFRP was pretty deadly, and we were also big fans of roleplaying encounters, so we tried to include plenty of opportunities for the player characters to interact with interesting NPCs. I think my favourite was probably the human-cockroach mutant Ludwig von Wittgenstein (with apologies to Franz Kafka).

Sadly, we never did get to develop the kind of magic system we felt the campaign needed, and that's my biggest regret of the work we did. If I look back at my original copy, I still cringe when I see all those references to 'the forthcoming Realms of Sorcery.' (Graeme: *Realms of Sorcery did finally appear, published by Hogshead in 2001, some fifteen years later than we intended, and a much different book.*) It's good to know that there's a new cohort of creative folks filling those gaps.

It's a little scary to realise just how long ago work began on The Enemy Within campaign, but it's also very gratifying that it's survived to introduce a new generation to Warhammer Fantasy Roleplay's grim world of perilous adventure.



Thirty Years in the Shadows

By Graeme Davis

'Write a bloodless "Cthulhu" adventure for Warhammer.' That was how it started.

It was 1986, and I had been at Games Workshop for a couple of months. Based on my roleplaying writing for the British gaming magazines including *White Dwarf*, I had been hired to get Warhammer Role-Play, as it was known at the time, over the finish line and into publication. I arrived to find an extensive manuscript by Rick Priestley and two piles of notes by Warhammer's other creators, Bryan Ansell and Richard Halliwell — and a deadline that was four months away. In order to be in the shops in time for Christmas, the core book had to be at the printers by the end of September.

Although Richard Halliwell had written a short adventure for the rulebook, we all knew the game would need more support than that, especially in the crucial few months after the rulebook's release. We also knew that the rules would need to be playtested, as much as we could in the time, and one introductory adventure was nowhere near enough to achieve that.

When Bryan gave me the now-famous one-line brief for the adventure that would become *Shadows Over Bögenhafen*, roleplaying — especially British roleplaying — was in a state of flux. Horror RPGs had arrived about five years previously, and had done more than any previous genre of RPG to bring roleplaying out of the dungeon. They created a fashion for investigation and NPC interaction over simple monster-bashing.

Around the same time, a boxed city setting for RPGs appeared, based on the shared-setting Thieves' World stories of Robert Lynn Asprin and others. It was one of the first sandbox city adventures and, although not the first city pack to be published for a RPG, it was by far the most successful. Other cities-as-adventure settings appeared over the next few years, with locales, NPCs and adventure seeds galore. Dungeons were becoming passe.

It was not surprising, then, that *The Oldenhaller Contract*, the beginning adventure in the first edition WFRP rulebook, was set in a city and involved negotiating a three-way fight between criminal gangs. It also wasn't that surprising that it ended in a confrontation with a group of cultists and a strange-looking beast. And it was probably not surprising that my adventure, *Shadows Over Bögenhafen*, involved investigating a Chaos cult — Warhammer already had a handy selection of Chaos Gods — and the stopping of a terrible ritual.

It was intended as a stand-alone adventure: a 'module' of around 32 pages, but then Phil Gallagher and Jim Bambra arrived, two of the best adventure writers in the business at the time.

After helping put the core rulebook to bed, Jim and Phil began to plan out a campaign for WFRP. The storyline, in contrast to the open-field battles of the Warhammer miniatures game, dealt with agents of Chaos who corrupted the nations of the Old World from within. Townsfolk, conspiracies, intrigue, and corruption abounded in this new mix of fantasy, investigation, and horror.

Shadows Over Bögenhafen was written into the storyline as the second instalment and, while Jim and Phil wrote a hybrid adventure and sourcebook to start the campaign (*The Enemy Within*), I worked to expand the treatment of Bögenhafen so that *Shadows* also functioned as a reusable supplement whose value did not end when the adventure was completed.

Over the next 30 years, the simple market town took on a life of its own. In 1998 the RTS game *Dark Omen* included a mission: 'The Defence of Bögenhafen'. When Black Industries published WFRP's second edition in 2005, their Empire sourcebook *Sigmar's Heirs* included an adventure: *Ill Met in Bögenhafen*, which returned to the town in the aftermath of a Chaos incursion that had devastated the Empire. A fan-created version of Bögenhafen appeared in 2017 for the fantastically popular strategy game *Total War: Warhammer*. And most recently, the Swedish game developer Fatshark published a downloadable content package for their Warhammer combat game *Vermintide II* entitled *Shadows Over Bögenhafen*.

Back in 1986 I would never have imagined such a long life for Bögenhafen.



GUEST COMMENTARIES



Graeme Davis and Phil Gallagher were involved with the **Enemy Within** campaign from the very beginning. Here they share some insights and memories from the birth of the campaign and the development of its first two volumes: **The Enemy Within** (1986) and **Shadows Over Bøgenhafen** (1987).

These two adventures were originally published in the industry-standard 'module' format of the time, consisting of a booklet and several sheets of handouts inside a card cover, with shrink-wrap to hold everything together. It quickly became apparent that this format was too delicate to withstand a lot of handling, so the next chapter of the campaign, **Death on the Reik**, was produced as a boxed set.

The box also turned out to be too fragile, so the remaining instalments were published as hardback books. They were reprinted in 1988 in a combined hardback: **Warhammer Campaign. Death on the Reik** was also reprinted as a hardback. In 1991 all three titles were reprinted in a hardback: **Warhammer Adventure**. In 1995 Hogshead Publishing reprinted **The Enemy Within** and **Shadows Over Bøgenhafen** in a combined softback: **The Enemy Within Campaign Volume 1: Shadows Over Bøgenhafen**.

Cubicle 7's Director's Cut version is the first new edition of these adventures since 1995. In the intervening 25 years, **The Enemy Within Campaign** has kept its reputation as one of the best-loved roleplaying campaigns ever published.

FOR GROGNARDS

Grognard, n. From French grognard, 'grumbler'. An old soldier or other kind of veteran: originally, a member of the Old Guard in Napoleon's army, whose long and faithful service won them the right to complain, even in front of the Emperor. More recently, an experienced (and often opinionated) player of wargames and/or role-playing games.

Over the last 30 years or so, an awful lot of people have played the **Enemy Within** campaign. This new version includes some changes and, at key points in the story, boxes like this one offer new ideas and different events to make the campaign just as fresh and challenging for seasoned **WFRP** fans as it was when it first appeared in 1987. Those players who think their previous knowledge will give them an advantage may find the forces in the shadows and behind the screen more formidable and tricky than before.



Some of the material in this volume has also been reprinted from earlier sources, and grognard boxes are provided where appropriate with the same ends in mind. Of course, if the alternative options look better, feel free to use them instead of the originals!

ADVENTURE HOOK

These boxes highlight adventure seeds that you might like to pursue in your campaign, or which could form the basis for separate adventures entirely.



THE SHADOW CAST

These boxes suggest ways to use the NPCs in this book throughout **Enemy in Shadows**, either to assist the Characters, frustrate them, or simply make their lives a little more interesting.



CHAPTER 1

EASTER EGGS



The Enemy Within Campaign and **WFRP** in general (especially the 1st edition) became famous for funny names, jokes, and pop-culture references. Here are some of the better ones from **The Enemy Within** and **Shadows Over Bögenhafen**.

NAMES

We honestly had no idea that anything published for **WFRP** would be read by anyone whose first language was not English! After all, at the time we couldn't read any of the well-known roleplaying games printed in German, French, or Swedish. Then we started to get letters from Germany and elsewhere, including one memorable postcard from Altdorf — there being several Altdorfs ('old village') in Germany and Switzerland.

The joke names were aimed at British or American readers (or Irish, Canadian, Australian, or... well, you get the idea) who might have learnt a little German at school, and would see us winking at them as they read. Working from our own lofty pinnacle of a couple of years of German at school, backed up by a Collins Gem pocket German-English dictionary, we just set out to have a little fun.

Here are a few; there are many, many more.

- Johann Dassbüt, the pre-generated PC boatman: from *Das Boot* (1981), a tense and anything-but-funny German film about a German U-boat crew in World War II. His nickname, 'rowlocks', refers to a part of a rowing-boat, but is commonly pronounced to rhyme with a British slang term.
- Wanda Weltschmerz, the PC wizard: weltschmerz is a word meaning 'world-weariness'.
- The house of Holswig-Schliestein: from the real German province of Schleswig-Holstein.
- Count Bruno Pfeifraucher: from St. Bruno pipe tobacco, which was heavily advertised at the time.
- Philippe Descartes, the Bretonnian gambler: Descartes, as well as being the name of a famous French philosopher, mathematician and scientist, can be interpreted to mean 'cards.' *jeux de cartes* is French for card games. The French-language edition of **WFRP 1st** edition was published by a company called Jeux Descartes, whose logo was a portrait of Descartes himself.

- Von Saponatheim, the liege lords of Bögenhafen: from 'once upon a time', spoken with a heavy fake German accent. This is the joke that elicits the most groans when people get it.
- Johannes Teugen, the villain of Bögenhafen: the first syllable comes from the German *Teufel*, 'devil'.
- Ruggbroder, a merchant house in Bögenhafen: from Danish ruggbrod, or rye bread, that Graeme had eaten to excess while on a student field trip in Denmark.
- Steinhager, another merchant house in Bögenhafen: from *Echte Steinhäger*, a German gin (from a town called Steinhagen) that Graeme had encountered on the same trip and consumed in even greater quantity.
- Magirius, yet another merchant house in Bögenhafen: from *Magirus Deutz*, a German brand of cargo truck that had been seen on British roads in increasing numbers in the 80s.



- ☠ Todbringer, the ruling house of Middenheim: literally means 'death-bringer'. We thought it would be an appropriate name for the ruler of the city where the Cult of Ulric is strongest.
- ☠ Elvyra Kleinstun's name literally means 'Dolittle', after Eliza Doolittle from the 1964 movie (and even earlier Broadway musical) *My Fair Lady*. Phil wrote her in as a link to **Death on the Reik**.
- ☠ Castle Reikgard, at the confluence of the rivers Reik and Teufel: from Right Guard, an antiperspirant.
- ☠ Reik: from the German *Reich*, a state or realm.
- ☠ Bögenhafen, by contrast, was intended to be a fairly serious name, signifying 'the port at the bend in the river' in Reikspiel (which is to say, in Graeme's mangled German — the umlaut over the 'o' was a whim, like the one in Motörhead, to make the name look even more German). Graeme was surprised, at a games convention in Gothenburg a couple of years later, to be informed that Bögen, with an umlaut, means 'gay' in Swedish. That one was an accident.

Some names, of course, were just plain silly. Gustav Fondleburger the innkeeper, Lady Isolde von Strudeldorf (the place must be famous for its pastries) and the law firm of Lock, Stock, and Barl on the fateful letter that sends the Characters to Bögenhafen. It's better than 'Sue, Grabbit, and Runne', but not by much. And Josef's barge, the *Berebeli*, was indeed pronounced 'beer belly'.

ORGANISATIONS AND PLACES

- ☠ Castle Rock Coaches (see page 22): from a local Nottingham brewery, named in turn after the large sandstone rock upon which Nottingham Castle stands.
- ☠ Cannon Ball Express: From the 1957–8 American TV series *Casey Jones*, about the railroads in 19th Century America, which went on forever in reruns on British television, well into all our childhoods. The Cannonball Express was the name of Jones's train.
- ☠ The Watch barracks on the west bank was named Fort Blackfire in tribute to the 1981 film *Fort Apache, The Bronx*, which likewise featured a police station in hostile urban territory.

THE PLOT

The three-legged mutant Goblin that jumpstarts **Shadows Over Bögenhafen** started as a wild improvisation in the first playtest session. The mutated leg materialised mid-game when Graeme realised that the Goblin could never outpace the PCs and make it to the sewers, and thus lead them to the plot of the adventure, unless it was faster than a standard Goblin. Even the name of the fair was improvised: one of the Player-created Characters was showing a rather disturbing interest in the livestock, and the fair got the name Schaffenfest, or 'Sheep Fair', as a result. (The Player involved went on to a distinguished career in the games industry, but shall remain nameless here).

The same character inspired the NPC Gottri Gurnisson, the drunken ne'er-do-well Dwarf who ends up dead in the sewers. Gurnisson, if memory serves, comes from *gurning*, an old-fashioned rural English pastime which is best described as a face-pulling contest.

There are many more jokes, both in the names and in the plot. The title of **Shadows Over Bögenhafen** is a tribute to the H.P. Lovecraft novella *The Shadow Over Innsmouth*. Neither Byran Ansell (head of GW at the time) nor Graeme had any idea at the time of just how much a one-line brief would influence the game, the Old World, and the wider **Warhammer** brand.



CHAPTER 2

THE EMPIRE



Chapter 10: Glorious Reikland of the **WFRP** rulebook includes a detailed description of the Reikland, where the events of this part of the **Enemy Within** campaign take place. While the glorious Reikland is the default home of **WFRP** characters, they may also have some knowledge of the wider Empire. As they travel, they will also hear news and rumours concerning places and people beyond the Reikland. This chapter gives a brief summary of the Empire, its 'great and good', and the workings of the Imperial system.

SIGMAR'S REALM

The Empire is a patchwork of Electoral Provinces, each a mighty realm ruled by an Elector. These Electoral Provinces, in turn, are divided into scores of 'Prime Estates', a collective name for the many counties, duchies, marches, baronies, and more ruled by the vassals of an Elector Count. Most Prime Estates are, again, split into many smaller provinces called 'Fiefs', and these too may be divided up again into smaller baronies, protectorates, territories, or similar. The Reikland is the richest and arguably most powerful of all the ancient Electoral Provinces.

This exceedingly complex, overlapping tangle of territories forms a social pyramid of borders, titles, oaths, and responsibilities. It preoccupies the many thousands of Noble Houses that span the Empire, from the tiny number of Royal Houses ruling the Electoral Provinces at the top, to the uncounted Minor Houses ruling the smallest mile-wide protectorates at the bottom. Knowing one's place in the tangle, and its privileges, is vital to anyone with any pretensions of nobility.

THE ELECTORAL PROVINCES

The Electoral Provinces are the realms within the Empire whose rulers are responsible for electing a new Emperor when the incumbent dies or abdicates.

Historically, there is considerable rivalry and tension between Electoral Provinces. Fortunately for the unity of the Empire, these ambitions have been suppressed in recent decades. The memory of centuries of bitter civil war ensures most political machinations are conducted discreetly.

The rulers of the Electoral Provinces are effectively sovereigns in their own realms, meaning they are largely able to exercise their authority as they see fit within the boundaries of their domains without needing to ask the Emperor's permission. Some are more independent than others, thanks to special privileges granted by previous Emperors. For example, the City States of Middenheim and Talabheim send no taxes to the Imperial coffers, and only have to supply troops during times of war when all the other provinces have been exhausted.

The style of government also varies between the Electoral Provinces. Talabecland, for example, is rigidly autocratic, while Sudenland has many democratic institutions. However, these variations usually have little meaning for the average citizen of the Empire. No matter where you go, the rich are still rich and the poor do all the work.

All of the Electoral Provinces are ruled by either Elector Counts or Electors.



The Elector Counts

The Elector Counts hold the most powerful titles in the Empire. Each rules a vast 'grand province', and is responsible for electing a new Emperor when the incumbent dies or abdicates. Their titles are incredibly old, dating back to the Time of Sigmar over two millennia ago. All Elector Counts and their immediate descendants for up to three generations are considered to be of royal blood, and this ranks their Noble House above all others as a Royal House. The ancient title also grants them the right to wield a Runefang, one of the magical swords forged for the greatest tribal chieftains during the Time of Sigmar. Historically, especially during the Dark Ages when the Empire collapsed, it was said a Noble House could not claim to be a Royal House without a Runefang, meaning wars over their ownership were frequent and bitter.

The Electors

Down through the centuries, there have also been other provincial rulers granted a right to vote for the next Emperor. This right has been granted by Emperors in the past for various political or social reasons, but is not linked to a royal title or the right to claim a Runefang. Currently, the Empire only has one Electoral Province ruled by an Elector: the Grand County of Mootland. This means the Elder of the Moot has an Electoral Vote, but no attendant royal or noble privileges.

THE PROVINCES

There are also many lesser, non-Electoral Provinces. The rulers of these Provinces are not considered to have royal blood but are important for historical, political, religious, or societal reasons. As a result, non-Electors often rival, or nearly equal, the less powerful Electors.

Provincial rulers are responsible first to their liege, the relevant Elector above them, and secondly to the Emperor. They appeal directly to their Elector, not the Emperor, for justice if they feel wronged. Equally, if Emperor Karl-Franz wishes to find fault with the behaviour of Chancellor Dachs of Ostermark, he first

raises the matter with Grand Duke Gustav of Talabecland who had better do something about the Emperor's concerns. These non-Electoral Provinces, being under an Elector, are effectively covered by the same immunities and exemptions as the 'parent' Electoral Province. This need not be a bad thing.

Just to add to the confusion, some of the Provinces are also ruled directly by an Elector Count.

THE CURRENT ELECTORAL PROVINCES

In the year 2512 the Electoral Provinces are:

- ☠ The Grand County of Averland
- ☠ The Grand Duchy of Middenheim
- ☠ The Grand Duchy of Middenland
- ☠ The Grand County of Mootland
- ☠ The Grand County of Nuln
- ☠ The Grand Princedom of Ostland
- ☠ The Grand Princedom of Reikland
- ☠ The Grand County of Stirland
- ☠ The Grand Barony of Sudenland
- ☠ The Grand Duchy of Talabheim
- ☠ The Grand Duchy of Talabecland

ADVENTURE HOOK

A FANG IN HER SIDE

If a Runefang were to be lost, such a scandal would be kept secret. The Elector who owned it would pay handsomely for its return. At least, that's what Roberta P. Wildschwein believes. After buying Beast Slayer from a disgraced former member of the Reiksguard, Roberta plans to return it and retire on the fortune she's sure to be owed.

The 'Runefang' has a short, strangely undulating blade, and a faintly glowing, almost eye-like stone set in the crossguard. The charlatan who sold Roberta the blade felt he should offload it quickly after pilfering it from a quiet fellow wearing purple pantaloons, and rightly so; the Purple Hand are already searching for the blade, and mean to dispatch anyone who knows of it. Roberta might need some help.

THE PRIME ESTATES

The Prime Estates are ruled by the vassals of the Electoral Provinces and Provinces. Whether the land is a duchy, march, league, county, palatinate, barony, or something else, its ruler is considered one of the most important nobles in the Empire, and can vote in the Prime Estate Diet. Most Prime Estates are split into many smaller fiefs.

The Prime Estates of each Electoral Province or Province go by different names, and are ruled in different ways. For example, in the Reikland the Prime Estates are known as the Reikland Estates, and they are granted many rights to restrict the authority of the Prince of Reikland, their Elector Count (see **WFRP** page 277). However, the Middenheim Prime Estates do not have the same powers. Instead, Grand Duke Boris Todbringer has absolute authority by law, and cannot be overruled or legally opposed by his vassals, no matter the insult or injury he causes (see **Middenheim: City of the White Wolf**).

FIEFS

A fief is ruled by a Noble House that has not sworn loyalty directly to its Elector Count, but to a lesser noble, perhaps a ruler of a Prime Estate. However, that doesn't mean such nobles wield any lesser power in their personal domains. Indeed, minor fiefdoms are some of the most autocratic regions in the Empire, where peasants are little better than slaves and the crack of the whip is an everyday occurrence.

TOWNS

As far as many people in the Empire are concerned, the most important type of government with a direct bearing on their daily lives is the nearest town. This is the place where taxes are collected, military service is rendered, trials held, and merchandise sold. The exact governmental structure varies from town to town: some have autocratic governors appointed by the provincial ruler; some have elected councils; some have Imperial Plenipotentiaries, the Emperor's direct representatives; and a few seem to muddle along with no obvious administration at all.

THE CURRENT PROVINCES

The Provinces in the Empire of 2512 IC are:

- ☠ The Principdom of Altdorf, attached to Reikland
- ☠ The Principdom of Averheim, attached to Averland
- ☠ The Principdom of Carroburg, attached to Middenland
- ☠ The Protectorate of Drakwald, attached to Middenland
- ☠ The Arch-duchy of Dunkelkoste, attached to Talabecland
- ☠ The Barony of Hochland, attached to Talabheim
- ☠ The Barony of Nordland, attached to Middenheim
- ☠ The Northern March, attached to Ostland
- ☠ The League of Ostermark, attached to Talabecland
- ☠ The County of Sylvania, attached to Stirland
- ☠ The Arch-duchy of Upper Teufel, attached to Reikland
- ☠ The March of Vennland, attached to Sudenland
- ☠ The Westenmark, attached to Middenheim
- ☠ The County of Wissenland, attached to Nuln
- ☠ The Principdom of Wurtbad, attached to Stirland

ADVENTURE HOOK

SOW HAVOC, REAP REWARDS?

Duke Lumpo Hohenheim 'The Sloppy' succumbed to the black plague only four months ago, but already his 18-year-old heir Duke Roricus Hohenheim tires of leigedom. The young Duke despises the town of Beckol in particular, full as it is with whiny merchants making daily requests of their liege-lord — any distraction from hunting with his squires catches Roricus's ire, but his obligation to listen to the middle classes has proved the only responsibility that is impossible to dodge.

On hearing of the Characters, the Duke hatches a plan: hire these ne'er-do-wells to raise havoc in Beckol until the overly dependent merchants cough up for a charter to become a Freistadt. He issues orders to his guards to let the Characters do as they please, expecting a real crime spree to spur the petulant merchants. Of course, Roricus has no intention of paying the Characters, and cares little about any cult activity they may discover during their rampage through the merchant houses.

LORDS AND FREISTADTS

Most towns are ruled by a liege lord, either the overall ruler of the Province or a lesser noble sworn to the service of that ruler. Some are Freistadts or 'free towns' that hold a charter from an Elector Count or the Emperor and answer only to them.

Kemperbad in the Reikland is one of the largest Freistadts and, like most free towns, it is ruled by a council drawn from the senior members of the town's guilds and cults. Prosperous towns pay well for a charter, and many cash-strapped rulers have taken advantage of this easy source of funds.

Independent towns can be a thorn in the flesh of all higher authorities, since a noble's agents cannot normally collect taxes or raise troops from them, depending upon the charter's terms. Local nobles are always looking for an excuse to have a town's charter revoked and have themselves installed as its rulers.

In the past, some free towns have been known to be powerful enough to wage war against Provincial rulers, and powerful enough to be worth a private war waged by a would-be ruler. Following a disastrous harvest, the Freistadt of Streissen suffered from bread riots in the year Karl-Franz ascended the throne. Grand Countess Ludmila of Averland made it quite clear that she would only send her troops to keep the peace after the town's government agreed to pass all its privileges and authority to her. The massacre that accompanied her takeover is one of the more infamous chapters of recent history.

THE HINTERLAND

Whatever its form of government, a town's authority rarely ends at its walls. Usually, all farms and villages within a radius of some 10–20 miles look to the town for protection. In return, they are subject to its laws and taxes, though ancient borders and rivalries between Noble Houses frequently interfere with this arrangement.

RULING THE EMPIRE

In theory, the Emperor has absolute control over every aspect of the Empire. However, in practice, his power is limited by a range of special privileges granted to various individuals and Imperial offices by the edicts of his predecessors. Emperors find it very difficult to revoke these grants, much as they might want to see them gone.

THE EMPEROR

The office of Emperor is maintained out of a strong national sense of historical necessity and for religious reasons. The last time the Empire lacked a recognised Emperor, it was almost wiped out during the Great War Against Chaos. Seeing that as just another sign that an Emperor is always needed, the Cult of Sigmar believes that 'Sigmar's Heir' should always lead the Empire. They claim that Sigmar's will is made manifest through an Emperor sitting on Sigmar's throne, and strongly support its continued relevance.

Like all his predecessors, Emperor Karl-Franz swore an oath that he would 'at all times govern and maintain the majesty of the Empire', but this has been no easy task.

THE COUNCIL OF STATE

Broadly speaking, the Emperor has the power to set taxes, raise armies, and issue edicts. The Emperor appoints a Council of State to assist him in the day-to-day running of the Imperial court, and to advise him on matters financial, military, and beyond. The membership of this Council — which always includes the Grand Theogonist, the head of the Cult of Sigmar — is usually selected from the families of the most ancient lineage. As such, it changes very infrequently.

The Council has no constitutional authority, but its members still wield considerable power since they control access to the Emperor. Whenever they manage to agree, they can exercise unparalleled influence on him. The Grand Theogonist, who is arguably the most powerful individual in the Empire, is usually behind the Council's more urgent recommendations.

ADVENTURE HOOK

THE BLOODY HOOD

The infamously tight-fisted Gottfried, baron of Ranachfels, has placed an unheard-of bounty of 40 gold crowns on the head of an infamous local outlaw known only as the Bloody Hood. In response — and much to the amusement of the populace of the barony — the Bloody Hood has posted their own bounty of 100 crowns for Gottfried's head!

Unknown to most, the Bloody Hood is in actuality the Baroness Melusine Hedwig Strockblitz, and merely wants to collect the taxes she believes she is owed, as Gottfried continuously claims taxes from the town of Moerfort on the border between their two baronies. Neither noble is above using any underhanded tactics to get their way, including hiring a band of out-of-town Characters used to getting blood on their hands.

Emperor Mattheus II, the grandfather of Karl-Franz I and a strong believer in democratic principles, attempted to draw up an Imperial Constitution based around the Council. This aroused the suspicion of the Elector Counts and the Council of State, and the idea was quietly abandoned. It takes a strong Emperor indeed to go against a united Council of State.

The Council meets (at least) monthly in the Mattheus-Ferrand Chamber of the Volkshall in Altdorf, though it is a rare day when more than three members sit simultaneously. When more are present it's almost always in response to a momentous event.

IMPERIAL PLENIPOTENTIARIES

From time to time, the Emperor also appoints special representatives in the provinces and towns. Officially known as Imperial Plenipotentiaries, these are usually loyal servants sent to look after the Emperor's interests and keep tabs on his so-called servants. They may also be ambitious or dangerous nobles sent to quiet backwaters to keep them away from the capital and the centre of power.

Whatever the reason behind their appointment, Imperial Plenipotentiaries are widely regarded as little more than court favourites, and few accord them much real respect. Nobles and town councils cooperate with Plenipotentiaries because of their Imperial commission, but are generally sullen and deeply resentful during any encounter with these 'jumped-up lap-dogs'.

THE ELECTORS

The real power in the Empire is in the hands of the Electors. Just to complicate matters, the Emperor is an Elector in his own right. The Electors are the rulers of powerful realms or powerful religions within the Empire. Even so, their most jealously guarded power is their right to choose a successor when an Emperor dies. An election is a cut-throat affair as each Elector puts forward a candidate who will advance their personal interests, in some cases little more than a puppet. Despite this politicking, some truly great Emperors have been elected. An equal number have been compromise candidates, people of modest ability whose main quality was being inoffensive.

As history shows, there is much rivalry between the Elector Counts of the grand provinces. Similarly, there is contention between the two religious cults with Electoral votes: the Cult of Sigmar and the Cult of Ulric. The Cult of Sigmar is based in Altdorf and powerful in the south. The Cult of Ulric is based in Middenheim and popular in the north. The Grand Theogonist Yorri XV of the Cult of Sigmar can be said to have tipped the balance in his favour by getting two of his subordinates appointed as Electors, while the Cult of Ulric is represented only by Ar-Ulric, a title meaning 'Son of Ulric'.

Although the Electors spend much of their time jockeying for position among themselves, they often show a united front to the Emperor, the independent towns, and the guilds — all of whom they wish to control as much as possible. Since the power of an Elector derives from lordship over a grand province, the title is hereditary.

THE CURRENT ELECTORS

In 2512 IC, the time of the **Enemy in Shadows**, the Electors are as follows. By the end of the **Enemy Within** campaign, the ruling families, and the lands they rule, will change significantly.

1. **Emperor Karl-Franz I** of House Holswig-Schliestein, Elector Count, Grand Prince of the Reikland, Prince of Altdorf, Count of the West March, and Sigmar's Chosen, is based in Altdorf. He is 35; his heir to Reikland is his sister's eldest son, Crown Prince Wolfgang of House Holswig-Abenauer, 19. His heir to Altdorf is his son, Crown Prince Luitpold, 16. Luitpold used to be heir to Reikland, but was recently disinherited from the title for reasons unknown, and then banished to the West March.
2. **Emmanuelle II** of House Liebwitz, Grand Countess of Nuln and an Elector Countess, is based in Nuln. She is 27. She has no publicly named heir, fuelling rumours that she has at least one secret child hidden away.
3. **Boris X** of House Todbringer, Grand Duke of Middenheim, Elector Count, also has the title 'Ban-Ulric' meaning 'beloved of Ulric', and is based in Middenheim. He is 57; his named heir is his sickly oldest son, Baron Stefan, 40.
4. **Hans-Hals I** of House Tasseninck, aged 62, is Grand Prince of Ostland, an Elector Count, Prince of Wolfenbourg, and Graf of Tasseninck. His named heir is his only son, the wildly charismatic Crown Prince Hergard, 32, a man known for his deep passions.
5. **Elise IX**, 31, of House Krieglitz-Untern, Grand Duchess of Talabheim, Elector Countess, and 'Luddataal' — 'Chosen of Taal' — is based in Talabheim. She has no publicly named heir after a recent family tragedy left her childless.
6. **Leopold I** of House Bildhofen, Grand Duke of Middenland, Elector Count, and Prince of Carroburg, is based in Carroburg. Aged 46; his named heir is his younger brother, Baron Siegfried. He has five legitimate children of his own, but all are disinherited until they can succeed in 'impressing him'. His eldest child, Primus, is never likely to do this (see **Enemy in Shadows**, page 62).

7. **Gustav XI** of House Krieglitz, Grand Duke of Talabecland, Elector Count, Count of Krieglitz, and 'Grátaal' — 'Beloved of Taal' — is based in Castle Schloss, just outside the town of Herzig. Aged 22; he has no publicly named heir due to a 'dispute of lineage' concerning his younger brother, Gunter, lodged by their uncle, Count Ottlin of Gehrandt.
8. **Etelka III** of House Toppenheimer, Grand Baroness of Sudenland, Elector Countess, Baroness of Pfeldorf, and Baroness of Geschberg, is based in Pfeldorf. Aged 51; her named heir is her adopted son, Baron Olaf Sektliebe, a source of much consternation amongst her 12 children.
9. **Alberich V** of House Haupt-Anderssen, Grand Duke of Stirland, Elector Count, and Prince of Wurtbad, is based in Wurtbad. Aged 15; he has no publicly named heir after his younger brother, Rudolph, was disinherited in 2511 IC by Alberich's Regent, Stirmarshal Haygich.
10. **Ludmila I** of House Alptraum, Grand Countess of Averland, Elector Countess, Princess of Averheim, Countess of Gaital is based in Averheim. Aged 77; her named heir is her eldest daughter, Baroness Marlene, 51.
11. **Elder Hisme Stoutheart** of the Grand County of the Mootland is based in Eiches Schatten. Aged 124; he not only represents the Mootland, but also all Halflings in the Empire.
12. **Grand Theogonist Yorri XV** of the Cult of Sigmar, Theogonist of the Empire, Arch Lector of the West, Lector of Reikland, High Priest of Sigmar is based in Altdorf, and is aged 56.
13. **Arch Lector Aglim** of the East for the Cult of Sigmar, Lector of Talabecland, and High Priest of Talabheim, is based in Talabheim, and is aged 70.
14. **Arch Lector Kaslain** of the South for the Cult of Sigmar, Lector of Wissenland, High Priest of Nuln, is based in Nuln, and is aged 62.
15. **Ar-Ulric Jarrick Valgeir** of the Cult of Ulric, 48, is based in Middenheim.

THE GUILDS

Alongside the Emperor, the Electors, and the free towns, the fourth power in the Empire is the guilds. In all towns, the guilds are among the most important institutions. They normally have a monopoly on the relevant trades they control, and membership of the town guild is compulsory for anyone wishing to ply a trade there. In return, the ordinary guild member gains a powerful voice, which town councils and liege lords ignore at their peril. When a large job needs to be undertaken, particularly one commissioned by the town council, or by another guild, it's traditional for an approach to be made to the relevant guild rather than an individual craftsman. The guild negotiates the cost and rates of pay, and parcels out the work among its members on a sub-contractor basis.

THE CURRENT COUNCIL OF STATE

In the time of **Enemy in Shadows**, the Council of State has been largely unchanged since Emperor Karl-Franz first rose to power a decade ago. Its members are old, powerful, and used to wielding absolute authority. Like his father before him, Emperor Karl-Franz grants each of his councillors a broad-reaching 'portfolio', an official title, and allows them to wield the full authority of the Emperor in their area of control. The current councillors are:

- ☠ **Grand Theogonist Yorri XV** of the Cult of Sigmar. He is granted the title of High Confessor and his portfolio covers all Matters Spiritual.
- ☠ **Baroness Lotte Hochsvoll** is the High Chancellor of the Fisc. Her portfolio covers Matters Material.
- ☠ **Grey Guardian Immanuel-Ferrand Holswig-Schliestein** is High Chancellor of the Realm. His portfolio covers Matters Temporal: this is code for saying he's the Imperial Spymaster.
- ☠ **Supreme Patriarch Thyus Gormann** is High Wizard. As might be expected, his portfolio covers Matters Magical.
- ☠ **Duchess Ullana Velten** is High Chamberlain of the Seal. Her portfolio covers Matters Ambassadorial, effectively foreign affairs.
- ☠ **Reiksmarshall Kurt Helborg** is High Fieldmarshal. His portfolio covers Matters Martial.
- ☠ **Lector Agatha Böhrn** of the Cult of Verena is the Supreme High Law Lord. She deals with Matters Legal.
- ☠ **Countess Talene Feuerbach** is High Chamberlain of the Palace. Her portfolio involves Matters Imperial. This means she runs all Imperial holdings.

TYPES OF GUILDS

There are guilds for just about every trade, craft, and profession imaginable. The Craft Guilds (Metalworkers, Carpenters, Cartwrights, Masons, Jewellers, Tailors, and the like) control standards of workmanship. Every apprentice is examined by a guild official before being granted journeyman status, with the right to work without a master. The craft guilds also require that any craftsman claiming to have served an apprenticeship elsewhere must present them with testimonials and letters of introduction from any previous guilds they had joined.

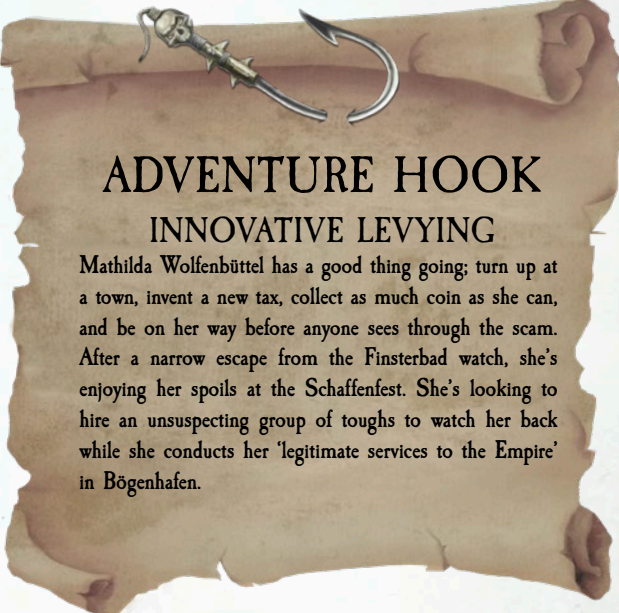
The Labour Guilds (for example, Labourers, Teamsters, and Stevedores) are not so strict in their requirements, since the same standards of craftsmanship do not apply to their work. However, they do keep close control of their members' activities and protect their labour monopolies ruthlessly.

The Merchants' Guild works in much the same way as a Craft Guild, overseeing apprenticeships and so on, but its members are free to seek business as they please. The majority of mercantile operations are family-based, and outside these families new guild members are not encouraged. Occasionally, the guild may intervene when competition or disputes between members threaten its unity or reputation but, by and large, the Merchants' Guild is content to let members conduct business as they see fit.

All guild members pay an annual membership fee, which helps to maintain the guilds' premises. These range from lavish townhouses to well concealed, rambling hideaways, to small rooms at the back of an artisan's shop. Apprentices must pay a fee in

order to be examined by a guild official before progressing to full membership and being allowed to ply their trade in a town. In some places, members of craft guilds are also expected to do one day's work per year for the guild, for which they are not paid.

Those foolish enough to operate without the backing of a guild can expect all kinds of trouble: a verbal warning, followed by threats of physical violence — which are swiftly carried out if the person concerned continues to be recalcitrant.



ADVENTURE HOOK

INNOVATIVE LEVYING

Mathilda Wolfenbüttel has a good thing going: turn up at a town, invent a new tax, collect as much coin as she can, and be on her way before anyone sees through the scam. After a narrow escape from the Finsterbad watch, she's enjoying her spoils at the Schaffenfest. She's looking to hire an unsuspecting group of toughs to watch her back while she conducts her 'legitimate services to the Empire' in Bögenhafen.

STRIKE ACTION IN BÖGENHAFEN!

A guild strike can be a practically useful tool in a GM's toolbox. As well as adding verisimilitude and colour to your campaign, a strike can control pacing, lock off locations, and create new opportunities for adventure. Below are some examples of a strike in *Enemy in Shadows*.

The Stevedores' Guild is holding a strike in Bögenhafen seeking higher pay. Some ambitious Teamsters have seen this as an easy opportunity to make some quick cash, and have volunteered their services. This slight against the Stevedores pushes the high tensions between the guilds to breaking point. The strike erupts into a riotous brawl (likely started by members of The Bloody Nose — *Enemy in Shadows* page 141) between striking Stevedores and opportunistic Teamsters.

The strike and the ensuing riot stretch across the entirety of the Bögenseite, preventing anyone from going about their regular business — including the Ordo Septenarius, potentially delaying the ritual and affording the Characters a bit more time to prevent an apocalyptic scenario.

With no end to the riot in sight, many parties are interested in breaking the strike and returning to a profitable normality in Bögenhafen. Gurney Dumkopf, head of the Stevedores' Guild, is probably more amused than worried by the situation, but knows not to bite the hand that feeds. After a brief and somewhat threatening visit from Teugen, he will try to call off the strike. Unfortunately, his guild has grown beyond the reach of his well-muscled arms, and he needs the Characters' help to de-escalate the situation.

The Ordo Septenarius have a pressing urgency to stop the strike (particularly Teugen) as the Characters may well be aware. Teugen or Steinhäger may even send one of their many servants to requisition aid; whether or not this is a trap is up to you.

Alternatively the Stevedores' Guild could be striking due to the stench of the Bögen — Gottri's corpse has clogged a sewage line, and a group of enterprising Characters could be paid to remove it — or another guild entirely could be striking. A powerful guild can field a small army of protesters, so feel free to play up the disruption this may cause to daily life in Bögenhafen.

GUILD STRUCTURE

The internal structure of guilds varies enormously across the Empire, although most of those in the Reikland follow the same basic pattern, with minor variations. A Guild Council made up of a dozen or so of the guild's most senior members elects a Guildmaster, who chairs regular Council meetings that make all policy decisions from setting membership fees to holding ad hoc trials for those who transgress guild laws. Vacant places on the Council are very rare, and usually only arise following a member's death. The surviving members meet in closed session to fill the empty seat by invitation.

In small towns and villages, there might not be enough members to justify such a formal structure, and in many such cases a town or city guild will extend its control to cover the nearby villages.

The guilds' collective power is subtle, yet potent. Since they are the representatives of skilled labour and moneyed wealth, they have managed to change the will of the Emperor, provincial rulers, and town authorities on many occasions. Guilds have been known to become involved in riots, revolts, and strikes as more blatant manifestations of their strength, and it is widely recognised that there is a struggle for power between the rural propertied interests represented by the nobility, the urban oligarchies who run the towns, and the guilds who control labour and trade. This struggle becomes especially fierce when the guilds are excluded from offices and privileges granted to the former two groups.

TAXES AND REVENUE

Taxes may be levied at a variety of levels. The Emperor sets taxes to maintain his court and finance his armies. Provincial rulers set taxes to maintain their courts and armies, as well as to build roads, canals and other public infrastructure projects. Town councils set taxes to maintain their State Armies in order to post a Watch and train local road warden patrols, and cover the costs of things like town walls, municipal buildings and services, and the many monuments and statues along the Empire's roads.

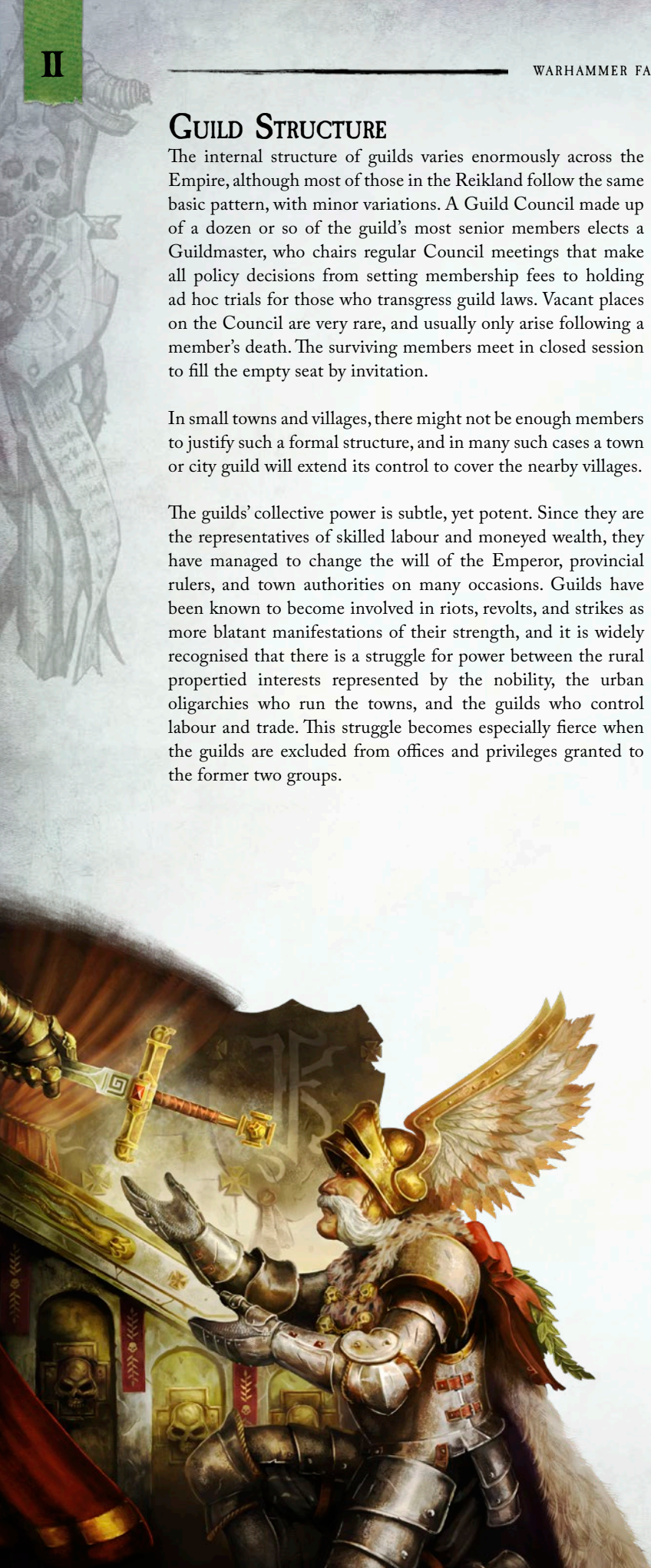
Not surprisingly, the list of things that can be taxed is endless. In most Prime Estates, households are expected to pay an annual poll tax of at least 10 shillings per Doomed family member. This is anyone who is at least 10 years old and has been Doomed by a Doomsayer of Morr, thus granting the right to work as an adult. Tolls are charged for the use of roads and river locks. Gate taxes are charged on all non-residents entering and leaving towns. Merchants are taxed on merchandise sold. The list goes on and on. Simply: whatever the activity, there is almost certainly a tax on it. Since it is reckoned that only the unpropertied, non-guild, working class actually pays all the taxes imposed upon them, the burden on the poor is unbelievably great. Nobles pay hardly any taxes at all, and chartered exemptions free many towns and guilds from specific taxes. This is generally why the Elector Counts and local liege lords are forced to have new taxes devised so frequently, so that they have some money.

In fact, there are so many provinces, cities, individuals, and offices with exemptions from taxation, and the requirement to supply troops, that there have been long periods when the defence of the Empire was severely compromised. Emperor Karl-Franz, like many of his predecessors, has instructed his treasury officials to invent new taxes to raise money, and then been forced to grant exemptions as interest groups united to defy him. As new taxes are devised every month, charlatans and con artists travel from place to place, collecting taxes that the Emperor has not actually imposed... yet.

LAW IN THE EMPIRE

The various law enforcement agencies have more than enough to keep them busy. Most of those needed are provided by the State Army, such as road wardens, the local town and city Watches, and similar. These institutions often operate on the principle of a suspect being guilty until proven innocent. People, especially rootless adventurers with no local ties, must be very careful when dealing with the law. Even if they are innocent, failing to show proper respect to law officers, or doing anything that law officers might find even mildly irritating, is a sure way to get arrested.

Characters who are actually guilty need to tread even more cautiously, as might expect. If the crime is a trivial one, bribery is a possibility. This is often presented as payment of an on-the-spot 'fine'. However, if a bribe attempt fails, things become a lot worse. More serious crimes such as theft, breaking and entering, and so on, often (not always) end in a trial before the nearest



magistrate. If a Character resists arrest, the law enforcers are quite likely to feel entitled to dispense justice on the spot, which usually ends with burial in an unmarked grave. Crimes such as murder, armed robbery and horse-stealing are regarded as so heinous that the arresting party is actually expected to deal with the criminal on the spot.

Arrested Characters may, or may not, be tried according to their apparent social position and the evidence against them. Unless there is incontrovertible evidence against a noble or wealthy merchant, these people rarely come to trial, as a few well-placed Crowns are sufficient to have proceedings dropped. The very poor tend not to reach court either: they languish in prison for years or end up in a penal colony breaking up rocks to repair the roads. Occasionally one of the poor will be placed on trial to take the rap for a guilty noble who has bribed away their transgressions. Additionally, the nobility may only be judged by their direct liege lords, whoever they may be, subject to the specific laws of their respective province. Breach of this provision is likely to end in embarrassment at best, and war at worst, so it's rare that members of the nobility are held to account for their actions.

It's usually the not-quite-so-rich who end up in court, faced with a fair assortment of charges added after the original arrest and detention. It's customary to add as many charges as possible to the main one, to cover any previously unsolved crimes.

Characters brought to trial are likely to face prolonged and costly proceedings. Regardless of the evidence, Characters without substantial funds or a public reputation are likely to be found guilty unless there is another suspect available, preferably one of lesser social standing. Trouble definitely rolls downhill.

Depending on the nature of the crime, the verdict will usually be execution or a long period of incarceration. Occasionally, poor and innocent Characters do go free, but more often than not they end up being punished for crimes they did not commit.

The laughably unsanitary conditions prisoners are subjected to make jailbreaks uncommon. Those cunning few that dare to escape capture are either mercilessly pursued, or announced dead and quietly forgotten to preserve the reputation of the local watch. If your Characters end up on the wrong side of a set of prison bars and you want to give them a way out, look to page 50 or page 62 for an unscrupulous inmate to help get your adventure back on track.

PEOPLE

COMMON FOLK

It's wrong to suppose that the Empire is teeming with plate-clad aristocrats. The vast majority of the populace are poor, simple folk. While the towns and cities have growing artisan and merchant classes, those who bear the brunt of taxation, and those who die in droves in times of war, are the peasants.

NOBLE HOUSES

The Empire's nobility ranges from the mighty Imperial House Holswig-Schliestein to the many lowly Lesser Houses comprising the baronets and knights found on every estate. The importance and wealth attached to apparently similar titles varies greatly. For example, the Countess of Averland rules a vast area lying between the river Aver, the Upper Reik, and the



Black Mountains, while the Countess of Bylor rules a Sylvanian bog in Eastern Stirland that would barely support half of a poor baronet of the Reikland. This diversity is noticeable in the wealth of the more important families, particularly among the Royal Houses who hold Electoral positions. The members of the wealthy families are always recognisable by their rich robes and glittering jewels. It's a popular saying that, on a moonless night, the sparkling Imperial Court at Altdorf can be seen as far away as Nuln. In contrast, the nobles of the eastern Empire often have difficulty convincing visitors that they are, in fact, of noble blood.

Titles

The Emperor is known as His Imperial Majesty, the Emperor Karl-Franz I. Rulers of Principalities are styled as Princes or Princesses, while rulers of Duchies are known as Dukes or Duchesses. Rulers of Counties are known as Counts or Countesses, and rulers of Baronies are known as Barons or Baronesses, as are heirs to Counties and Duchies. Rulers of Marches (borderlands) are called Margraves. Heirs to Baronies are known as Baronets, and heirs to Principalities known as Crown Princes. The ruler of the League of Ostermark is known as the Chancellor.

However, local customs ensure that no two parts of the Empire have a consistent standard, and that there are many more titles than the few already listed. In Nordland, heirs to coastal estates are titled Master or Mistress. Down the Reik, many Prime Estates are ruled by Reikgrafs and Reikgravins. In many parts of the Empire, 'Hochadel' Noble Houses, those who have been counted as noble for over 1,000 years, use the title graf and gravin rather than duke and duchess or count and countess; that said, in Middenland they prefer the title grafina to gravin, which they see as somewhat effete.

In general, the prefix 'Grand' signifies that the title holder is also an Elector — thus Emperor Karl-Franz is also the Grand Prince of the Reikland. However, not all rulers choose to use it: Graf Boris Todbringer of Middenheim, for example, is not styled 'Grand Graf' or 'Grand Duke' largely because he doesn't like the way either title sounds. Instead, he is universally known as 'the Graf'.





CHAPTER 3

THE EMPIRE'S ROADS AND HIGHWAYS



'Two roads diverged in the Drakwald. I took the one less travelled, and that lost me an eye and ten pfennigs.'

—Robrecht Fraücht, Road Poet

Known for its majestic capital and major cities with striking architecture and intricate canals, the variable quality of the Empire's roads and highways is in stark contrast. A few days of bad weather can turn a firm, smooth highway into an almost impassable morass. While some effort is made to keep the Empire's great highways open, the smaller roads — some little better than dirt tracks at the best of times — are often merely a collection of puddles and mud.

The busiest overland routes are the roads from Altdorf to Middenheim, the Old Forest Road leading from Wurtbad to Middenheim, and the routes over the Grey Mountains into Bretonnia. Beyond these, countless miles of lesser roads link cities, towns, and villages together, running through the deep forests and across hills and plains.

THE HIGHWAYS

The state of the Empire's highway system owes much to Emperor Wilhelm the Wise. Having heard of the extraordinary delivery speeds offered by the Ostland Checkpoint Service used along the Kislev Verge and into the Northern Marches, Wilhelm decided to duplicate the system across the Empire. In a decree of 2453, a system of Imperial messengers was created to carry news rapidly between all of the Empire's great cities, especially in times of war, to complement the Imperial Post. By commandeering fresh horses from coaching inns along the way, a messenger could travel from Kislev's borders to Altdorf in 6 days, and from the notorious Black Fire Pass in just 11 days.

The 2453 decree demanded the Prime Estates set aside cavalry from the State Regiments they were obliged to raise. Naturally, the nobility of the Empire immediately looked for exemptions, and many simply ignored the 'demand'. However, as the scheme was sensible and costs were low, many nobles provided patrols for their local area.

The decree also laid down standards for the size and quality of the Empire's arterial highways. The rulers of each province were made responsible for the maintenance of all important highways that passed through their lands.

According to Wilhelm's decree, an Imperial Highway must be 20 ft wide (enough to permit two wagons to pass comfortably) and constructed of hard, crushed stone tamped down to provide a firm surface. It must also be constructed with a camber, allowing rain to wash away to either side. The roads that run alongside the great rivers, such as the Talabheim to Altdorf road, are designated Imperial highways, but because the river takes the bulk of heavy traffic, they tend not to be maintained to a high standard. Often, the road is of 'highway quality' for a few miles beyond the city but becomes a major road after that.

MAJOR ROADS

Major roads are maintained by the communities they serve, often funded by tolls or taxes on goods passing particular spots. Those closest to a town or city are the best maintained, 8–12 ft wide with occasional wider spots where traffic in opposite directions can pass. Further from the nearest town, their chipped-stone or gravel surfaces turn to dirt and they become narrower, with the vegetation to either side growing inward.

MINOR ROADS

Minor roads are often little more than dirt tracks, only kept free of vegetation by the passing of wheels, feet, and hooves. They follow the 'path of least resistance', wandering around hills and other obstacles. Often these were little more than game trails or footpaths before being given the grand title of 'road'.

COACHING HOUSES

The Empire's roads are well served by numerous coaching houses: companies that own coaches, employ coachmen, and set consistent routes of travel. Each coaching house runs regular services between the cities, which are a reliable means of travel.

Other coaching houses of the Empire include:

- ☠ Ratchett Lines of Altdorf
- ☠ Cartak Lines of Altdorf
- ☠ Red Arrow Coaches of Averheim
- ☠ Castle Rock Coaches of Middenheim
- ☠ Wolf Runner Coaches of Middenheim
- ☠ Cannon Ball Express of Nuln
- ☠ Imperial Expressways of Nuln
- ☠ Tunnelway Coaches of Talabheim

There are also hundreds of smaller coach lines and independent operators that run between the Empire's towns and villages.



FOUR SEASONS COACHES

Four Seasons is rapidly expanding its operations, now serving all of the Empire's major cities. The line is also establishing a chain of exclusive coaching inns along the main routes. Four Seasons coaches still call at the independent coaching inns, but it is only a matter of time before they open their own inns and threaten the livelihoods of the independents.



CASTLE ROCK COACHES

Castle Rock Coaches is fighting hard to keep its share of the capital route as Four Seasons expands. It has made arrangements with many independent coaching inns, and has blocked the efforts of Four Seasons to take control of several inns between Altdorf and Middenheim.

In addition to competing with Four Seasons on the Altdorf-Middenheim route, Castle Rock runs services from Middenheim to Marienburg along the Great North Road, up the Old Forest Road to Salzenmund, south to Talabheim, and east via Wolfenburg and Hergig to Kislev.



RATCHETT LINES

Ratchett Lines is a smaller operation. An older outfit than Four Seasons, some nobles prefer Ratchett because of its history and it is considered a more respectable way to travel.

Unchanged in design for decades, the Ratchett Lines coaches seem old-fashioned and

a little shabby when compared with their modern competitors. Though the success of other coaching houses pressure the old guard, their employees pride themselves on the quality of their service; indeed, prices are 10% higher as Ratchett Lines seeks to position itself as an exclusive and upper-class carrier. Its coaches operate on a charter basis: coaches engaged by noble passengers leave as soon as possible, regardless of the hour, while others leave only when all the seats are taken.

In theory, Ratchett runs regular services from Altdorf to all of the Empire's major cities in addition to its private charters, but increasing competition has led the company to rely on its private business and its long-standing links with the nobility. Its successful regular routes include a weekly service to Helmgart then over the Axe Bite Pass to Montfort in Bretonnia.

COACHING INNS

Coaching inns are spread out along all major highways, and in towns along the way. They are often spaced about 30 miles apart, which is about half a day's travel by coach or horseback, or, for the hardy, a full day's travel on foot in reasonable weather.

The Coach and Horses (see **Enemy in Shadows**, page 11) is a typical Imperial coaching inn. It can be used as a model for any others the Characters may visit on their travels. A similar example, the Pouncing Pegasus, can be found in **Buildings of the Reikland** available from **Cubicle 7's** webstore. Because all coaching inns have to serve the same functions, they tend to be similar. Local variations exist in food, drink, cleanliness, and most noticeably in pricing and hospitality.

ADVENTURE HOOK

A COACH TOO FAR

After finding the dual fortunes of a broken-down coach and its meek, wealthy, easily-done-away-with occupants, an enterprising gang of semi-literate bandits have invested in a new money-making scheme. By renovating the vehicle and cobbling together a close approximation of the Ratchett Lines' heraldry and uniforms, the gang have created the perfect honeypot. Passengers pay to ride, are driven far from the safety of society, then robbed blind by these false coachmen as they draw their weapons whilst the coach is moving. Thus far the 'Ratchid Lynes' coach has remained profitable and undetected by the law, but they are becoming more daring, and anyone with a basic education or inquiring eye could rumble these cutthroats.

As the gang intend to take the entirety of every customer's coin purse partway through the journey, they can offer dirt cheap prices to ride — perfect for any cash-strapped party. The 'Ratchid Lynes' could replace the coachmen at the start of **Enemy in Shadows**, particularly if you're keen on running some swashbuckling swordplay on top of a moving coach!



CHAPTER 4

MOUNTS AND VEHICLES

Given the precarious nature of the roads, and the sheer distance involved when moving between the great cities and towns of the Empire, it is no surprise that few travellers choose to go on foot. Riding beasts, draught animals, lumbering carts, and thundering coaches are a common sight along the highways and backroads between the pinpricks of civilisation.

DRAUGHT ANIMALS AND MOUNTS

The Horses profile on page 316 of **WFRP** is appropriate for a light warhorse, but there are many other horses and mounts on the Empire's roads, and few are trained for battle. The following profiles cover the most common mounts and beasts of burden. Exotic creatures are used occasionally by Wizards and particularly ostentatious nobles, but the rules in these pages can be adapted to cover them as well.

Halflings, and many Humans in remote communities, breed large dogs to pull two-wheeled carts and carriages. A few Halflings have tried riding dogs but that rarely turns out well for the dog. Halflings may be short, but they are rarely light.



DOG

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	-	20	20	35	30	-	15	10	25	7

Traits: Skittish, Trained (Broken, Drive), Stride, Weapon +5



PONY, DONKEY, OR MULE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	-	30	45	20	30	-	10	10	10	12

Traits: Skittish, Stride (Quadruped), Trained (Drive or Mount), Weapon +6

Ponies are a small breed of horse no more than 15 hands (about five feet) high at the shoulder; donkeys are tough, resilient, and notoriously stubborn cousins of horses; mules are sterile crossbreeds of horses and donkeys. If anything, mules are even more awkward than their donkey relatives, but make up for it by being seemingly tireless.

All three animals are used as mounts by the rural lower classes. They can be hitched to small, two-wheeled carts, or loaded with goods and led by a person on foot. It is not uncommon to hitch teams of up to twenty mules to a medium or large wagon.

Donkeys and mules often have the Stubborn trait, which increases their WP score by +20 and requires an Opposed Ride or Drive/Willpower Test whenever the rider or driver needs to bring the creature under control. If the test is a failure, the animal stops dead and refuses to go further. It can be induced to go forward by a successful Ride Test opposed by the creature's Willpower, or an opposed Charm Animal Test if someone is leading it by the bridle. In either case, it does not go faster than half Walking speed.



DRAUGHT HORSE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	25	-	45	45	17	25	-	10	10	20	26

Traits: Size (Large), Skittish, Stride (Quadruped), Trained (Broken, Mount, Drive), Weapon +7

These medium-sized horses are popular with farmers who can afford them and value their versatility. They pull ploughs or carts — a pair can handle all but the heaviest wagons — and make reasonably docile mounts for trips into town on market days.



OX

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	25	-	55	55	15	20	-	10	10	10	32

Traits: Bestial, Size (Large), Skittish, Stride (Quadruped), Trained (Drive), Weapon +8

Oxen are slow, but immensely tough, bovines. Farmers commonly use them to pull carts and wagons, and some merchants prefer them for pulling heavy cargo wagons.



HEAVY DRAUGHT HORSE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	-	50	50	15	20	-	10	10	10	32

Traits: Brute, Size (Large), Skittish, Stride (Quadruped), Trained, (Broken, Drive), Weapon +7

Optional: Trained (Mount)

These are the largest horses in the Empire, and probably the largest in the Old World. Large draught horses can weigh more than a ton and pull almost anything. They can be ridden, but few are trained to accept a rider. Although most nobles would deny it, draught horses are the original breeding stock used to produce heavy warhorses.



RIDING HORSE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
7	25	-	30	45	20	30	-	10	10	20	24

Traits: Size (Large), Skittish, Stride, Trained (Broken, Mount), Weapon +6

This profile represents the most common riding horse available in the Empire. Estalian and Arabyan purebloods are rarer, better-looking, much more expensive, and also have the Fast Trait. Often a noble will have a 'palfrey' as an everyday riding horse, reserving a heavy warhorse for use in battle.



LIGHT WARHORSE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	35	-	45	35	20	30	-	10	10	30	22

Traits: Size (Large), Skittish, Stride, Trained (Broken, Mount, War), Weapon +7

Optional: Champion, Clever, Elite, Hardy, Rear, Tough

These horses are used by light and medium cavalry, as well as by certain nobles who find normal riding horses too tame for their tastes. These animals are trained for war, and the more expensive and highly trained examples will have additional Traits. These are sometimes referred to as 'hobbies' by traditionalists.



HEAVY WARHORSE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	-	50	50	20	20	-	10	10	30	32

Traits: Size (Large), Skittish, Stride, Trained (Broken, Mount, War), Weapon +8

Optional: Champion, Clever, Elite, Hardy, Rear, Tough

The largest warhorses, sometimes called 'destriers', are ridden by armoured knights and other heavy cavalry. These are rarely used for travelling, because it makes no sense to use such an expensive and battle-hardened animal for trivial tasks. While not as fast as their smaller counterparts, they are well trained and their charge is almost unstoppable.

ANIMAL COST AND AVAILABILITY

Animal	Cost	Carrying Capability	Availability
Chicken	5d	0	Common
Sheep	3/-	2	Common
Pig	4/-	3	Common
Dog	2 GC	8	Rare
Pony	10 GC	14	Common
Donkey or Mule	5 GC	14	Common
Draught Horse	4 GC	20	Common
Heavy Draught Horse	8 GC	30	Scarce
Ox	15 GC	30	Common
Riding Horse (Palfrey)	15 GC	16	Common
Light Warhorse (Hobby)	70* GC	18	Common
Heavy Warhorse (Destrier)	230* GC	20	Scarce

* This price can double or triple in times of tension or war when nobody wants to part with military hardware.

MOVEMENT RATES FOR MOUNTS

Animal	Movement	Walk (yards)	Trot (yards)	Canter (yards)
Dog	4	8	—	24
Pony, Donkey or Mule	4	8	—	16
Draught Horse	5	10	—	20
Heavy Draught Horse	4	8	—	16
Ox	3	6	—	12
Riding Horse (Palfrey)	7	14	21	42
Light Warhorse (Hobby)	7	14	21	42
Heavy Warhorse (Destrier)	4	8	12	24

DRIVING AND RIDING

Driving the Old World's vehicles and keeping control of its mounts pose unique challenges. The Drive Skill is described on page 122 of **Warhammer Fantasy Roleplay**, and the Ride Skill on page 129. Under most circumstances, a Character can operate a vehicle or mount without a Test. However, obstacles and adverse conditions may prompt a Drive or Ride Test.

This chapter includes a range of mishaps to inflict upon travellers. These can be used instead of the rules given on page 122 of **Warhammer Fantasy Roleplay** to add colour and variety.

TRAVEL SPEED

The speed of a vehicle or mount along a road depends on its final Movement rate, when all Encumbrance and other factors have been taken into account. Each point of Movement equals one mile per hour at walking pace, 1.5 miles per hour at a trot, and 2 miles per hour at a canter. Hazards and bad weather may slow the pace of any travel.

A mount can travel at a Walk for up to 12 hours without a rest, then an hour's pause and a drink of water restores its freshness for a number of hours equal to its Toughness Bonus. This is usually when bandits attack.

Faster speeds can only be maintained for a limited time. Animals may Trot for their Toughness Bonus in hours, or may Canter (run) for half their Toughness Bonus in hours.

For every hour that the animal is pushed beyond its normal travel endurance, it gains a *Fatigued* Condition and must make a **Challenging (+0) Endurance** Test. Failure gives the animal another *Fatigued* condition and requires a roll on the Riding Mishap Table below. When the number of *Fatigued* Conditions exceeds the animal's Toughness Bonus, the animal collapses, gaining both *Stunned* and *Prone* Conditions. A final **Challenging (+0) Endurance** Test is made, without any modifiers; failure indicates the poor creature has been driven to the point of death.

RIDING MISHAPS

1d100	Riding Mishap Result
01-40	Broken Tack
41-85	Cast Shoe
86-98	Lame
99-00	Broken Leg

Broken tack

A torn saddle strap, a shredded harness or a lost stirrup — some part of your mount's tack has been damaged, making travel more difficult.

The rider must make a **Difficult (-10) Ride Test** or fall off (a distance of 2 yards). Until the tack is repaired, all future Ride Tests suffer a -20 penalty.

Cast Shoe

The animal loses a shoe. The rider must make a **Difficult (-10) Ride Test** or fall off (a distance of 2 yards). The animal must move at a Walk until the shoe has been replaced by a farrier. Forcing the animal to move faster cause it to become Lame.

Lame

The animal cannot move faster than half its Walk speed, cannot be ridden or carry packs, and cannot pull a load. Attempting to bring the animal any further on a journey using the Travel rules (page 31) increases the journey length by 1 Stage. Any attempt to do any of these things costs the animal 1d10 Wounds, regardless of Toughness Bonus. On a roll of 8+, the animal must make a **Challenging (+0) Endurance Test** or suffer a Critical Wound to its legs.

Broken Leg

The animal suffers a Broken Bone (Major) (WFRP, page 179) on its leg, and becomes immobile. If the broken bone ever heals, the animal's Movement is reduced by half. Usually, when a horse or similar breaks a leg, there is little hope of it surviving.

BEING DRAGGED

Falling from the saddle is bad enough — the equivalent of 2 yards on to the ground — but in the Old World things can always go from bad to worse very quickly. Every rider dreads being thrown from the saddle with one foot still caught in the stirrup, and then dragged helplessly along a rocky road by a panicking mount.

When a Character falls from a mount because of an Astounding Failure, they must make a **Challenging (+0) Dodge Test**. Failure indicates that the unfortunate individual has been caught with one foot still in a stirrup. If the mount is standing still, the fallen rider can try to free the tangled foot from the stirrup by making an **Extended Challenging (+0) Athletics Test** requiring 3 Success Levels. With the final success, the rider has managed to bend, stretch, and twist into a position where both hands can reach the foot and stirrup.

If the mount is moving, a rider is nearly helpless. The rider is Prone and Entangled, and suffers one Damage each turn if the mount is walking, or the mount's Movement characteristic in damage each round if it is trotting or cantering. There is no **Strength Test** to break the entanglement, but if the rider has a sharp weapon on hand (and did not drop or lose it in the fall) a successful **Very Hard (-30) Weapon Skill Test** cuts through the stirrup strap.

ROAD VEHICLES IN THE EMPIRE

The Empire makes use of a wide variety of conveyances and carts, from a humble handcart to the most luxurious of coaches, to move trade goods and passengers.

Carts

Carts are small, two-wheeled vehicles of all kinds, including donkey carts, chariots, and gigs. Passenger carts have a bench seat for up to two people, and those that carry goods have a smaller seat with an open bed for cargo. Carts are drawn by a single animal. Shafts project from either side of the frame, to which a harness or collar is attached.

Chairs

Sometimes called 'Bordeleaux Chairs' after the Bretonnian city where they were first used, these conveyances are seldom seen on the open road. They consist of a panelled body, like a small cupboard with a padded chair inside, and poles on the front and back. The chair is carried by two bearers, one in front and one behind. They are favoured by wealthy townsfolk, especially when making their way home after a long night on the town. Some households own their own chairs, while others rely on teams for hire. A typical fare within a city is -/3 per district.

THE THUNDER OF BLACK WHEELS

Every corner of the Empire has its own tales of the Black Coaches — terrible two-horse contraptions seen travelling at breakneck speeds down the Emperor's roads in the dead of night. Whilst dismissed as little more than peasant foolishness, Road Captain Sigrid Wachsam has been tracking sightings for the past year, and is convinced of their authenticity. Captain Wachsam has identified a stretch of road not far from Castle Graenburg with frequent occurrences, and wants to hire someone outside the road wardens to investigate.

Coaches

A coach is an enclosed, four-wheeled vehicle, drawn by 2-6 horses. Coaches are preferred by the wealthy for long-distance travel, and the Empire is home to several coaching companies that run regular services between the great cities.

A noble coach, often called a carriage, can carry up to six passengers, and normally has a step at the back to carry luggage. Lashing luggage on the roof is unthinkable, as this would spoil the appearance of the coach. Many nobles have decorative fretwork and heraldic devices on their coach roofs that make it quite impossible to store luggage. A carriage has a single driver, with a pair of footmen standing on steps at the rear either side of the luggage, high enough to see forward over the carriage roof. Other servants usually follow behind in carts and lesser coaches, and outriders (or running linkboys in town) go in front to clear the way and behind to watch for danger.

Line coaches can carry six passengers inside, and their luggage is lashed to the roof. Four more passengers can travel with the luggage if they are willing to brave the elements. The crew consists of a driver and an assistant. The latter is usually armed with a crossbow or blunderbuss, and watches for trouble.

A FOLLY OF FASHION

Inspired by stories of the Cathayan palanquins and their mighty bearers, Baronet Reginald Gruber of Weissbruck has commissioned a twenty-person litter. The Baronet's attendants are smart enough not to go looking for a group of Ogres strong and good-tempered enough to serve as litter bearers, and instead are looking to contract out that request from their lord.

Handcarts

Handcarts are smaller versions of the two-wheeled cart, pulled or pushed by hand. They have an open bed instead of seats, although reports have it that the Cathayan rickshaw does have a padded seat for a pair of people. Like a horse cart, a handcart has two projecting shafts and these are normally connected by a crossbar so that one or two people can move it.

Litters

A litter, or palanquin, is a larger version of a Bordeaux Chair, or rather, a chair is a smaller version of a litter. This ancient conveyance is little seen in the Old World, but visiting dignitaries from Cathay or Araby, where they remain fashionable, occasionally use them. Like a chair, a litter is enclosed and fitted with poles to be carried by bearers, but the travellers lie down inside instead of sitting.

VEHICLES OF THE EMPIRE

Item	Cost (GC)	Vehicle Encumbrance	Carries ¹	Availability	Motive Power ²	Toughness	Wounds
Cart	20	10	25	Common	1 A	25	10
Chair ³	25	5	10	Rare	2 O	20	8
Coach	150 ⁴	100	80	Rare	2-4 A	45	50
Handcart	10	5	50	Common	1-2 O	20	8
Small Litter ³	30	10	10	Common	2 O	30	20
Large Litter ³	45	20	20	Exotic	2-4 O	35	35
Light Wagon	75	30	30	Common	2-4 A	50	35
Medium Wagon	100	50	60	Common	2-6 A	50	60
Heavy Wagon	125	75	100	Common	2-8 A	50	95

Notes

¹ Refers to the number of Encumbrance points the vehicle can comfortably fit in its cargo area.

² A = Animals; O = Operators. Pulling (or pushing) a wheeled vehicle counts as 1/10 the total encumbrance of the vehicle and its contents.

³ Chairs and litters do not have wheels, but are carried. The bearers always carry 100% of their total encumbrance value.

⁴ With painting, gilding, fine carving, and other fripperies, there is no upper limit to what you may spend on a coach. Indeed, a coach is a case where more is always more, and worth every penny in raising the profile and perceived status of the owner. Ostentation and self-promotion are ends in themselves, and only a skinflint rides around in a plain coach.

Most litters are for one, and are carried by a pair of bearers. Larger examples can take two passengers, and require a crew of at least four bearers. The number of servants carrying a litter is an overt message concerning the passenger's status. Rumours persist of Cathayan palanquins large enough to carry an entire noble's court, carried by a full score of Ogres, though these are almost certainly exaggerated.

Wagons

Wagons are large, open vehicles built to carry any kind of cargo, including people in some discomfort. Depending on size, they are drawn by two or more horses or oxen. There is a bench at the front wide enough for three people, although they require only a single driver. Some wagons are fitted with removable, tent-like canvases to protect cargo from bad weather and prying eyes. Some travellers — most notably the Strigany — make use of large wagons called 'caravans' with permanent wooden roofs. Within, these caravans are often sumptuous, containing everything a family of considerable size could possibly need.

Vehicle Speeds

An animal pulling a cart, wagon, coach, or other vehicle moves more slowly than one that is running free or carrying a rider. Animals pulling a vehicle may only Walk or Trot safely. Operators carrying, pushing, or pulling a vehicle may only Walk.

An animal may be forced to move at a Run whilst pulling a vehicle. The driver must make a **Challenging (+0) Drive** Test every mile, with a penalty of -10 per mile already travelled while at a Run. A failure slows the animals to a Walk, and each animal must make a successful **Challenging (+0) Endurance** Test or gain a *Fatigued* Condition.

An Astounding Failure (-6 SL) by the driver on the **Drive** Test requires a roll on the **Vehicle Mishap Table**. An Impressive or worse failure on any an animal's Endurance Test imposes an additional *Fatigued* Condition, and an Astounding Failure costs the beast 1d10 Wounds in addition (modified by Toughness Bonus, to a minimum of 1).

VEHICLE MISHAPS

1d100	Result
01-50	Out of Control!
51-79	Damaged
80-95	Broken
96-100	Crash!

Many of these mishaps result in a vehicle Crashing if it is moving faster than Walking speed. Occupants of Crashing vehicles suffer 2d10 Wounds modified by Toughness Bonus and Armour Points minimum 1. Crashed vehicles must be repaired by someone with an appropriate Trade Skill, such as Trade (Carpenter) or Trade (Cartwright). (See page 30.) Spare wheels can be installed by anyone with a Drive Test or with an appropriate Trade Test.

Out of Control

By some mischance, the reins break and the driver has no way of steering the vehicle, speeding up, or slowing down. If the driver does not take some action to stop the vehicle, it may collide with something! If the vehicle was moving at walking speed and is not brought under control in 1d10 rounds, it strikes something and becomes **Damaged** (see below). If it was moving faster than walking speed, it Crashes instead.

This mishap may also occur if the driver is killed or otherwise prevented from steering the vehicle.

Damaged

Something vital is damaged: a wheel cracks, the axle warps, or a similar problem occurs. The vehicle may continue at a walking speed only until repaired by someone with an appropriate Trade Skill, such as Trade (Carpenter) or Trade (Cartwright). If driven faster, the vehicle becomes Broken after 1d10 rounds.

Broken

Something vital breaks: a harness, wheel, or axle. If the vehicle is pulled by a team of animals, they may have become untied from the vehicle: the driver must make a successful **Challenging (+0) Athletics** Test in order to let go of the reins and avoid being pulled out of the driver's seat. A failure indicates a *Fall* and *Being Dragged*, per the riding mishap (page 26).

The vehicle suffers 1d10 Damage immediately, modified by **Toughness Bonus** minimum 1. The vehicle may not be driven further until repaired with an appropriate Trade Skill, such as Trade (Carpenter) or Trade (Cartwright). Anyone in the vehicle suffers 1 Wound immediately, unmodified by Toughness Bonus or Armour Points.

If the vehicle was moving faster than walking speed, treat this result as a Crash instead.

Crash

The vehicle collides with something at speed. Occupants of Crashing vehicles suffer 2d10 Wounds modified by **Toughness Bonus** and **Armour Points** minimum 1. The vehicle suffers 2d10 Damage immediately, modified by **Toughness Bonus**, minimum 1. Crashed vehicles must be repaired by someone with an appropriate Trade Skill, such as Trade (Carpenter) or Trade (Cartwright) before they can be driven again.

MOUNTED COMBAT

Given the Old World's penchant for violence, at some point someone will take umbrage with a Character mounted on an animal, or inside a vehicle. These rules are intended to expand upon those presented on page 163 of **WFRP**.

HIT LOCATIONS

Whilst the hit locations table in Warhammer Fantasy Roleplay works well for bipedal creatures, it doesn't account for quadrupedal animals like horses and dogs, and definitely doesn't do for pulled, drawn, or carried vehicles. As with normal hit locations, reverse the roll to hit, and consult the following tables.

ATTACKS ON QUADRUPEDS

Roll	Location
01-16	Head
17-56	Body
57-67	Front Left Leg
68-78	Front Right Leg
79-89	Back Left Leg
90-00	Back Right Leg

Some results on this table may be impractical or bizarre in practice, due to the way an animal is facing, or the size difference between the animal and the attacker. In these instances, treat any impractical results as a Body hit, instead.

Example: *Harbull is staring down a terrifying Chaos Knight mounted on a nightmarish steed, which is bounding towards him. He attempts to stop the beast in its tracks with his sling, but rolls an 84 for hit location: Back Left Leg. Whilst it's possible Harbull's shot hits such an unlikely location, the GM decides such a shot is impractical, and rules that the Body was hit instead.*

ATTACKS ON VEHICLES

Given a vehicle cannot dodge or move of its own accord, any melee attack made against a stationary vehicle automatically hits. If the vehicle is moving, or a Character wishes to attack a specific, difficult-to-hit spot, count the attack as a called shot at -20. If the driver of a moving vehicle is attacked in melee, resolve this as an **Opposed Melee** Test, but the driver may use an appropriate Drive Skill if they wish.

CARING FOR INJURED ANIMALS

Animal Care is the primary Skill used to treat sick or wounded animals, but magic and herbal preparations can be used as well. Healing spells and miracles work just as well on animals as they do on Humans, Elves, and the like.

If you wish, an appropriate deity such as Taal might grant the *Blessing of Healing* (**WFRP**, page 221) to an animal where this would not normally be available. Healing Miracles granted to animals by Taal or another deity are similar to the miracles of Shallya (**WFRP**, pages 225).

The drugs, poisons, herbs, and draughts listed in the **WFRP** rulebook (page 307) mostly work on animals as they do on other Characters. However, some plants that are harmless, even delicious, to Humans are poisonous to animals. Characters who have the relevant Animal Care Skill in addition to the Herbalist and/or Apothecary Skills needed to gather and prepare remedies know the ingredients to avoid, and only include something dangerous in a preparation on an Astounding Failure. Other Characters make such a mistake on a normal Failure.

An animal that ingests food or medicine that is poisonous to it must succeed on a **Challenging (+0) Endurance** Test or take one or more *Poisoned* Conditions.

MOVE OVER!

Sometimes the grass is greener on the other side, and you need to move from one vehicle or mount to another without taking the time to stop. Leaping on to a moving vehicle requires a **Challenging (+0) Athletics** Test. If the Character fails they miss their target, suffering a 2-yard fall. Leaping on to a moving mount without a rider requires the same Test, followed by a **Challenging (+0) Ride** Test if the mount has the Skittish Trait. If you attempt to leap on to a mount that has a rider, you must also make an **Opposed Ride** Test against the current rider — the winner remains on the mount and the loser is thrown off, suffering a 2-yard fall.

These rules assume that you are jumping from a mount or vehicle that has matched speeds with your target. Attempting either of these manoeuvres from a stationary position increases the difficulty penalty by -20.

Ranged attacks against vehicles are resolved as normal; most vehicles are Large targets (+20) and quite easy to hit. However, bullets, arrows, and bolts typically do no appreciable damage to the wood and canvas construction of most vehicles. At the GM's discretion, called shots against fragile components such as the vehicle's harness may still trigger one of the special effects, described below.

Vehicles have a Toughness Characteristic, from which a Toughness Bonus may be determined, and a number of Wounds, which function exactly the same as any other target in Combat. Vehicles cannot suffer Critical Wounds, but if a called shot to one of the locations below scores a Critical, then the described effect occurs. Furthermore, if the vehicle is in motion when a Critical Hit is suffered, or its wounds are reduced to 0, the driver must make a **Difficult (-20) Drive** Test or roll for a **Vehicle Mishap** (page 28).

Harness

The shafts are shattered, the traces cut, or the team is separated from the vehicle in some other way. Treat this as an **Out of Control** vehicle mishap (page 28).

Wheels

A wheel breaks or falls off, requiring repairs before the vehicle can proceed any further. A two-wheeled vehicle tips over, shedding its load and dumping any passengers on to the ground in a 1-yard fall.

Seating/Cargo Area

The attack hits the part of the vehicle where people sit or where goods are stored, smashing a sizeable hole in the vehicle. Half the attack's Damage is also inflicted on a random item of cargo or passenger inside the vehicle. A chair or litter has one of the carrying poles broken, drops to the ground, and is immobilized.

REPAIRING VEHICLES

Damage to a vehicle can be repaired permanently on a successful Trade skill Test, provided that materials, tools, and working facilities are available.

Any Character can attempt repairs using Trade (Carpenter) or similar Skills as the GM deems appropriate. Each repair takes one hour and restores (1d10 + SL) Damage points.

Most coaching inns have a blacksmith in residence or nearby who can replace cast shoes. Such a trader will also have enough skill in carpentry to patch up a vehicle so that it can reach a nearby town, where a more skilled cartwright or coachmaker can be found. Any Character can attempt repairs using Trade (Carpenter) or similar Skills as the GM deems appropriate. Each repair takes one hour and restores (1d10 + SL) Damage points.



CHAPTER 5

TRAVEL



The sheer scale of the Empire, and the world beyond, means that travel is a necessary part of life for transient Characters. One of the main differences between the Characters and run-of-the-mill citizens of the Empire is that they lack roots that force them to stay in one place. This freedom comes with dire complications: the Empire's roads, whilst being the veins of commerce, are infested with bandits; the forests look dark, full of the braying of Beastmen and the cries of Goblins; the looming mountains are crawling with Orcs and worse...

Travel often fills the gaps between adventures, and can provide an opportunity to engage in other activities similar to the **Between Adventures** chapter on page 192 of **Warhammer Fantasy Roleplay**. Other times, travelling is the adventure itself. Regardless of when it occurs, this chapter provides tools to tell dramatic tales while on the road.

To begin, the Characters must determine their destination or direction. With a destination in mind, the GM can determine how long the journey will take, dividing the travel time into Stages. During each Stage of a journey, the GM rolls for the **Weather**, the Characters may engage in **Travel Endeavours**, and any **Travel Events** that take place are resolved. The **Arrival Phase** occurs as the characters reach their destination — hopefully not too much worse for wear.

DESTINATIONS AND DIRECTIONS

Before setting off on a journey, the Characters must determine where they are going or, at least, what direction they are going in. If the Characters have a map of the location, they should have a reasonable idea of where they're headed and how long it will take, though maps of the Empire are notoriously inaccurate. Without a map, the Characters are reliant on directions from others — perhaps making Gossip Tests whenever they stop in a coaching inn — and on the even-more-unreliable road signs that dot the landscape.

- ▶ Determine Number of Stages
- ▶ GM Rolls for Weather
- ▶ Decide Travel Endeavours
- ▶ Roll for Travel Encounters

Arrival phase, if this was the final stage.

TRAVEL STAGES

A journey is divided into a number of Travel Stages. The number of Stages is up to GM discretion, with longer journeys having more Stages. The GM should feel free to adjust the number of Stages based on the Players' preferences. For some groups, detailed journeys with a plethora of random encounters and challenges can become an exciting, memorable part of their Character's adventure. For other groups, a brief description of the journey with one or two complications to add some spice is more than enough.

Once the number of Stages is determined, it is modified by the lowest Movement among the Characters, whether on foot, mounted, or in a vehicle. If this is 3 or less, the journey should be increased by 1–2 stages. If the Characters are all lucky enough to possess mounts with a Movement of 6 or more, the total number of Stages is halved to a minimum of 1.

Characters may attempt to reduce this number further with a **Challenging (+0) Navigation** or a **Lore Test**. The Test must be relevant to the location, such as Lore (Reikland). Having a proper map of the route makes the Test Average (+20). A success reduces the number of Stages by 1, to a minimum of 1.

Example: *Everyone wants to go from Altdorf to Middenheim. Gunnar and Molrella are slower, and they can't wait that long, so they decide to get mounts. Salundra makes a Lore (Reikland) Test and succeeds, so they go even faster. The GM decides that the journey from Altdorf to Middenheim is quite far, and consists of 4 Stages. Thanks to the mounts, no one has a Movement of 3 or less. Salundra's excellent navigation reduces the number of stages by 1, for a total of 3 Stages — an arduous trek indeed!*

OPTIONS: IT'S ALL OPTIONAL, AGAIN

Just like the Between Adventures chapter, all of these tools are optional and intended to expand the rules presented on page 261–4 of **Warhammer Fantasy Roleplay**. You may choose to roleplay more of your travel, whilst using these rules to flesh those scenes out. It's all up to you!



HOW FAR IS IT TO...?

As previously mentioned, maps of the Empire are notoriously inaccurate, few feature any indication of scale, and many cartographers have found their efforts to improve matters entirely unwelcome. Naturally, no noble likes to be told that their ancestral holdings are a hundred square miles smaller than they had supposed.

When calculating travel distances, it is best to bear these inaccuracies in mind. A journey between neighbouring settlements usually consists of a single Stage. Longer journeys between important cities take between 2 and 4 Stages. Any journey longer than this should be broken up into multiple legs, with stops to rest, resupply, and introduce new adventures to the Characters. If your group enjoys a more involved travel experience, increase the number of Stages by 2 or more.

For example, Bögenhafen to Middenheim might instead be Bögenhafen to Altdorf, and then Altdorf to Middenheim.

ON THE ROAD AGAIN

Securing food and shelter are among the most mundane difficulties of the road. To those with the means, both are reasonably accessible on the Empire's more travelled routes. Where available, inns and hostels provide bread and board to those with money. Alternatively, Characters may stock up with their own supplies before setting out. You can find the costs of travel goods, food, and lodging in **Warhammer Fantasy Roleplay** (page 302). Characters and their mounts consume 1 Encumbrance of food daily, at a cost of 2/–, but this may be supplemented by characters using the Forage Endeavour, below. Additionally, food not properly stored, or kept for too long, may spoil, putting Characters at risk of contracting the Galloping Trots (see page 187 of **Warhammer Fantasy Roleplay**).

WEATHER

Bad weather is the greatest enemy of travellers (other than actual enemies of travellers, particularly those armed with blunderbusses, crossbows, and loose morals). The GM should roll for Weather at the beginning of each Stage.

Weather	Spring	Summer	Autumn	Winter
Dry	01-10	01-40	01-30	–
Fair	11-30	41-70	31-60	01-10
Rain	31-90	71-95	61-90	11-60
Downpour	91-95	96-00	91-98	61-65
Snow	96-00	–	99-00	66-90
Blizzard	–	–	–	91-00



Adverse weather conditions can turn any normal encounter into a nightmare. The following table can be used for the Reikland and similarly temperate climates. For weather further north of the Reikland, add between +10 and +30 to the result, and for weather further south, subtract between -10 and -30.

Dry

Prolonged dry weather causes curtains of dust to blow across the road at the slightest breeze, obscuring vision and parching throats. Travel is easy, if uncomfortable, but *Forage* Endeavours are at a -10 as the weather makes finding water harder.

Fair

For once, the weather is being kind. There are no weather-related hazards.

Rain

Rain can last anywhere from a few hours to a few days. The 'spring showers' so beloved of poets can sometimes last up to a week, proving that poets spend remarkably little time outdoors away from wine and warmth. Rain reduces visibility to 75 ft or less. Additionally, ranged weapons suffer a -10 penalty to use due to driving wind and rain.

Downpour

Terrible storms reduce visibility to near zero, making any sound below a shout impossible to hear and imposing a -10 penalty on all physical Tests. Everything and everyone not under cover is soaked through within minutes. Water streams off the road, carving deep gullies so that the road is churned to little more than a bog. Ranged weapons suffer a -20 penalty to use due to the terrible weather, and exposed gunpowder is immediately ruined. Animals with the *Skittish* Trait may also become spooked by sudden jolts of lightning during bad storms.

Snow

A gentle snow covers the world in a blanket of white, making everything seem new and clean. It is undoubtedly beautiful, until one has to move through it. Snow reduces visibility to 150 ft, and makes movement faster than Walking impossible. Characters travelling in Snow must make an **Average (+20) Endurance** Test or gain a *Fatigued* Condition.

OPTIONS: CATCHING A COLD

At the end of every Stage, any Character exposed to Rain or Snow without both a good coat and a tent or other shelter must Test for Exposure (**WFRP** page 181). Characters exposed to a Downpour or Blizzard must Test even if they have both a coat and tent, though lacking either of these makes this test **Difficult (-10)**, while lacking both makes it **Hard (-20)**. The effects of Exposure remain until the Character has warmed up at a suitable, sheltered location.

In Winter or Spring, any character who suffered from Exposure during any Stage of their journey also contracts the *Common Cold*, the effects of which manifest during the Arrival Phase (see page 38).

Common Cold

Seasonal, like the reddening of leaves in the autumn, the Common Cold is nonetheless a constant bane of the Old World. What begins with weak coughing and sneezing might develop into something serious in a matter of days, if not tended to. Every elderly person in the Empire has their own home remedies and wards against the illness, as well as memories of it worsening and taking friends and loved ones into Morr's embrace.

Contraction: If you fail a Challenging (+0) Endurance Test when exposed to the elements, or when an infected person sneezes or coughs in your immediate vicinity.

Incubation: 20 + 4d10 hours

Duration: 1d10 days

Symptoms: Coughs and Sneezes, Malaise

Characters with the *Common Cold* who again suffer from Exposure due to rain or snow will have the duration of the disease extended by 1d10 days. If a Character ever suffers more than 14 days of the *Common Cold*, it develops into *Pneumonia*.

Pneumonia

This is a build-up of fluid in the lungs from other illnesses that cause inflammation, fever, and sometimes even death. Pneumonia is known colloquially as 'Morr's Rattle', named after the chilling rattling noise made when the infected attempt to breathe deeply.

Contraction: See *Common Cold*

Incubation: Instantaneous

Duration: 3d10 days

Symptoms: Coughs and Sneezes, Fever, Malaise

A Character with *Pneumonia* must succeed on a Challenging (+0) Endurance Test every day that they exert themselves through travel, combat, or any other physical activity. Failure causes the Fever symptom to become Severe. Whilst the Fever (Severe) symptom is in effect, the same Test must be passed every day, otherwise the disease develops the Blight symptom as well.



Blizzard

Snow turns everything into a sightless white hell. The road disappears beneath a fast-accumulating blanket of snow, leaving only trees to steer by. Visibility is close to zero. Movement faster than Walking is impossible. Ranged weapons are useless in these conditions. Characters travelling in a Blizzard must make a **Challenging (+0) Endurance** Test or gain a *Fatigued* Condition.

TRAVEL ENDEAVOURS

As the Characters travel the Empire's roads, they will find themselves with a surprising amount of time on their hands. Whether in the back of a coach, around a campfire, or waiting for their dawdling, short-legged companions, each Character has one Endeavour per Stage of their journey.

Travel Endeavours represent continued action over an entire Stage of a journey, meaning that even if they are performed correctly, they are still tiring. If a Character fails a Test during an Endeavour they receive a *Fatigued* Condition.

Whilst most of these Endeavours can be attempted by anyone, some are better suited to a particular Class or Career. Additionally, at the GM's discretion, Endeavours found in **Chapter 6: Between Adventures in Warhammer Fantasy Roleplay** may be performed during a journey.

It is up to the Characters to decide in what order they perform their Travel Endeavours.

Woodcraft

Through a canny understanding of the land and a good nose for the weather, you may alleviate the worst of any harsh weather you encounter. Attempt a **Challenging (+0) Outdoor Survival** Test, modified by -10 per step the weather is away from Fair (see page 32). On a success, you and your companions do not need to Test for Exposure due to inclement weather.

Forage

It is often impossible to carry all the food and water needed for a long journey, and resupplying as the journey continues can become prohibitively expensive. Most travellers supplement their rations with food and water gathered from the land, whether by hunting, trapping, or foraging. Perform an **Outdoor Survival** Test as directed on page 126–7 of **Warhammer Fantasy Roleplay**, taking note of the **Gathering Food and Herbs** optional rule.

IMPROVISED ANSWERS

A Character may wish to gather information about a topic that you, as the GM, have no clue about, as it hasn't been prepared, or is too obscure. In these instances, feel free to make up any answer you wish, regardless of how outlandish, though any questioning Character should know that the NPC is simply making up what they *think* might be true, without any basis in reality. If the NPC might be inclined to conceal this fact, an **Intuition** Test may be called for.

Gather Information

Whilst the Empire does have a messenger corps, most news moves via word of mouth. A Character can choose to spend their time gossiping for news, and asking questions in coaching inns, if the route has enough traffic to allow it. Perform a **Challenging (+0) Gossip** Test, and ask the GM as many questions as SL scored, which the GM must answer as truthfully as the people in that part of the world would know. Alternatively, the Character may wish to hear what rumours are currently circulating — see page 15 of **Enemy in Shadows** for a selection of rumours circulating in the Empire.

Keep Watch

Whilst any traveller in the Empire worth their salt retains an awareness of their surroundings, you forgo other activities to remain vigilant at all times — sleeping less, not engaging in idle chatter, scouting ahead, and so on. With a successful **Challenging (+0) Perception** Test, the Characters may not be Surprised during that stage of their journey.

Map the Route

Often the long hours on the road are tedium for academic types, who are otherwise unsuited to the physical tasks of travel. However, future travelling can be made significantly easier by creating a map, and with sufficient materials — paper, quills, and ink — such an effort is possible. To create a map of the route, a Character must begin an **Extended Trade (Cartography)** or **Art (Drawing)** Test, with a required number of SL equal to twice the number of Stages in the journey. This Test may be continued every time this Endeavour is undertaken.

A proper map of a region makes any Lore or Navigation Tests when setting out on a journey **Average (+20)**, rather than **Challenging (+0)** (page 31). Maps may fetch anywhere from 1/- for poorly scratched lines, all the way to tens or hundreds of Crowns for particularly fine works of art, (though these are unlikely to be completed whilst travelling).

EARNING A LIVING ON THE ROAD

The Income Endeavour on page 198 of **Warhammer Fantasy Roleplay** isn't suitable for most Careers whilst on the road, but there are some Careers — from travelling judges, bailiffs, and nuns, to hunters, scouts, and coachmen — where a journey is the perfect time to pursue their craft!

Practice a Skill

The monotony of travel represents the perfect time for many Characters to practise their Skills for their coming trials. A Character may perform a **Challenging (+0)** Test against a single Skill that would be possible to practise whilst travelling — Navigation, Trade (Herbalism), Language (Wastelander), and so on. Success means that the Character may reverse the result of one Test using that Skill during the following adventure, or any subsequent Stages of travel.

Recuperate

Travel is generally inimical to rest: hiking through forests and over mountain paths, sleeping under the stars in biting cold and burning heat, and hiding from monsters and other terrible threats. These are not situations often prescribed by attending physicians. However, you have made special efforts to ensure you do not overly exert yourself. You may count this Stage as if it were 'taking it easy' for the purposes of Healing Wounds, as per page 181 of **Warhammer Fantasy Roleplay**. You may not choose this Endeavour if, for any reason, you suffered a *Fatigue* Condition during this Stage of the journey.

Make Camp

Often travellers will focus too much on the destination, and not enough on the journey itself; upon arrival they are haggard, exhausted, and ill-prepared for what they are about to face. Anyone can pitch a tent or unfurl a bedroll. Seasoned travellers, however, take the time to make themselves comfortable at night — choosing a good location, gathering firewood, preparing water, and so on. Perform a **Challenging (+0) Outdoor Survival** Test or a **Challenging (+0) Heal** Test. Each SL from either Test may be spent to remove **SL Fatigued** Conditions from a Character, or heal a Character (see page 123 of **WFRP**).

ENCOUNTERS

Travel in the Old World can be many things, but rarely is it predictable. Paranoid road wardens, intrepid merchants, and dutiful pilgrims throng the highways of the Empire, whilst less beaten tracks are home to roving bands of mutants, unsanctioned toll roads, and watchful bandits. The Characters may experience such events more or less at random, but all Encounters should add either to the flavour of the world, or to the themes and narrative of the current story.

POSITIVE ENCOUNTERS

Positive Encounters are generally beneficial to your party, though many groups find a way to turn any situation against them! Positive Encounters may be triggered by an Impressive success or better on a Travel Endeavour, or simply if you wish to reward the Characters for being particularly clever or well prepared.

1d100	Encounter
01–25	Good Company: A chance encounter on the road with other travellers serves to remind the Characters that there are still decent folks abroad. Of course, if they themselves are not decent people, they may look to take advantage of the situation.
26–45	Now That's Useful! The Characters find out something relevant to their adventure — gossip, a lost message, a sight they weren't meant to witness, or similar.
46–60	Wonderful Accommodation: The Characters pass by a comfortable coaching inn, and if they're willing to spend a few coins, they find their minds at ease, their bellies full, and their bodies healed of any lingering Conditions.
61–75	Idle Time: The journey is so relaxed and unhindered that the Characters find themselves with spare time on their hands. Each Character may perform an extra Travel Endeavour.
76–90	A Kind Word: A simple act of goodwill on the part of the Characters leaves a fellow traveller delighted — good word of the Characters deed spreads to their destination, and at least one NPC they meet there will have a good opinion of the Characters.
91–95	Short Cut! Rechecking maps or soliciting local advice, the Characters discover a shortcut through the region. They may skip the next Stage of their journey.
96–100	Restful Journey: The journey is blessedly uneventful, the Characters get good rest, the scenery is particularly inspiring, and perhaps they meet an NPC healer or helpful priest. The Characters can heal all Wounds and recover all Fatigued Conditions.

COINCIDENTAL ENCOUNTERS

Coincidental Encounters are neither harmful nor beneficial to the Character, they are simply the sort of thing travellers in the Old World run into as a matter of course. These Encounters can be used if the Characters have rolled neither an Impressive success or failure on a Travel Endeavour, or simply because the GM wishes to add some local colour.

1d100	Encounter
1–10	Suspicious Surroundings: Something feels off about the day's travel – the road is curiously quiet, local game is scant, what few travellers are met give sideways glances before scampering on. Something is wrong... Or maybe it's just your imagination.
11–20	Battlefield: The Characters come across the site of a recent battle. Was it a massacre by Greenskins, a highway robbery, a skirmish with bandits, or something worse? Few scavengers have picked over the bodies, yet, and there is much left to take... But how far away are the culprits, and how will they react to the Characters picking over their leavings.
21–30	Huddled Masses: The Characters pass by a procession of huddled and down-trodden individuals. Are they refugees, penitents, lepers, or something more insidious? Whatever the nature of the main group, they may hide additional threats: pestilence, criminals, mutants, or worse.
31–40	Not Them Again! A rival or other source of annoyance plagues the Characters on their journey. Play this for laughs but make them genuinely annoying and a recurring bane of the Characters' lives. Perhaps Delberz Trötte (page 52) just can't seem to stop dragging the Characters into another get rich quick scheme.
41–50	Temptations on the Road: Something out of the ordinary catches the Characters' eyes – a sumptuous and inviting coaching inn in the middle of nowhere, an unattended campfire with a roasting and mouth-watering boar, the sounds of a travelling circus troupe. Do the Characters take a detour from their journey to investigate and indulge? What hidden dangers surround these temptations?
51–65	Bad Influence! The Characters manage to wrong a fellow traveller on the road – be it a perceived slight, an accidental collision, or an intentional insult. Regardless, the traveller chooses to spread ill and potentially untrue rumours about the group at their destination.
66–75	Toll Road: A local noble, a business interest, or a 'private enterprise' has established a toll ahead of the Characters. Do they pay the extortionate fees – in proportion to their Social Status – or do they attempt to evade the authorities? See Toll Houses (page 40) for more.
76–80	The Thing That Should Not Be: There is something here that shouldn't be – a black stone obelisk in the middle of a verdant forest, strange runes carved on the trunks of trees, a shimmering cold light just beyond the campfire's glow. Whatever it is, others have seen it too, and rumours abound at their destination.
81–90	Providence: The gods send the Characters a message – a revelation about the past, a reading on the present, or a warning of the future. But the gods do not speak as mortals, and instead work signs in nature and circumstance. A raven with a scorpion twitching in its beak. A stag speared through the sternum by a flowering branch. A Lore (Theology) Test can be made to gather more information, but the symbols should be obvious to all citizens of the Empire.
91–100	A Friend in Need: Another traveller, or group of travellers, needs help from the Characters. Perhaps their cart has broken down, or they are being harassed by wolves. If the Characters deem to escort them to their destination, they may express their gratitude on arriving safely.



HARMFUL ENCOUNTERS

The Empire is fraught with danger, and an unwary or simply unlucky traveller can fall afoul of any number of hazards. Should one of the Characters fumble a Travel Endeavour, or the majority of characters fail in their Travel Endeavours, any of the misadventures below may befall them.

Id100	Encounter
1–10	Tiring Journey! The route is blocked. A bridge could be down, a river blocked or road flooded, or some other insurmountable obstacle. One Character makes an Average (+20) Outdoor Survival Test to find a good alternate route, otherwise everyone just pushes on, gaining a <i>Fatigued Condition</i> .
11–20	Thieves! Somehow the Characters get robbed. Perhaps it was someone travelling with them, sharing their campfire for the night or just a brief conversation on the road. They quickly lose sight of the thief, but during the arrival phase they catch a glimpse of them just ahead, ill gotten gains still in hand. Perhaps their purse fell afoul of the lithe fingers of Wolmar Rotte (page 47), or perhaps Wilhelm Kind (page 53) made off with one of their mounts?
21–30	Unfriendly Territory: As the Characters travel, it becomes apparent to them that the region is home to bandits, monsters, or worse. They can risk moving through the territory, requiring a successful Challenging (+0) Stealth (Rural) Test from each Character, or be ambushed, or they can find another way around, gaining a <i>Fatigued Condition</i> from the arduous travel.
31–40	Poisoned Earth: The region the Characters are travelling through has been fouled by old industry, war, or dark magic. On the surface, everything seems normal, but the rivers hold a sickness, the animals are tainted, and disease hangs in the air. Any Characters who attempt a Forage Endeavour, take goods from this region, or spend too much time here, will have to contend with poisons, sickness, and perhaps even Corruption.
41–50	Even Nature Hates You! The Characters find themselves in danger from nature. Deadly animals, lightning storms, disease, insects, you name it. This could result in violence, or in them receiving a Condition, or in a small but vicious encounter when they choose the wrong shepherd's hut as a shelter. Consider the Creatures presented in The Beasts of the Reikland on page 314 of <i>Warhammer Fantasy Roleplay</i> .
51–70	Terrible Weather: As the Characters set up camp, the sky turns dark, the wind picks up, and the weather changes unexpectedly in the night. For the next Weather roll you make, add +40. If this is the final stage of the journey, the terrible weather wracks their destination instead, leaving everyone there in a foul mood.
71–80	Damaged Essentials: Weather due to a bumpy road, a lost pack or a ripped tent, some vital part of the Characters travelling gear is lost or destroyed. This could be a fine oilskin coat, a tent, or the cracked wheel of a cart. Repairs might be required, or the Character may have to brave the elements, risking Exposure.
81–90	Filthy Conditions! Whether an unfortunate campsite, or an infested inn, the Characters have all exposed themselves to the terrible Packer's Pox! See <i>Warhammer Fantasy Roleplay</i> page 187 for the rules on contracting this disease.
91–100	Bolted Mount! In the night, one of the Characters mounts bolts from the campsite or stable. A Character must gain a <i>Fatigued Condition</i> if they wish to recover the wayward beast, and additionally must Test for Exposure if searching by night in the Rain, a Downpour, Snow, or a Blizzard.



Pages 35-37 contain three tables for generating Encounters. These charts are entirely optional, and the results advisory. They should be used to add some unpredictability to a journey, but if you, as the GM, are uncomfortable or unsure on how to proceed, feel free to pick a different Encounter, or none at all.

While every group is different, it is rarely advisable to have more than one Encounter occurring during any Stage of a journey.

WHERE'S MY RANDOM ENCOUNTER TABLE?

You will notice that there are few Encounters that specifically say the characters become embroiled in combat without other options being available. This is an intentional choice. Whilst the threat of violence is an inescapable part of life on the roads in the Old World, repeated random encounters do little to advance the story or add much to the Characters' own narratives. They come with the burden of having to improvise an unplanned Encounter. We recommend the GM should instead consider the current state of the adventure and the nature and means of the Characters' antagonists before deciding if an attack on the road will advance the game. If the Characters are being pursued by bandits, cults, or other nefarious beings, or if they are travelling to investigate word of Goblins or Beastmen, it may make perfect sense. If they are simply travelling to the next town over to pursue a story hook, consider presenting them with difficulties other than combat.

ARRIVING IN... STYLE?

Reaching journey's end — the Arrival phase — will see the Characters looking for a bed, a drink, and the next step in their adventure, though not necessarily in that order. Be sure to describe in reasonable detail what the party sees as they arrive — are there towering gates, barred shut, or wide open fields of wheat with cottages nestled neatly between? How are the locals — warm and welcoming, or gruff and suspicious? Such details will help Characters get a feel for the location, and will help set their expectations.

Consider the Characters' actions and the Encounters they experienced — did word travel ahead of them of their deeds, or misdeeds, on the road?

Characters who arrive at their destination suffering from a *Fatigued* Condition are likely in a sorry state, and need to clean themselves up or suffer a penalty to Fellowship Tests due to their scruffy appearance. This penalty is dependent on the Character's Status. Gold Status Characters suffer a -20 penalty to Fellowship Tests and Silver a -10. Brass Status Characters suffer no penalty at all — scruffiness is expected of them.

As the length of a Stage is somewhat abstracted, any diseases contracted on the road that have an incubation period, such as the *Common Cold* or *Packer's Pox*, become full-blown outbreaks during the Arrival phase.

Characters are likely to arrive at their destination in need of supplies and services. Performing an **Average (+20) Lore (region)** Test reveals the best place to find these, or the Characters may ask around and hope for the best. A successful **Challenging (+0) Gossip** Test lets a Character know a little about current affairs, and this may be a good time to drop in some of the rumours outlined in **Enemy in Shadows** (pages 15 and 57).

Just as the Characters form an opinion of their destination, news of the Characters' arrival often leads to local rumours and gossip. Depending on how they arrived — in a fine carriage, after a disagreement at the city gate, or unannounced in the dead of night — they may find that many have already made up their minds about their nature and intent.

Reaching their destination should be a satisfying moment for the Characters, having put the dangers of the road behind them for a time, but it is also a good moment to subvert their expectations. Perhaps their destination, reputedly safe, has fallen under the sway of a local criminal or an enemy of the Characters. Perhaps they catch a glimpse of someone watching them, almost as if expecting their arrival. Alternatively, if you're feeling generous, a friend made upon the road is awaiting them, a cozy table by the fire reserved in a nearby inn.

Whatever the case, the Characters are now ready to resume their adventures — or, after a short rest, set out on the next leg of their journey.





CHAPTER 6

ROAD WARDENS



As trade began to flourish in the burgeoning Empire over 2000 years ago, banditry followed closely behind. Ever since, forces dedicated to protecting travellers — or rather, trade — on the roads have arisen. Funded by local lords or communities, they were hardly uniform in training, equipment, or integrity. Many of those that initially patrolled the roads were nothing more than private armies in the service of robber barons who preyed upon all who passed, little better than the bandits they were nominally fighting. Others were untrained and ineffectual groups of peasants armed mainly with agricultural implements.

As part of his highway reforms of 2453, Emperor Wilhelm the Wise established the Imperial Road Warden Service as a branch of the State Army. He set standards for training and equipment, and imposed oversight which was intended to stop the worst abuses. Although they are all part of an Empire-wide service, as members of local State Armies, Road Warden units are raised and paid locally. Most are assigned to specific stretches of highway, or patrol a region around their base of operations. In theory, under the terms of Emperor Wilhelm's decree, all Road Wardens have jurisdiction over all Empire roads and highways, whether in their home province or not.

ROAD WARDEN PATROLS

A typical Road Warden patrol along a commonly used trade road consists of 4-6 Road Wardens, frequently led by a Road Warden sergeant. In more dangerous areas, a double-strength patrol may be encountered, sometimes under the command of a captain, though such are generally only found near major

THE JUSTICIARS

Not all Road Wardens are equal. Some are more equal than others, and the Road Wardens attached to Altdorf's 3rd Regiment of Cavalry in the Imperial capital are far from being run of the mill. They style themselves as 'The Justiciars', and travel across the Empire as needed. They often investigate serious crimes or accusations of corruption or brutality made against local Road Wardens. They are distinguished by a hat-badge showing the scales of justice, and the majority are devoted followers of Verena. Unlike ordinary Road Wardens, Justiciars have never been known to take bribes or ignore crimes. Whether this glowing reputation is deserved or enforced is never up for debate when the Justiciars are around.

towns and cities. Many roads, especially those deep in forests or far from the major trade routes, may only merit a single Road Warden, or just a pair, who patrol infrequently. Conversely, in times of great trouble patrols may be reinforced to triple or even quadruple strength, and a few begin to truly resemble their status as State Army detachments.

ROAD WARDEN BARRACKS

Every major town and city in the Empire has its own standing garrison of Road Wardens. Some particularly unruly roads may even have Road Wardens stationed in some of the larger villages to maintain control. In some places, the Road Wardens have



their own dedicated barracks, usually close to the town gates; in others, they share facilities with other State Army soldiers, including any deployed as Watch or guards. Barracks normally include a bunkroom, stables, a smithy, and a jail.

Most of the larger coaching inns keep a few rooms 'round the back' used by the local Road Wardens. These usually feature a single small cell, often little better than a broom closet, capable of holding a single prisoner (or more, depending on the cruelty of the jailers). Innkeepers and Road Wardens regularly trade information and gossip about local events, suspicious travellers, and other potential threats. These arrangements are usually made with a level of 'understanding' on both sides, with the Road Wardens turning a blind eye to any clandestine 'activities' the innkeeper pursues.



TOLL HOUSES

In addition to patrolling, Road Wardens are also responsible for maintaining and operating toll houses. This was another of Emperor Wilhelm's measures to suppress the activities of local robber barons. This duty is usually given to the newest, lowest-ranked, or most unpopular members of the force, most of whom would do anything to win a more adventurous and varied assignment on the roads.

Toll gates are found along all major roads. They are often maintained by a local lord, or sometimes a town or merchant 'tax farmer' enterprise. They are usually found every 20–40 miles, and positioned so that they cannot be avoided easily by travellers: on river bridges or causeways, by fords, at the end of a narrow, rocky defile, and so on. Where natural barriers do not exist, it is common for a wall to be built or boulders to be liberally dumped by the road to impede the passage of any coaches and wagons attempting to dodge a toll gate. Busier thoroughfares often have toll houses — sturdily-built structures, designed for defence — in addition to a gate. A toll house usually contains a couple of toll keepers and possibly a few servants. In dangerous areas or on larger roads, a toll house may double as a barracks and jail for the local Road Wardens.

The cost of a toll is generally 1–4 pennies per leg passing through, but may be significantly higher along the engineering marvels — bridges, locks, and the like — scattered throughout the Empire. On well-travelled routes, tolls are often lower, to encourage road traffic. Some of the cleverer lords have even noticed that lower prices actually tend to increase overall toll income, as people are attracted to travel along a cheaper route.

Johann Hindersson, Toll Keeper

At an impressive 6'9" and 294 lbs, whilst lacking anything that could be described as a clever thought passing through his head, Hindersson was an obvious choice for a Toll Keeper. With a mean expression, and a cudgel in hand and a crossbow across the shoulders, few are willing to challenge him when confronted. Unfortunately, he's not the most equipped to chase down toll evaders, and he shows little interest in fixing the gaps in his tollgate walls.

Taken Toll

Whilst travelling, the Characters come upon a distressed Hindersson, who is desperate to extort them for every pfennig they carry. If the Characters manage to calm the man down, they'll discover he has recently been robbed whilst dozing, and his liege is coming soon to collect. Hindersson offers kickbacks if the Characters are willing to track down the missing purse.



JOHANN HINDERSSON – HUMAN TOLL KEEPER (BRASS 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	38	37	41	36	25	27	22	32	29	14

Traits: Armour (Leather Jack) 1,
Ranged (Crossbow) (60) +9, Weapon (Cudgel) +7

Skills: Bribery 34, Consume Alcohol 46, Gamble 27,
Gossip 34, Haggle 27, Melee (Basic) 44, Perception 41,
Ranged (Crossbow) 43

Talents: Marksman

Trappings: Cloak, Clothing, Crossbow with 10 Bolts,
Cudgel, Leather Jack, 44 brass pennies

Aleanora 'Al' Shortbottom, Toll Keeper

Aleanora Lowhaven finally managed to score a posting as a 'Road Warden' along a trade road, doing what all of her family members who want to 'go legit' do: she changed her surname to Shortbottom, and then threw out any pretensions of 'going legit'. Little better than a bandit, Al gouges every passer-by she can for whatever extra 'fees' she thinks she can get away with.

A Way Out

There's one thing all Halflings know: you never move against your family. This rule goes double for the Lowhavens, which puts Aleanora in a very difficult position, for she does, truly, wish to go straight. The vast majority of her continual pilfering of passers-by has been going into her family's coffers, not to mention the blatant ignoring of their illegal goods that regularly pass her toll house. Aleanora will pay well — it's dirty money, but it's still gold — for anyone that can help her disrupt her family's business in such a way that they withdraw from the area, whilst allowing her to keep her position.

ROAD WARDENS AT WAR

As soldiers in the State Armies, Road Wardens are regularly deployed during wartimes. Their experience as lightly armed and armoured cavalry is put to use as scouts, outriders, and messengers, though their sometimes-lax discipline often causes headaches for their commanders. On the other extreme are State Army cavalymen who, in peacetime, are drafted into the Road Wardens. These individuals — usually accomplished veterans — tend to be given positions of command. Some find these postings needlessly tiresome, and a waste of their talents. Others prefer the solitude of the road to the humdrum of Empire society, where they cannot help but imagine Beastmen behind every mask, and Greenskins massacring every opera audience.

Charlotte-Samantha Maiers, Road Sergeant

Hailing from a proud military family in the Reikland, though slight at just over 5 ft, Maiers was an obvious draft as an outrider for the Emperor's State Army in wartime. She performed her duty in exemplary fashion, in every engagement in which she was deployed, and never raised any objections, though she desperately wanted to. She was, therefore, an obvious draft for the Road Wardens come peacetime, where she has continued to shoulder the burden of her role whilst biting her tongue.

Pointy Payback

Despite her years of service without so much as a tut, Maiers has a list of complaints longer than *The Life and Times of Sigmar*; however, her familial ties have long kept her from enacting the revenge she feels her superiors richly deserve. If she could just find a few affable rogues, ones with just enough honour to be trustworthy; ones willing to lie, cheat, steal, and even kill as necessary, she could finally scratch an itch, and off-load her massive pension that she has no need of or intention of ever using elsewhere...

THE SHADOW CAST — A FINE DAY

You can use Shortbottom in *Enemy in Shadows* anywhere and anytime the Characters have to travel by land, to introduce Players new to the setting to the way travel works in many parts of the Empire. She extorts her 'fees' with a bright smile, friendly banter, and her hands casually — but meaningfully — toying with her loaded crossbow.



ALEANORA 'AL' SHORTBOTTOM HALFLING TOLL KEEPER (BRASS 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	22	54	22	38	36	35	44	30	38	44	9

Traits: Armour (Leather Jack) 1,
Ranged (Crossbow) 60 +9, Dagger +5

Skills: Bribery 49, Consume Alcohol 43, Dodge 43,
Gamble 35, Gossip 49, Haggle 52, Melee (Basic) 27,
Perception 41, Ranged (Crossbow) 59,
Sleight of Hand 51

Talents: Acute Sense (Taste), Embezzle, Marksman,
Night Vision, Seasoned Traveller, Small,
Resistance (Chaos)

Trappings: Cloak, Clothing, Crossbow with 10 Bolts,
Dagger, Leather Jack, 44 brass pennies (with 16 silver
shillings and 3 gold crowns secreted away)



CHARLOTTE-SAMANTHA MAIERS
HUMAN ROAD SERGEANT (SILVER 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	57	34	42	53	36	37	35	39	41	14

Traits: Armour (Leather Jack and Mail Shirt) 2, Ranged (Pistol) (20) +8, Weapon (Sword and Shield) +7

Skills: Animal Care 45, Bribery 56, Consume Alcohol 47, Gamble 40, Gossip 56, Haggle 55, Intimidate 49, Intuition 68, Leadership 56, Melee (Basic) 70, Outdoor Survival 45, Perception 58, Ranged (Blackpowder) 72, Ranged (Crossbow) 67, Ride (Horse) 51

Talents: Marksman, Noble Blood, Nose for Trouble, Roughrider, Seasoned Traveller

Trappings: Cloak, Clothing, Dagger, Leather Jack, Mail Shirt, Pistol with 10 Shots, Shield, Sword, Symbol of Rank, Rope, 38 silver shillings, Riding Horse with Saddle and Harness, Squad of 5 Road Wardens

Heinrich Steele, Road Captain

Though never a particularly clever man, Steele more than made up for his deficiencies in cold, stubborn grit. Uncompromising, unyielding, and entirely humourless, Steele found himself never the first choice for promotion, but always the obvious second. When his peers were being exposed for corruption, crime, and all the vices that the Road Wardens stand against, Steele always remained remarkably unmarred. It is no surprise, then, that he has few friends among the Road Wardens, but inspires fear among his enemies.

Rusty Steele

There's nothing more valuable to the servants of Chaos than a man with an unimpeachable reputation with a position of significant authority. Unfortunately for the Empire, Road Captain Steele is one such man. Though he hides his true loyalties well, some of his subordinates have their suspicions. So they turn to the Characters to dig up the dirt they need to get rid of their domineering boss. But are their intentions for the good of the Empire, or is this merely a scheme within a scheme?



HEINRICH STEELE – HUMAN ROAD CAPTAIN
(GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	51	61	38	52	59	27	29	44	45	49	17

Traits: Armour (Leather Jack and Mail Shirt) 2, Ranged (Pistol) (20) +8, Weapon (Sword and Shield) +7

Skills: Animal Care 54, Bribery 49, Consume Alcohol 57, Gamble 49, Gossip 64, Haggle 54, Intimidate 58, Intuition 79, Leadership 69, Lore (Empire) 64, Melee (Basic) 71, Navigation 64, Outdoor Survival 54, Perception 64, Ranged (Blackpowder) 81, Ranged (Crossbow) 71, Ride (Horse) 47

Talents: Combat Aware, Commanding Presence, Coolheaded, Crack the Whip, Fearless (Outlaws), Hatred (Cultists), Marksman, Nose for Trouble

Trappings: Clothing, Crossbow with 10 Bolts, Dagger, Leather Jack, Mail Shirt, Pistol with 10 Shots, Quality Hat and Cloak, Shield, Sword, Symbol of Rank, Rope, 1d10 gold crowns, Light Warhorse with Saddle and Harness, Unit of 8-12 (or up to 16-24) Road Wardens



CHAPTER 7

ALL ROADS LEAD TO BÖGENHAFEN



Whether you open the **Enemy Within Campaign** with the events presented in **Enemy in Shadows**, embrace an anarchical flight on a stolen coach, or design your own structure, there are two essential plot points that must be addressed:

- ☠ One of the Characters bears a remarkable resemblance to a prominent member of a Chaos cult.
- ☠ They are all (sooner or later) headed to Bögenhafen.

As an early adventure in one of the most famous RPG campaigns, it's possible that one or more of your Players will have heard the title '*Shadows Over Bögenhafen*'. They may wonder why they are leaving Altdorf, the Empire's wondrous capital, for a trade town on the Reik (albeit a prominent one).

Whatever set up you go with, don't hide that they're ultimately headed to Bögenhafen: embrace it. Ask them why their Characters might want to go to Bögenhafen, and suggest various reasons that will appeal to them individually. Even if your Players are rolling with the classic plot and one of their Characters does indeed willingly attempt to take the place of the late magister impedimenta, have them come up with their own reasons why a trip to Bögenhafen sounds like a fine idea.

ALTERNATE ENEMY IN SHADOWS BEGINNING — *IN MEDIA FLEE!*

Enemy in Shadows begins with the supposition that the Characters are leaving Delbren, headed for Altdorf for reasons of their own, travelling via the Middenheim-Altdorf road...

With this alternate beginning, the Characters start the adventure already fleeing for their lives in a stolen coach! Immediately ask where everyone is sitting in (or upon) the careening coach, and who is driving. The driver must make a **Challenging (+0) Drive Test**. If the Test fails, dole out a few Wounds due to the coach smashing into trees as it hurtles down the road. Then swiftly relate how they were all having a quiet drink in a coaching inn when a large group of Road Wardens (3 times the number of Characters) led by either Road Sergeant Maiers (for a brand-new group) or Captain Steele (if your group already has a few adventures under their belts) entered the inn carrying a 'Wanted!' notice that they double-checked before surveying the room. The Road Warden leader then levelled an accusing finger at one of the Characters and announced, '*Kastor Lieberung! You are wanted for crimes against the Empire!*'

An **Easy (+40) Perception Test** relates that the picture on the 'Wanted!' notice did indeed look exactly like the Character the Road Warden leader accused. Before the stunned Characters could even react, several seemingly innocuous bar patrons drew daggers and hurled themselves upon the Road Wardens, with a few immediately going down as they were viciously stabbed to death.

One of the patrons yelled to the Characters, '*We are with you magister, flee Herr Lieberung!*' If they ask if there was anything strange about the patron, note that he did have an odd tattoo — a purple hand — on his forearm. After that, the Road Wardens were, to put it mildly, highly unlikely to listen to any protestations of innocence.

Once the Characters have a chance to gather their wits, let them make any reasonable plans, but strongly suggest that their absolute best bet is to hide out someplace, anyplace, where they won't stand out for a time. In fact, there is a massive fair called the Schaffenfest happening in the trade town, Bögenhafen, in a few days. An excellent place to lose oneself amidst the huge crowds...

The party soon discovers that they are being dogged by the survivors of the canny crew of Road Wardens and their leader (or indeed, the cultists), who are somehow one step ahead of the Characters wherever they journey to — except Bögenhafen. This offers the opportunity for a long running group of antagonists for the Characters to flee from, and eventually overcome.

This is an especially fun alternate beginning for groups already familiar with the **Enemy Within** campaign. After all, they more or less know the group is headed to Bögenhafen. It is also a useful variant if you feel that your Players will all be hesitant to wilfully take the place of Kastor Lieberung. If such is the case, pick a good sport; they're in for a world of unrequited trouble.

SUPPORTING CAST

This section details 16 colourful NPCs, and gives suggestions for their uses along the road to Bøgenhafen or once the Characters have reached the town. Some work best as alternatives for other 17 colourful NPCs already in **Enemy in Shadows**. Others help to showcase interesting aspects of the Empire, reinforcing the feeling that the Characters' story is one of countless in a diverse and crowded world. A few are intended to help troubleshoot various problems that groups may face due to their composition, or pull them back onto the critical path of **Enemy in Shadows**. Some are here just to cause more grief for groups that deserve it (which, frankly, is all of them). They are broken into two groups, Road Riffraff and Town Trouble; however, feel free to use some, all, or none, of the road folks in town or vice-versa as you see fit.



ANKE DORFLINGER – HUMAN BOUNTY HUNTER (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	44	41	29	37	36	49	28	39	29	45	10

Traits: Armour (Leather Jerkin) 1,
Ranged (Crossbow) (60) +9, Weapon (Sword) +6,
Weapon (Dagger) +4

Skills: Bribery 45, Charm 55, Gossip 55, Haggle 50,
Intimidate 39, Intuition 41, Melee (Basic) 54, Outdoor
Survival 46, Perception 46, Ranged (Crossbow) 51,
Ranged (Entangling) 51, Track 46

Talents: Relentless, Strike to Stun, Suave

Trappings: Cloak, Clothing, Crossbow and 10 Bolts,
Cudgel, Dagger, Hat, Leather Jerkin, Manacles, Rope,
Warrant Papers, 3d10 silver shillings

ROAD RIFFRAFF

BOUNTY HUNTERS

Bounty hunters travel widely in the course of their work, as wanted criminals do not tend to stay in one place too long. A bounty hunter who is in pursuit of a suspect may stop and question travellers coming in the opposite direction, eager for any clue as to the miscreant's whereabouts and travel plans. If the bounty hunter is not currently involved in a case, the Characters might be asked about the nearby towns and cities, and the job prospects to be found. A bounty hunter will usually be well-disposed toward any Character who appears to have a military or law enforcement background, with a +10 Fellowship bonus in any initial exchange.

Not all bounty hunters pursue wanted criminals. When someone from a noble family goes missing the family will quite often turn to a bounty hunter, and indeed some specialise in this line of work. They can be looking for someone who has been kidnapped for ransom, run afoul of a press-gang, or run away to avoid an unwelcome marriage or to pursue an unsuitable match. Crime doesn't have to be involved.

Active bounty hunters quite often travel with a retinue of hired 'deputies', who can range from former road wardens, soldiers, and watchmen to hired thugs. If the Characters are at a loose end, they might be able to find temporary work with a bounty hunter who needs assistants. Further, there are no licenses needed for, nor guilds that govern bounty hunting, so often there is little difference between the hunter and the hunted. Indeed, many outlaws try their hand at hunting the bounties of fellow vagabonds, though this rarely ends well for anyone.

Anke Dorflinger

Uncharacteristically charismatic for a bounty hunter, Anke Dorflinger has often found a ready smile is more useful in her line of work than knives, nets, and crossbows. That's not to say she's an incapable fighter, but rather a statement on her intelligence: she tends to outsmart more than out-stab. And she's very good at her job.

The Ruse

Dorflinger approaches the Characters in a coaching inn. She says she's chasing a quarry: an outlaw with an outrageous price on his head. However, the outlaw — who she calls 'The Biter' — is notoriously difficult to find, but apparently prone to taking bait. Dorflinger singles out one of the Characters who matches the type of mark the Biter usually goes for, and offers to split the bounty if the Characters help her. The mark is to come with her alone and set the trap, and the rest are to hide down the road in ambush, waiting for her signal. However, the truth is that the mark is Dorflinger's real bounty, and she made everything else up! If the Characters go along with her scheme, they'll soon find one of their companions tied up, and being spirited away by the cunning bounty hunter.

THE SHADOW CAST THE HUNT NEVER ENDS

Adolphus Kuftos's abrupt death, whether by the Characters' actions in Weissbruck, or Gideon's claws in Bögenhafen, removes the Bounty Hunter from the field long before the main events of *Enemy in Shadows*. Lady Emmanuelle Nacht, though, is not one for leaving things to chance. You can use Dorflinger as an additional agent activated when Kuftos fails to meet her report in to Nacht from Bögenhafen. Dorflinger immediately picks up where Kuftos left off, especially if his torn apart corpse is discovered. She will soon make the Characters' lives difficult, and will eventually try to kidnap or kill 'Kastor'; however, the Bounty Hunter doesn't have to remain an antagonist. If your group needs a bit more combat muscle, after following them for a time the sharp Dorflinger realises they aren't with the Purple Hand and can suddenly reveal herself, likely via crossbow bolt, at an appropriate moment to help the Characters out in a tough fight.



EVERYBODY'S GOING TO THE FAIR!

Regardless of how your adventure commences, the Characters should soon realise that everyone around them is either talking about the Schaffenfest, headed to the Schaffenfest, or wishes that they were going to the Schaffenfest. It's the highlight of the year for farmers and merchants throughout the Reikland. The tax-free money (see page 61 of *Enemy in Shadows*) to be made selling live-stock at the fair allows for rare profit, enough to last through the inevitable bad times. For everyone else, the Schaffenfest is a grand party. Normally taciturn or grim-faced NPCs, such as suspicious Road Wardens or Watch members, should immediately break into unexpected smiles and good cheer if the Characters mention they are headed to the Schaffenfest. Hilarious tales about 'chasing the greased pig' and 'enough ale to blind a Dwarf' should abound; the Schaffenfest is on everyone's lips, a default fallback topic of NPC conversation that will make your Old World feel alive and naturally interesting.

ENTERTAINERS

Strolling entertainers travel the Old World, from town to town and fair to fair. They vary from lone minstrels, travelling on foot and cadging rides when the opportunity arises, to whole troupes of players, accompanied by stagehands and carters, travelling in a caravan of coaches and wagons loaded with scenery, props, and costumes.

Talented Characters who impress a troupe's manager with their skills may be offered a place for the next engagement on a trial basis, especially if the troupe has recently suffered losses due to bandits, Beastmen, an attack of 'artistic integrity', or an offer of more money from the competition. The same holds true for artisan types with skills the troupe can use, such as driving,

carpentry, painting, and sewing. Many starry-eyed youngsters, bored with their small lives, dream of running away and joining a troupe of entertainers. Those who do often find their life as hard and uncertain as any other occupation.

Outsiders wherever they go, travelling entertainers are generally regarded with distrust: as vagabonds, thieves, seducers of virtue, and worse. Often this reputation is rightly deserved. The Characters, outsiders themselves through their choice to become travelling adventurers, may sympathise, and might, perhaps, find themselves in a position to rescue entertainers from an angry mob of villagers.



Pandora 'Pea' Lostpocket

Pandora's story is like every other member of her 'family': the Lostpockets. Orphaned and alone, little Pea learned to survive on her own wits... But the harsh streets never soured her spirits or jaded her world view. She would spend her evenings sleeping on rooftops next to chimneys, soaking in their warmth and listening to the music and camaraderie in the tavern below. She would spend her days sneaking through the opera houses and fair grounds of whichever city she found herself in, after hitching a ride in a baggage train or caravan. And when she was finally caught in the back of a wagon belonging to a travelling circus, they were impressed by her quick wit and easy laughter. Pea found a home just as odd as her upbringing.



PANDORA LOSTPOCKET – HALFLING ENTERTAINER (BRASS 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	24	46	23	29	33	49	60	38	42	61	8

Traits: Ranged (Throwing Knives) (4) +4,
Weapon (Dagger) +4

Skills: Athletics 59, Charm 71,
Entertain (Comedian) 71, Gossip 71,
Haggle 66, Perform (Clowning) 59, Play (Lute) 70,
Ranged (Throwing) 56, Sleight of Hand 59

Talents: Acute Sense (Taste), Artistic, Mimic, Night
Vision, Public Speaking, Resistance (Chaos), Small,
Suave

Trappings: Bowl, Costume, Dagger, Instrument,
Selection of Scripts, Throwing Knives,
10d10 brass pennies

A Girl Is No One

Whilst staying at a coaching inn where the Characters are also staying, Pea is recognised by a long-lost family member. Theodoricus Thorncobble, her great uncle (twice removed) immediately identifies her as kin, and tearfully describes how a young Pea was lost to his family when her parents were killed in a riot in Altdorf. Everyone in the coaching house is weeping by the end of the tale, and cheering at the reunion of the young urchin with her very wealthy family... Everyone except young Pea. She has a home, and a family, and neither of them have anything to do with this stuffy old Halfling. Later that evening, she comes to the Characters, and begs them to help her. Whatever it takes.

GAMBLERS

Gamblers know when to hold 'em and know when to fold 'em. The longer-lived ones also know when a sharp exit is required. Leaving an inn or a town before a winning streak attracts too much bad blood, they move on to the next stop, and a new flock of sheep waiting to be shorn. Gamblers can be solitary types, although a few work in crews of two or three, running rigged games or 'short cons' on locals as they pass through. If the last stop was profitable, gamblers travel by coach; if not, they may be on foot. Regardless, they will usually be well-dressed and well-spoken: it's so much easier to part people from money when you're polite.



As well as an 'honest' game of chance, a gambler can be a valuable informant on the subject of their most recent stop. One does not become a successful gambler without being a good judge of people, and the Characters might purchase some useful insights for the cost of a few coins or a hot meal. Alternatively, gamblers are always willing to trade in exchange for helping them out of a jam, or as the result of some good Fellowship Tests. Most gamblers are charlatans. Though not all gamblers are crooked, all of them know how to be, and all know how to spot a crooked game when they encounter one. Those met in towns or cities might be charlatans, but as members of the local entertainment demi-monde, they may well be bawds.

Wolmar Rotte

Wolmar Rotte is incorrigible. A scoundrel of the highest order. A right and thorough scamp. Once, he sold a merchant prince some rock candy stained blue, claiming it was, 'A sea sapphire from furthest Ulthuan'. On another occasion, he tricked Trancas Quendalmanliye, a famous casino owner from Marienburg, into letting him deal his own cards in a game of Ranald's Fingers... Needless to say, he's not allowed back within the city walls. Rotte is an entirely unassuming man in his middle years, but has a knack for taking up just enough room to get what he wants and get away without any consequences (usually).



THE SHADOW CAST A BRIGHT SPIRIT IN A DARK WORLD

Pandora can be used as an alternate, or additional, bit of colour in the Coach and Horses Inn, where she is delighting the other NPCs with her fiddling or perhaps deftly juggling throwing knives to the glee of the inebriated coachmen. She may even accompany the Characters on the coach as she, *'sure don't take up much room, eh?* and she is, of course, working her way towards Bögenhafen for the fair.

Pea can serve as an attraction at the Schaffenfest, where you can also use her to showcase one of the darker aspects of the Old World, if you wish – blatant speciesism. Despite being witty and generally legitimately delightful, some in the otherwise admiring crowd will say very hurtful things about the *'yappy little runt'* to Pea, and may accuse her of picking pockets. When things go ugly, Pea turns to the Characters for help, especially if she met them earlier at the Coach and Horses. Afterwards, she pays for generous rounds of drinks with far more money than she should have. *'Well, yes, I picked his pocket, but only after he was an arse.'*

If the Characters take a shine to Pea, they might even pull her into their investigation. She isn't much use in a fight, but she's a smooth talker, and an exceptional distraction if the Characters need to keep some folks 'occupied' while they ransack an office or two.

WOLMAR ROTTE – HUMAN CHARLATAN (BRASS 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	27	41	29	37	36	49	28	39	29	45	10

Traits: Corruption (Minor), Mutation (Thrill Hunter), Weapon (Fists) +3

Skills: Bribery 54, Consume Alcohol 35, Charm 59, Cool 58, Entertain (Acting) 59, Entertain (Storytelling) 54, Evaluate 50, Gamble 50, Gossip 54, Haggle 54, Intuition 46, Perception 46, Sleight of Hand 54

Talents: Blather, Cardsharp, Criminal, Diceman, Fast Hands, Luck 3

Trappings: Decks of Cards (marked and unmarked), Dice (loaded and unloaded), Forged Documents, 2 Sets of Clothing with Secret Pockets and Pouches, 1 Set of Quality Clothing, 10d10 brass pennies.

Rotten to the Core

Some people are just born lucky, blessed by Ranald. Others, well, they take their luck from far darker forces. However, they don't always know where their luck comes from, and for a con man, being duped is by far the biggest shame. Rotte doesn't remember when it happened, or how he even started down the path, but now he's got a daemon on his back with strange demands and an appetite for souls. The daemon wants its demands taken care of and every once in a while, a soul to consume. It doesn't care whose soul, just so long as it gets fed... And then the Characters walk into Rotte's current haunt asking questions. It won't take much: a win, a loss, a draw, and a drop of blood on the Ace of Hammers...



HIGHWAYMEN

'So you got robbed, then? Was it a highwayman?'

'A highwayman? Never. I can only afford to be robbed by bandits.'

– Old Coachman's Joke

Highwaymen regard themselves as the aristocracy of rural crime, romantic 'knights of the road' depicted as heroes in the purple prose of a certain sort of playwright and pamphleteer. Although some nobles, including a few bored and reckless ladies, take to highway robbery as sport, the majority of highwaymen are of lower birth. Many have some military background, usually in the cavalry, and most affect the rank of captain or higher, regardless of any real rank, along with a professional nickname. There's fame to think of, so a name, a good name, is all part of the mystique.

Noble highwaymen tend to follow the popular 'highwayman image', riding midnight-black stallions and wearing silk masks, swirling black cloaks, and three-cornered hats whose size and magnificence are a matter of pride and competition. They have a habit of heaping extravagant compliments on any attractive individuals they rob, some of whom have found their jewellery anonymously returned at the next inn. Some only rob those who, in their opinion, need a lesson: the arrogant merchant or petty noble who ill-treats inn staff and others, or who fails to live up to the highwayman's lofty ideals of good conduct, will find themselves relieved of a substantial weight of coin.

The common variety of highwayman (in both senses) is less romantic and more brutal, ignoring the traditional challenge, 'Your money or your life', callously taking both. No witnesses, all the money. It is very hard to succeed as a highwayman without associates along the road, especially at coaching inns. A network of local informants keeps tabs on rich-looking travellers and the forces of the law. Some are in the highwayman's debt while others, often youths with little knowledge of the world beyond romantic ideas of adventure, have been seduced by the highwayman's glamour. While many highwaymen are former cavalymen, there are lone outlaws, road wardens gone bad, or robbers who followed other Careers. All are capable horsemen, and those who favour the highwayman's romantic image are usually well trained in the use of rapier and pistol.

Maria Braund

Braund's story is as old as the Empire itself: youth joins the State Army; youth fights; youth ages well before their time into veteran; veteran is treated terribly on return, and has trouble finding work; veteran becomes bandit to make ends meet. In Braund's case, though, she actually enjoys her new vocation, seeing in it the adventure that was promised when she first took the Emperor's coin.



MARIA BRAUND – HUMAN OUTLAW (BRASS 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	41	40	47	34	30	32	31	33	24	39	12

Traits: Armour (Leather Jack) 1,
Ranged (Pistol) (20) +8, Weapon(Rapier and Dagger) +8

Skills: Athletics 42, Charm 45, Dodge 50,
Melee (Fencing) 64, Intimidate 65,
Ranged (Blackpowder) 55, Ride (Horse) 55,
Sleight of Hand 45

Talents: Combat Aware, Marksman, Roughrider

Trappings: Dagger, Leather Jack, Pistol and 10
Shots, Rapier, Ornate Mask, Riding Horse with
Saddle and Tack, Tent, 4d10 brass pennies

Not So Easy Company

Infamy is the bread-and-butter of the highwayman's lifestyle. If potential victims know who you are, and what you're capable of, they're much less likely to resist. However, when Braund holds up a coach that unfortunately contains her old sergeant from the State Army, she's on the run. Now Sergeant Dieter Rundmann is looking for private contractors to silence Braund, so that no one discovers one of his own recruits turned out to be a bad apple. At the same time, Braund is looking for enterprising fellows to help her kill her old sergeant.

NOBLES

Nobles are nearly always accompanied by at least one servant, and high-ranking or self-important nobles never travel without a considerable retinue of bodyguards, advisors, lawyers, and other domestic staff, plus at least one baggage-cart behind the noble's coach. Some younger and lower-ranking nobles, such as Lady Isolde von Strudeldorf (**Enemy in Shadows**, page 21) will occasionally take public coaches, but only when the family cannot, or will not, provide them with a coach of their own. Forced onto a public coach, nobles are normally quite bitter about it, and seldom hesitate to take out their bad temper on their fellow passengers.

A travelling noble always commandeers the best room in any inn, and reserves the adjoining ones for their closer servants and advisors. Where possible, a noble party will try to take over the entire inn, closing it to all other travellers. They take all the best food and drink, complain about everything and everyone, and expect everybody — even fellow guests, whom they refuse to distinguish from the inn's staff — to be at their beck and call.

THE SHADOW CAST A FINE EVE FOR A ROBBERY

As written, nothing significant happens in *Enemy in Shadows* during the four idyllic days the Berebeli journeys from Weissbruck to Bögenhafen down the Bögen River. During this part of their trip, you may wish to introduce the Characters to Braund, especially if they dodged Kuftsos' machinations in Weissbruck. One evening, the characters hear the sound of thundering hoofbeats, then suddenly, out of the roiling fog that covers the banks of the Bogen, a masked ghostly figure on horseback leaps from a high bank, to land, surprisingly gracefully, horse and all, in the midst of the Berebeli. She introduces herself from behind a cocked and aimed pistol as, 'a toll collector, of sorts', and proceeds to rob the Characters and crew of the Berebeli. She's quite polite about it, asks if they are headed for the Schaffenfest, and if given no trouble, extracts only a small sum from each person, before departing. If the Characters resist, she shoots — more to startle and frighten than to kill — then grabs a bag or two and flees, easily urging her horse into the river and away in the direction of the Bögenhafen. Unfortunately, one of the bags she happens to grab holds the Inheritance and Affidavit letters... If Braund finds or takes the inheritance and affidavit letters, she will read them, eyes widening, then return them to 'Kastor' with a comment that she'll see them later when their pockets are full; she's headed to Schaffenfest too, and is happy to wait around for such a juicy mark.

In whatever circumstances Braund departs, there's a chance her horse could be injured jumping back off the barge, adding some humour to this potential reoccurring character.

In addition, many younger nobles, especially groups of young noblemen, seem addicted to drunken vandalism and all kinds of misbehaviour. While this type is encountered more commonly in towns and cities, such a group of privileged rowdies may also be encountered on their way to a wedding, hunting party, or other event.

Some travellers pander to the whims of nobility, and endure their orders and complaints in the hope of some monetary largesse. Such hopes almost always end in disappointment as most nobles carry very little cash. Money is vulgar, and nobles insist that any bills are submitted to their family's home for payment. Depending on the family, payment can take months, even years, always assuming that it ever comes. The rich do not remain rich by throwing their money around, but position and title demands that they live as though they do.

Even so, making the acquaintance of a noble can be useful for a group of adventurers. Successful **Charm** Tests count for a great deal, and depending on their social status, the Characters might be seen as jolly good fellows or colourful acquaintances. Either of these outcomes might earn them an invitation to come along with the nobles to whatever event they are attending. Other, more practical help, will also earn a noble's self-satisfied gratitude. For all their servants, bodyguards, and prestige, it is not uncommon for a lone nobleman, or a small group, to enrage the locals so thoroughly that they find themselves in a sticky situation. These problem moments range from the outraged, blunderbuss-wielding father of a local beauty, to the surviving staff and fellow guests of an inn who completely fail to see any humour in the way an entire building got itself burnt down, taking everyone's possessions with it. However, this kind of gratitude is likely to be short-lived, and may turn to distrust and hatred of 'oiks' who know too much.

Grand Baronet Eberhart von Durbheim

A tall young man with a shaven head, a wolfish physique, and a wild glint to his eyes, the 'Grand Baronet' proclaims himself to be the heir of the von Durbheim line. The von Durbheims — the original rulers of the now dissolved province of Sölland — were said to have died out in 1707 IC, but the 'Grand Baronet' holds firm to his title. Of course, he's little better than an impoverished rake in finery going to rags, but an idea is often more important than reality in the Empire. Eberhart wastes no opportunity to remind everyone of this idea.

Lines on Pfeildorf

Whilst sitting down to a meal and a drink at a coaching inn, a minstrel strikes up a rendition of *Lines on Pfeildorf*, a ballad lamenting the loss of the province of Sölland, and the presence of a foreign Countess — Emmanuelle von Leibwitz — sitting on the throne. The taproom falls to listening, but not everyone looks on happily. At its end, the minstrel proclaims to be none other than 'Grand Baronet' Eberhart von Durbheim, the

THE SHADOW CAST STAINED FINGERS

Rotte can be used as an alternate for Phillipe Descartes in the Coach and Horses Inn, especially if your group is already familiar with the Bretonnian gambler. Unlike Descartes, Rotte isn't much of a fighter. He is far more ruthless though, and more dangerous than he appears, for Wolmar is an agent of Chaos. While the Purple Hand will certainly show up again late in the Enemy Within Campaign, you've likely noticed that they have no presence in Bögenhafen (well, other than the hapless 'Kastor'). You can change that if you add Rotte as their senior agent in town, one tasked with looking into the magister impedimentae's 'betrayal'.

He may, instead, be an agent of The Vigilant Eye (see page 142 of **Enemy in Shadows**) or another cult entirely, such as the Shifting Grasp or the Faceless Ones (see **A Guide to Ubersreik** in the **WFRP Starter Set**, pages 62 and 64). If

such is the case, he may be looking to disrupt the ritual as well — though certainly not for any altruistic reasons — and will doubtless try to con the Characters into achieving his aims, casting them aside the second they cease to be useful.



returned heir of the Sölland throne! Knives are drawn, tables are overturned, and the taproom explodes into a brawl. Eberhart demands that everyone choose where they stand and suggests great rewards for those that join him.

OUTLAWS

Those familiar with the Empire's roads and forests are careful to make a distinction between bandits and outlaws. Writers of popular plays and romances are even more careful. Outlaws, they maintain, are motivated by a good cause, or at least a sense of justice. They rob the rich to feed the poor, or to weaken an unjust local lord. Bandits, on the other hand, are motivated only by money. To the victims of either sort, the distinction is often a fine one. Whether this distinction is one of fact or fantasy is up for debate. To the Characters, outlaws offer more potential than bandits. The Characters might join their cause, or at least assist with one or two 'jobs'. If the interests of the two groups align (as they may in **Death on the Reik**), they can achieve more together than either group could accomplish alone.

As might be expected, neither outlaws nor bandits advertise their presence on, or near, roads. In most cases, no one suspects their presence until a signal is given and the band moves to block the road before and behind its chosen target. They rely on clever planning and the element of surprise rather than brute force, although some claim that this is a further distinction between outlaws and bandits. Outlaws are supposed to be clever, according to the playwrights.



EBERHART VON DURBHEIM – HUMAN NOBLE (GOLD 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	46	27	31	36	37	32	48	39	33	46	12

Traits: Weapon (Foil and Main Gauche) +6

Skills: Bribery 51, Charm 56, Consume Alcohol 46, Gamble 44, Gossip 56, Intimidate 36, Language (Classical) 49, Leadership 56, Lore (Heraldry) 49, Melee (Fencing) 56, Melee (Parry) 56, Play (Harp) 53

Talents: Attractive, Carouser, Noble Blood, *Suave*, Read/Write

Trappings: Quality Courtly Garb, Foil, Harp, Quality Jewellery, Main Gauche, Valet, 3 gold crowns

Both groups cultivate local contacts, although people cooperate with bandits more out of fear than love, and are more likely to betray them to a party that looks strong and resourceful enough to see them off. Outlaw contacts are more loyal, and if they sense that the Characters may be sympathetic to their cause or useful in some way, then they will do their best to engineer a meeting. This might involve a kidnapping into the forest or a small band of outlaws entering the Characters' rooms while they sleep to take them by surprise. Local nobles often offer rewards for both kinds of lawbreaker, and have been known to employ groups of wandering adventurers to destroy outlaw bands who are too popular or too righteous.

Rembrandt Haube

Far from the sharpest arrow in the quiver, Haube never truly understood the romantic ideals of the outlaw. At some point, the concept of 'steal from the rich, give to the poor' was inverted, and no one's had the courage to confront him about it. The local nobility, inundated with donations of stolen wealth, have *curiously* lessened the laws on banditry in the region Haube operates in to a small fine. The conflict of interest is not lost on the merchants and peasants, but certainly escapes Haube.



REMBRANDT HAUBE – HUMAN OUTLAW (BRASS 2)

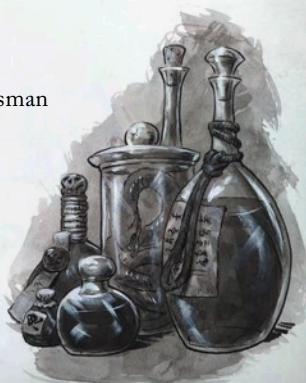
M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	43	49	42	46	28	39	34	21	25	31	14

Traits: Armour (Leather Jerkin) 1,
Ranged (Bow) (60) +8, Weapon (Sword and Shield) +8

Skills: Athletics 49, Consume Alcohol 51, Cool 30,
Endurance 51, Dodge 49, Gamble 27, Heal 32,
Intimidate 47, Lore (Local) 32, Melee (Basic) 53,
Outdoor Survival 32, Perception 38,
Ranged (Bow) 59,
Stealth (Rural) 49

Talents: Criminal, Marksman

Trappings: Bedroll, Bow
with 10 Arrows,
Leather Jerkin,
Shield, Sword, Tent,
Tinderbox,
4d10 brass pennies



Our Homesteads for a Sheriff

The Characters are stopped on the road by a ragged band of peasants. They tell an odd, but undeniable tale of an 'outlaw' who robs from the poor to give to the rich, and beg the Characters to help them. They don't want revolution against their lord, they just want someone — anyone — to uphold the law. Little do the Characters know that the local law has been changed, and that killing an outlaw is now, itself, outlawed...

THE SHADOW CAST STATUS QUO

The striking von Durbheim can be used for extra background colour in Altdorf or at the Schaffenfest. Wherever you place him, he regales a thrilled crowd with tales of his intrepid quest to 'retake his family honour'. The real purpose of his presence, though, is to clearly show Players what nobles can get away with in the Empire. At some point, one or more of the audience (clearly *not* of the gentry) gets fed up with the 'Grand Baronet' and denounces him. Von Durbheim regards the individual for a moment, then draws his foil and runs them through in a single smooth motion, killing them on the spot. He gestures to a nearby watchman, '*deal with this*' then flips a single shilling on to the body before sauntering away, casually drinking from a glass of ale that he takes from someone in the crowd. Nobody stops him, nobody says a word. The watchman pockets the shilling, and quietly starts arranging for the body to be hauled off to the local Morr's Garden.



PEDLARS

Most pedlars have a regular route, which takes them round a number of villages before returning to a town to purchase stock and rest. They are encountered more commonly on minor roads and tracks rather than on great highways, and stay the night at village inns or at customers' houses rather than expensive coaching inns. Most travel on foot, their wares in a heavy pack, but the more successful pedlars drive a small cart pulled by a horse or donkey, and have a larger selection of goods.

Pedlars rarely carry anything of great value or rarity. Their trade is in small essentials — pins, needles, small tools, buttons, and the like — carried to rural communities who haven't the time for a trip into a town. They almost never have any items rarer than Common, and their prices are usually 10% above those in the Consumer Guide. This 10% is the price of convenience; goods are brought directly to the people, and the pedlar makes their living on that margin. Less scrupulous pedlars will further shuffle these numbers around, justifying it to themselves with assumptions about a peasant's counting ability.

Good pedlars pay attention to their customers' needs; thus, many are very knowledgeable about people and goings-on in all the settlements along their route. They are also welcome almost everywhere because they bring news and gossip. If approached in the right way, a pedlar can tell the Characters who is 'carrying on' with whom, the underhand dealings of a local lord, whether Beastmen or other threats have been sighted recently, and all kinds of other useful information. They are also a useful source

of common trappings, clothing, and ammunition, though rarely weapons, armour, or perishable goods. They may buy items from the Characters, if they think they can sell them along their route. Starting offers will be around 60% of the item's price from the Consumer Guide (WFRP, page 288), but can be bargained up to 90% for items in demand.

Delberz Trötte

If there's one knack that Trötte undeniably has, it's covering a lot of ground in a short amount of time. Well trusted for his regularity, and rightly distrusted for his tendency to inflate the truth, Trötte is a well-known sight along many of the Reikland's roads. With his trusty mule and his overfull saddlebags, Trötte is ready and willing to supply anything you could possibly need... so long as it's not meant to be authentic or entirely reliable, that is.

The South Road Bubble

Trötte, like many Reiklanders, has fallen foul of thinking he is a little smarter than he truly is. A promise of a delivery of flour in one village, an agreement for new knives in another, and an already bought-and-paid-for shipment of lamp oil to a third has left Trötte in a very sticky situation. Normally, he could probably talk his way out of any trouble, but Delberz regularly engages in all sorts of extra money-making schemes, including the quiet transport of exceedingly dubious (read blasphemous) tomes – one of which he presently has in his saddlebags. Should his furious clients discover what he's carrying as they seek their promised goods, well, it's likely the pyre for Trötte... which is why he needs a few new hires to keep him safe.



DELBERZ TRÖTTE – HUMAN PEDLAR (BRASS 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	31	29	27	43	35	40	46	29	34	48	13

Traits: Prejudice (The Overly Inquisitive),
Weapon (Dagger) +4

Skills: Animal Care 39, Charm 53, Endurance 48,
Entertain (Storytelling) 58, Evaluate 39, Gossip 58,
Haggle 58, Intuition 40, Outdoor Survival 39,
Ride (Horse) 50, Stealth (Rural) 45, Trade (Tinker) 56

Talents: Dealmaker, Flee!, *Fleet Footed*, Rover,
Seasoned Traveller, Tinker

Trappings: Backpack, Bedroll, Dagger, Goods worth
2d10 silver shillings, Mule and Saddlebags, Pots and
Pans, Tent, Trade Tools (Tinker), 8d10 brass pennies

THE SHADOW CAST CELL MATES

Through ill-luck, bad timing, or gravely misplaced faith in the Empire's justice system, the Characters may find themselves in the Watch Barracks' cells during the course of *Enemy in Shadows*. This is an excellent time to introduce the slow-witted but usefully muscled Haube, who is always up for a jail break so he can get back to robbing the poor for their more-deserving betters. Additionally, his range of friends in high places may have arranged for his surreptitious release; a bribed watchman here, a misplaced key there, and Haube is back to filling their coffers, along with the strange new friends he took a shine to whilst incarcerated.

Convincing Haube that the nobles are in imminent danger due to the sinister plot they've discovered (which is quite true, after a fashion) may well enlist his aid should the characters need some additional muscle to face off against the Ordo Septenarius. Otherwise, he's amusingly misguided and fun to roleplay.



RUSTLERS

Some rural criminals specialise in stealing livestock from farms and selling them at a market where no one will know the goods are stolen. When encountered on the road, rustlers look like any other farmer driving stock to market. What might tip off Characters is the presence of a prize bull, a creature rarely sold off, or some other suspect item for sale. These details will likely only be noticeable by Characters in the Villager Class.

Rustlers mostly keep to themselves, and seldom remain in one area for long. This means that they know little local news and gossip. More than one gang of rustlers has been caught thanks to their atypical accents, or ignorance of local customs. To a farming family, the return of stolen livestock can make the difference between ruin and prosperity. Although they can seldom give large material rewards, the Characters can earn many farmers' gratitude for life, and become local heroes if they manage to bring a rustling gang to justice.



Wilhelm Kind

Wilhelm relies on a winning smile to make up for the fact that he's far from the sharpest knife in the drawer. He discovered early on that confidence can ultimately make up for a great many personal shortfalls. Threats made with a steady hand and a thrilling story to cover for his crimes became his bread and butter. Where most rustlers rely on blending in, Kind favours standing out, and owning the fact that he 'owns' nothing.

The Slowest Getaway

Kind has been hired by a ruthless landowner to 'acquire' the prized stud bull of a rival. The initial theft went well, but it has all been a shambles since, as the recalcitrant bull has been anything but helpful. Knowing that Road Wardens are already on his heels, the desperate Kind offers the Characters a deal: distract his pursuers long enough for him to escape, and he will split the earnings of the bullnapping with them. Of course, Kind has no intention of sticking to his word, and will promptly try to lose the Characters as well once out of sight.



WILHELM KIND – HUMAN BRIGAND (BRASS I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	37	32	35	34	39	36	33	29	32	45	12

Traits: Armour (Leather Jerkin) 1,
Weapon (Stolen Farming Tools) +6

Skills: Athletics 41, Charm 50, Consume Alcohol 39,
Cool 37, Endurance 39, Gamble 34, Intimidate 40,
Melee (Basic) 42, Outdoor Survival 34

Talents: Rover, *Suave*

Trappings: Bedroll, Leather Jerkin, Stolen Farming
Tools, Stolen Livestock, Tinderbox, 2d10 brass pennies

THE SHADOW CAST YEE-HAW-HA

If you want some alternate trouble on the road to Bögenhafen, you can have the Characters pass Kind struggling to bring 'his' herd to the Schaffenfest. Kind offers to split a portion of his intended profits with the Characters should they help him with his stock. Of course, that may be difficult when the outraged farmer whose cattle had been stolen beats Kind to the fair, and can easily discern the distinct markings on several of his precious bulls. The Characters will have to do some fast talking to avoid rustling charges.



TOWN TROUBLEMAKERS

ARTISANS

A wide range of artisans ply their trade across the Empire, with their numbers and variety in direct proportion to a town's size. A small town or large village may only be home to a blacksmith and a cartwright, while a great city will have countless skilled artisans working at all kinds of crafts and trades in sufficient numbers to form guilds.



BROKUR ZINDRISSON – DWARF ARTISAN (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	41	29	43	56	32	18	60	39	57	26	19

Traits: Armour (Leather Jerkin) 1, Weapon (Tools) +7

Skills: Athletics 23, Charm 36, Cool 62, Consume Alcohol 61, Dodge 23, Endurance 61, Evaluate 49, Gossip 36, Haggle 49, Language (Guilder) 49, Lore (Local) 49, Perception 42, Stealth (Urban) 23, Trade (Smithing) 70

Talents: Craftsman (Smithing), Dealmaker, Magic Resistance, Night Vision, Read/Write, Strong-minded, Sturdy

Trappings: Chalk, Dirty Rags, Guild License, Leather Jerkin, Trade Tools, 1d10 silver shillings

Artisans encountered in the streets of a town will normally be apprentices engaged in some errand for their masters: taking a finished job to a customer, delivering a bill for payment, going to a supplier for materials or tools, or the like. Some apprentices may be willing to stop and talk to out-of-town vagrants, such as the Characters. Some may be grateful for assistance, especially in the form of a tough-looking Character or two standing behind them as they submit a fourth or fifth demand for payment to a notoriously difficult customer.

Able enough to earn money and young enough not to worry about spending it, apprentices can also be encountered in a town's middle-ranking hostelrys during the evening. Their acquaintance is worth cultivating if the Characters want to know anything about the town's geography, points of interest, news, rumours, and scandals. For the price of an evening's drinking, all sorts of information become available. It has to be said that the rumours and anecdotes become noticeably wilder and less reliable as the evening wears on and the ale-kegs grow lighter!

Brokur Zindrisson

There is an Elf notion that the many frustrations and failings of Karaz Ankor are the sole fault of the intrinsic nature of Dwarfs. Vastly talented but dark of mood, Zindrisson could easily be described as an archetypal Dwarf — except that he is self-aware of his own deficiencies, and desperately trying to fix them in unorthodox ways. Brokur will take challenging smithing commissions no 'respectable' Dwarf would ever even consider, the more unusual, the better. He is always on the lookout for 'unusual' materials that could be useful for his work.

THE SHADOW CAST IRON FLOWERS

Zindrisson makes for a useful and fun encounter, especially since starting Characters will frequently seek out a smith to pick up a decent weapon the first chance they get. He can easily be placed in either Altdorf or the Schaffenfest — or both, as he does travel to large events on occasion. At first he seems a 'typical Dwarf smith' as he spears customers a sharp glance from beneath his big, bushy, black brows.

Perceptive Characters will swiftly realise all his wares bear the hallmarks of strange and rare craftsmanship. Zindrisson sells intricate 'iron flowers' that are especially favoured by nobles. Many of his smithwork pieces and weapons are laced with an unusual green metal. Several have odd flourishes and weird engravings. Indeed, he is willing to sell some of his more 'experimental projects' at a fraction of their normal cost, so long as the Characters promise to speak well of his weapons and tell everyone where they got them.



I Never Asked for This

Though, by all accounts, a perfectly upstanding Dwarf, Zindrisson is nonetheless on the run. Disgraced before he was born, by a father he never met, Brokur, son of Zindri, is the inheritor of a Grudge that compels him towards certain death, and likely, a legacy of dishonour himself. Well, Zindrisson isn't sitting around, waiting to be dragged away by the Reckoners, nor is he about to shave his scalp, take up arms, and sell his life in a futile quest. He needs conspirators — free agents, with a knack for deception — to fake his death and free him from his familial oaths.

BAWDS

Wherever there are people looking for a good time, there are bawds prepared to show them where to go. Some loiter outside taverns, houses of ill repute, or other seedy places of entertainment, calling out enticements. Others wait in taverns for a likely-looking group of 'pigeons', and then talk them into accepting their services as a guide to the local nightlife. In both cases, bawds receive a commission for every customer they lead to a particular establishment, which means that despite their frequent and passionate protestations to the contrary, they are far from unbiased.

If the Characters can convince a bawd that they are not mere pigeons, they may be able to gain valuable insights into the town's more questionable establishments and those who frequent them. Since the bawd's business requires frequent contact with any local underworld, information and introductions may be obtained in that direction as well. The two things a bawd cannot stand, though, are blackmailers and informers. They make trouble, ruin everyone's fun, and scare off valuable customers. The Characters must be very careful to avoid looking like blackmailers or informers, since most bawds know people. In particular, they know local 'businessmen' who will cheerfully nail someone to a door, or dump them in the river with a bag of bricks round their neck...

Pompai Ricolma

Infamous throughout her home country of Tilea, Ricolma finds herself at the centre of trouble no matter where she goes, which means she moves around a lot. Most, though certainly not all, of said trouble is not of her own making, though that isn't to say she doesn't try to profit from every last piece. However, her constant movement does nothing to lessen her increasingly bad reputation: her painted-on beauty spot, her massive powdered wig, and her droll wit follow her everywhere.

A Measure of Men

Ricolma has a big problem: she's found herself engaged to a wealthy, exceedingly attractive, and entirely eligible young noble bachelor, one she thinks she may just be willing to settle down with... which is a problem, because the proposed wedding day happens to coincide with four others she is also obligated to attend as they're also hers. To make matters worse, she's already

used her various dowries to pay off debts, as well as sending some off to other Empire ports to set up 'new lives', so she can't give the money back. Besides, her romantic heart demands that each wedding take place. She has plenty of spare wigs and dresses, and the make-up skills to convert even the wartiest Dwarf into a semblance of her beauty. Now, all she needs is some likely help as occasional stand ins, to drug her many 'loves' to slow their wits, and to help her fake several equally tragic, but completely dissimilar, deaths...



POMPAI RICOLMA – HUMAN BAWD (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	39	24	27	31	46	45	48	33	22	55	10

Traits: Weapon (Stiletto) +5

Skills: Bribery 60, Charm 65, Consume Alcohol 41, Dodge 55, Entertain (Acting) 65, Gamble 38, Gossip 65, Haggle 60, Intimidate 32, Intuition 56, Lore (Local) 43, Melee (Basic) 49, Perception 56

Talents: Attractive, Blather, Carouser, Suave

Trappings: Flask of Spirits, Daggers tucked into Boots, Narcotics, Quality Clothing, 6d10 brass pennies

THE SHADOW CAST RIGHT THIS WAY

Fairs like the Schaffenfest invariably host a few bawds, and you can use Ricolma to highlight different parts of the fair that you wish to direct the group's attention to. Players uncertain of exactly what their Characters would do will find Ricolma a useful guide, as she gaily points out various spots of interest to them whilst dragging the Characters between drinking holes. As an ongoing gag, have her continually introduce the Characters to 'her fiancé' at different establishments at the fair. If they start to say anything about it in front of one of her fiancés, she immediately distracts 'her beau' with a kiss, or something even more direct, while simultaneously stomping the Character's foot or elbowing them in the ribs.



BEGGARS

Beggars are a common sight in the Empire's towns and cities. Sadly, they are so common that many people do not even notice them. This makes them very useful as scouts and lookouts, and many are employed in just that capacity by local criminal organisations.

The best begging spots, called 'pitches', are jealously guarded. Vicious fights have been known to break out when a newcomer tries to take over a pitch from an established beggar. A beggar with a regular pitch, who is not too far gone with drink and weirdroot, can be a very affordable and almost undetectable way of keeping watch on a particular location, day and night.

Of course, a beggar who has an existing arrangement with an underworld contact or another party will certainly mention any approach by the Characters to their employer. This can lead to a visit from several racketeers or other people, wanting to know exactly why the Characters are interested in a particular person or location. If the explanations aren't to the enforcers' liking, they will be very ready to see the Characters as rivals or opponents, to be dealt with harshly.

Sonny Rags

If you didn't know there was a man under all the folds, belts, ropes, and rags, you'd assume Sonny was a pile of dirty laundry. Once Sonny opens his mouth and the sob story starts up, you'd wish he was just a pile of dirty laundry... But Sonny's is a tale is well rehearsed: pitiful enough to keep the attention so that his associates can lighten a few pockets, but terrible enough so that folks wish to move on quickly without worrying about their purses.

From Rags to Riches

Sonny is nothing if not ambitious. Whilst he and his crew of orphans are currently under the thumb of the notorious crime lord Franz 'Finger For Your Thoughts' Pfeiffer, Sonny believes his crew could really make it big... They just need someone dumb enough to take on the man upstairs. To this end, the Characters might notice important things in their possession going missing, and turning up in the hands of thieves, sometimes alive, sometimes slashed to ribbons, caught all around town. Pfeiffer will track the killings to the Characters, but will they remember that all this started after listening to a sad, lonely, pile of rags outside a pub one night?



SONNY RAGS – HUMAN BEGGAR (BRASS 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	29	28	32	47	39	46	29	28	46	43	15

Traits: Weapon (Fists) +3

Skills: Athletics 51, Charm 48, Consume Alcohol 52, Cool 51, Dodge 56, Endurance 57, Entertain (Acting) 53, Gossip 53, Haggle 38, Intuition 44, Perception 49, Sleight of Hand 39, Stealth (Urban) 56

Talents: Beneath Notice, Blather, Panhandle

Trappings: Bowl, Crutch, Cup, Empty Bottles, Poor Quality Blanket, 4d10 brass pennies

THE SHADOW CAST THE INCONSPICUOUS EYE

Beggars are so common that if you continually mention their presence, soon, even Characters will ignore them, making them useful not only to criminal organisations, but far darker ones as well. Sonny makes an excellent agent as you can use him for any number of different cults, though he works especially well as a lookout for The Vigilant Eye (see page 11 of *Enemy in Shadows*). Have Sonny trail the Characters as they travel about Bøgenhafen, and report their doings to whatever group he represents, which can justify either unexpected help or strange hindrances at odd moments as whatever cult Sonny reports to brings their influence to bear. While Sonny tries to be hard to spot, perceptive Characters will eventually realise that they keep noticing folk wearing the colours of whatever group Sonny is associated with talking to what seem to just be piles of garbage.



BUNKO ARTISTS

Operating on street corners or at fairs, bunko artists are a class of charlatans who specialise in sleight of hand. They set up easy-looking challenges involving, say, a pea under one of three cups, or a queen with two lower-value cards, and let customers, or 'marks', win money from them once or twice before raising both the odds and the difficulty. Most people walk away after a couple of losses, and the bunko artist relies on an enticing patter and a high turnover to make a steady income. Fools are even better, though.

It takes an Opposed Perception/Sleight of Hand Test to see how the trick is pulled off. Characters can try to play bunko artists at their own game, but a knowledgeable mark will be quickly spotted. At this point the game may end, or a nod may be given to a nearby heavy-set acquaintance. Bunko artists aren't there to gamble fairly. They usually operate under a 'licence' from the local crime boss. They hand over a portion of their earnings for a loosely-defined degree of 'protection'. Unlicensed bunko artists are usually dealt with quickly and harshly. It's not easy to earn a living as a bunko artist after being relieved of fingers or thumbs.

Heinrich 'The Grouch' Marken

Witty, with a comical stooped posture, bushy brows, clever hands, and a knowing gaze, Heinrich 'The Grouch' Marken was set to become a genius of the theatre. That is, until he lost the wrong sum at cards, made the wrong sort of enemies by running, and practised the wrong sort of skills to survive... Now, The Grouch — plagued by memories of how he could have made it big — plays the folk of the Empire's cities. His look draws them in, his wit trips them up, his hands fool their eyes... And yet, they always leave with a laugh on their lips.

HEINRICH MARKEN – HUMAN CHARLATAN (BRASS 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	29	35	31	28	46	34	49	40	43	54	11

Traits: Prejudice (Entertainers), Weapon (Dagger) +6

Skills: Bribery 64, Cool 53, Consume Alcohol 33, Charm 64, Entertain (Acting) 65, Entertain (Comedy) 67, Gamble 50, Gossip 59, Haggle 62, Intuition 56, Sleight of Hand 58

Talents: Blather, Cardsharp, Diceman, Fast Hands (2), Luck

Trappings: Dagger, Deck of Cards, Dice, Folding Table, 10d10 brass pennies

My Brother, Where Art Thou?

The Markens have come looking for their missing sibling. They will stop at nothing until the Grouch pays for turning his back on his family and their 'debts'. They are offering a decent sum for his whereabouts and a great deal more for the man himself, for they are clearly desperate to find him. Why do the Markens want their wayward brother so badly and what will the Characters do when Heinrich offers them a dangerous, far less well paid, but far more entertaining way to trick his brothers and send them packing?

THE SHADOW CAST NEVER A MEMBER

You can use the Grouch just to add fun colour to the Schaffenfest, but his story runs far deeper if you wish to entangle the Characters in it, for he has met 'Kastor Lieberung' before. Marken's act was not, originally, a lone one — he and his many brothers lived, gambled, and worked various 'odd' cons together. His brothers became involved with an 'exciting group' that Heinrich soon discovered was far more sinister than their name, the Purple Hand. Marken fled as, *'I'd never want to belong to any cult that would have me as a member'*, but he knows far more about the Chaos cult than the Characters, though not much about their long-term plans as he wisely got out fast. You can use him to convey more about what the

Characters have got into, as the discerning charlatan will soon realise that the lookalike is not Lieberung. If the group seem like decent sorts, he will soon approach them for a *'loud drink and a quiet chat'*.



LABOURERS

Any town or city has a constant need for unskilled labour. There are always bricks and building stones to be moved, cargoes to be loaded and unloaded, and so on. Without significant trade or craft skills, labourers are usually among a town's lowest-paid workers, but their work takes them all over. As long as they have a suitable excuse, they can pass without comment between the homes of the nobility as readily as they can between back street shacks.

Many labourers work in gangs of 4–12 individuals, led by a 'ganger' who finds work, makes deals, and doles out pay. The better gangs have long-established relations with the town's guild and merchant houses. They're employed regularly, paid a little over the odds, and entrusted with a wide range of jobs. Others are little more than thugs for hire, as happy breaking legs as loading barges, and have criminal ties. When not working, most labourers can be encountered in a town's cheaper hostleries. Every gang has its 'local', and seldom bothers to drink anywhere else. Their neighbours tend to give them a wide berth, and for good or ill, can readily direct folks their way as they are easy to find. Most will talk to anyone as long as the ale keeps flowing, but unusual or suspicious questions are always referred to the ganger, who tends to be the most intelligent and worldly-wise of the group.

Albert Pförtner

A friend of many, an associate of more, but an enemy of none... left breathing, that is. Pförtner is a veritable wall of muscle — like an Ogre in miniature — with a ready grin and a face covered in scars that speak of a long history of hard brawling. Widely regarded about the dock as someone not to cross and known as a man, *'who will do what's what if you pay what's owed'* Pförtner has an 'understanding' with the Watch: they don't see nothing,



ALBERT PFÖRTNER – HUMAN STEVEDORE (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	48	26	55	54	46	23	27	36	40	36	24

Traits: Armour (Leather Jerkin) 1,
Hatred (Rival Gangers), Weapon (Boat Hook) +9

Skills: Athletics 28, Bribery 46, Climb 60,
Consume Alcohol 58, Dodge 32, Endurance 58,
Gossip 46, Intimidate 60, Perception 51,
Melee (Basic) 58, Stealth (Urban) 28

Talents: Criminal, Dirty Fighting (2), Strong Back,
Sturdy, Tenacious, Very Strong

Trappings: Leather Gloves, Gang Colours,
Guild License, Leather Jerkin, Pipe and Tobacco,
Porter Cap, Tools, 1d10 silver shillings

so long as he makes certain there isn't anything worth looking too closely at. Whether that translates to smuggling, bruising, or what have you, Pförtner keeps it all quiet — for a price.

What's in the Box?

Recently, a small lead-lined locked black chest has 'fallen off the back of a barge' and into Pförtner's possession. However, no matter where Pförtner drops it — including where he's been paid to drop it — the box keeps finding its way back into his home: tucked under the stairs, jammed in a coat pocket, under his bed, and so on. What's more, 'accidental' deaths surround wherever the drop was done: drownings, broken skulls, impalements, the whole spectrum. Pförtner's getting worried, and not least of all because, as least as far as his employers are concerned, he keeps 'missing' drops. He needs some help to get rid of the thing, especially before the soft, erratic rattling inside finally drives him mad.

THE SHADOW CAST NAME THAT MUSCLE!

During the second day of their investigations, and at other points depending on the actions they take, the Characters will be confronted by nameless thugs on Bögenhafen's streets. The majority are Gurney Dumkopf's employees (see pages 94 and 124 of *Enemy in Shadows*). They were hired by Teugen to scare the characters off. If you want to put a 'face' to the enemy, especially if the Characters have skilled fighters among them, or you have other reasons to believe they're unlikely to be intimidated by 'random' thugs, then Dumkopf put Pförtner in charge of the brutes tasked with 'encouraging' the Characters to move along. Pförtner is very sharp for a thug, good at his job, and knows nothing about the Ordo Septenarius, only that Dumkopf sent him and that's that.



LAWBREAKERS

In many ways, towns and cities are a lawbreaker's natural environment, and many different kinds of thieves each have their own style of theft. Pickpockets use Sleight of Hand to relieve their targets of purses, jewellery, and other small items. A successful **Opposed Perception/Sleight of Hand** Test is needed to detect the theft, and even then, the pickpocket has probably already passed the loot off to an accomplice who is rapidly leaving the vicinity. Burglars are adept at picking locks as well as forcing doors and windows open, relying on their Pick Lock Skill and their *Break and Enter* Talent. Cat burglars are also adept at climbing and may have some acrobatic skills. Footpads are less subtle, using padded shoes (+10 to Stealth Tests) to follow potential victims without being heard, and then attacking from ambush to relieve them of their valuables. Smash-and-grab artists rely on speed, breaking shop windows to seize whatever they can and fleeing before anyone can give chase. Talents like *Flee!* and *Fleet Footed* are their main strengths.

Most, if not all, lawbreakers who live in a town or city are members of a local criminal organisation headed by a crime lord. They may be given jobs by the organisation from time to time, and they usually hand over a cut of anything they make as 'taxes' or 'membership fees'. They are likely to report any unauthorised larceny by the Characters, leading to an uncomfortable meeting with 'the management'. If the Characters attack a lawbreaker or cross them in any other way, they are certain to make a complaint and 'steps will be taken' as the opportunity arises.

Alette Zimmermann

When the highborn speak about the lowest, in their harshest and most bigoted tones, they invariably describe Alette Zimmermann. She has never earned a pfennig through honest means, lacks any shred of decorum or grace, and has spent more time inside a prison cell than out. She regularly hawks phlegm when she talks, constantly blinks like an owl in daylight, and continually spins a worn shilling over her knuckles (with



ALETTE ZIMMERMANN – HUMAN THIEF
(BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	32	31	29	43	47	46	26	39	29	10

Traits: Animosity (Law Enforcement),
Weapon (Crowbar) +5

Skills: Athletics 57, Climb 41, Cool 44, Dodge 52,
Endurance 34, Evaluate 36, Intuition 48, Perception 53,
Pick Lock 56, Secret Signs (Thief) 36,
Sleight of Hand 56, Stealth (Urban) 57

Talents: Alley Cat, Break and Enter, Criminal, *Flee!*,
Luck, Night Vision, Shadow

Trappings: Crowbar, Leather Jerkin, Rope, Sack,
Trade Tools (Thief), 6d10 brass pennies

remarkable skill). Zimmermann, though, is a born survivor, and lives by the simple fact that nothing is out of the question for her, no act is too far, and no one, no matter how frightening, is beyond betrayal.

Stitched Up Like A Kipper

Zimmermann has been saying she 'didn't do nuffin' for decades, but this time she's telling the truth. Caught red-handed with an icon of Stromfels, Zimmermann has been sentenced to death by drowning — a traditional punishment for heresy against the Cult of Manann. The Characters know better though; while slipping past on 'business' of their own, they saw her pilfer the icon, along with a selection of other goods, from another individual. They also know that Zimmermann knows far more than she's letting on, for there are signs of a plot brewing that could send the Reik's economy into turmoil, ruining the lives of countless people, and worse, the Characters' interests! Time for a prison break.

MERCHANTS

Most merchants that one may encounter in town are small independent traders operating market stalls or clerks working for a larger merchant house. Market traders seldom leave their stalls, except to have a drink at a tavern near the market on the way home at night, but merchants' clerks can be encountered in the streets at almost any time of day, carrying messages and going about other errands. They tend to gather in 'merchant' taverns in the evening, and much like Artisans (see page 54) can readily be plied with drink for useful information about their town.

Senior merchants can usually be seen in their offices, by appointment, unless one of the Characters is noble, famous, or otherwise able to impress them with a high Status. If the Characters can gain access to the Merchants' Guild or one of the town's more exclusive private clubs, they may also be able to arrange a meeting there. Depending on the size of the town, a friendly merchant may be willing to provide introductions to the senior members of other guilds, members of the city council, or even the local nobility.

Keiti Ouala

A representative of a far-off merchant prince, from a land whose real name few Reiklanders could begin to pronounce, Ouala has seen more of the world than most Humans even dream exists. Ouala has eyes for one thing only: business. She heard not the singing of the Elves from the glittering towers of Lothern, nor witnessed the immense splendour of Copher, for the only song she hears is the ringing of coinage. She only has eyes for the furs and spices that are her charge.



SHADOW CAST THE FINGER'S EYE

Zimmermann's recidivism and willingness to get in on any scheme make her the perfect cell-mate if the Characters somehow end up imprisoned, as her high Pick Lock skill will attest. Any positive interaction with Zimmermann will also prompt her to invite the Characters to meet her employer, Franz Baumann (page 79 of *Enemy in Shadows*), who may have some work or useful information for them.

Even if the Characters' interactions with Baumann go well in the normal course of *Enemy in Shadows*, the Ranaldan Priest may decide he needs to keep track of the Characters. He does this by employing Zimmermann, though whether he openly introduces her as a source of useful 'extra' information about Bøgenhafen and sends her with the group, or has her follow them from the shadows and regularly report back, very much depends on just how much they managed to impress him. Depending on events, Zimmermann's reports may bring some help from the Crooked Fingers when most needed. Indeed, in such a case, Alette may well end up being one of the only folk in town that knows the Characters are innocent of the things they will likely be accused of, and may well deliver some of the concluding lines to *Enemy in Shadows*, if they stop the Ritual and must flee:

'I know what ya done. Yer heroes, the lot of you. But there's not a one who'll ever believe me, save Baumann, and he'll 'ave his doubts, he will. I'll pray to Ranald and Sigmar to look out for ya.'



KEITI OUALA – HUMAN MERCHANT (SILVER 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	29	27	31	33	38	42	34	52	46	48	13

Traits: Weapon (Short Swords) +7

Skills: Animal Care 52, Bribery 58, Charm 53, Consume Alcohol 38, Drive 44, Evaluate 62, Gamble 62, Gossip 53, Haggle 58, Intuition 48, Language (Guilder) 62, Language (Southlander) 62, Perception 48

Talents: Dealmaker, Read/Write, Savvy, *Suave*

Trappings: Abacus, Guards, Guild licence, Jewellery worth 20 GC, 4 Short Swords, Wagons filled with Strange Furs, Exotic Spices and Rare Metals, 5d10 silver shillings

From the Kingdoms of Heaven

For months now, Ouala has been transporting a small stone tablet wrapped inside silk and sackcloth, traded to her in Lothern, and carried throughout the Old World. She has no idea why she purchased the piece, nor why she's carried it all this way. It's heavy, not particularly interesting to look at, and covered in indecipherable scratches that have faded far from whatever semblance of beauty they might once have had. And yet, she can't seem to let it go. She's not found a single customer she's willing to even offer it to... until she sees one of the Characters, and she feels a compulsion: they are meant to purchase the tablet and she must sell it to them.

SHADOW CAST THE WORLD'S BOUNTY

Use Ouala at the Schaffenfest to show just how big the Old World is, and just how far one can travel, but she can also provide an unusual 'in' for the Characters later in the adventure, if desired. Ouala's strong voice carries over the din of the fair, calling all to come and view her wares from far across the seas. She has a number of rare goods and spices (though no weapons) to trade. She lets Characters that suitably impress her try some of her unusual spices, and will engage in proper haggling over a cup of delightfully strong brown 'tea' she calls 'ka-feh'. One of the things she is willing to trade are the roasted brown beans she makes the ka-feh from — a commodity that Reiklanders would actually love, but have not really been exposed to as they've given Ouala less business as a foreigner. As they start dealing with more and more merchants, sharp Characters may realise that the ka-feh could be an 'angle' that would help open doors, getting them an appointment with the Steinhägers (either Franz or Heinrich) or possibly a meeting with Friedrich Magirius. Fortunately, Ouala stays in town several days after the Schaffenfest, continuing to trade before she moves on.

RACKETEERS

No matter who a town's ruler may be, it's frequently the local crime lord who rules the streets. In the larger cities, years, or even decades of conflict between criminal organisations have led to the creation of defined territories. Violations of agreed borders is tantamount to an act of war in the underworld. Outsiders, such as travelling Rogue Characters, are expected to make their presence known to the leaders of the local underworld immediately upon arrival. Failure in this shows no 'respect', drawing instant and severe punishment. If they report their presence, and are open about their intentions, they will get to keep their limbs, though they will likely be charged for the right to operate in the town. The charge can take the form of a monetary payment, or it might be a task set by the crime lord. Such a task will not be an easy one. If it were, the job would already have been done by 'regulars.' It might involve a strike against a rival crime lord, with the Characters used for plausible deniability — all without their knowledge, of course.

Depending on the size of the town, the local crime boss will be a Gang Boss or Crime Lord. Lesser racketeers are more commonly encountered: they may decide to relieve the Characters of their valuables, or the party might stumble upon them doing the same to a friend or acquaintance. The landlord of the inn where the Characters are staying might be having trouble keeping up with the 'protection' payments demanded by a local crime boss. Worse still, the publican may be caught between two gangs, facing demands from both because the inn sits between territories. Alternatively, the valuable object of the Characters' current quest may have caught the interest of a local criminal gang as well: when the Characters reach the object's hiding place, they find it gone.



Konrad Brecht

Known around his usual haunts as 'Konrad the Cudgel', Brecht is a notorious and terrifying racketeer. A fan of proper manners and soft-spoken threats, standing just shy of 5'4" with a bald pate and a somewhat doughy physique, Brecht doesn't seem like a good fit for the criminal life at first glance. However, the man's exterior and expressions do little to hide the utter ruthlessness simmering underneath. His eyes and his smile are more reminiscent of a shark than a businessman, and it is through these assets that he maintains control.



KONRAD BRECHT – HUMAN RACKETEER (BRASS 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	52	26	48	46	28	27	26	37	40	49	15

Traits: Armour (Leather Jack and Mail Shirt) 3, Hungry, Weapon (Cudgel) +8

Skills: Bribery 59, Consume Alcohol 51, Cool 50, Dodge 32, Endurance 51, Evaluate 47, Gossip 59, Intimidate 58, Lore (Local) 47, Melee (Brawling) 62, Melee (Basic) 67, Stealth (Urban) 32, Trade (Cook) 36

Talents: Criminal, Dirty Fighting, Frightening, Menacing (2), Strike Might Blow, Warrior Born

Trappings: Cudgel, Knuckledusters, Leather Jack, Mail Shirt, Very 'Respectable' Hat, 10d10 brass pennies

A Rash Appetite

Well the baker, she's all muddy, dear. And the chandler, he can't sleep at night. And the butcher, well he's got the twitches, dear, and his shop is often locked up tight.

People whisper, in the taverns, saying things are going down; but the rumours go dead silent, when Konrad strolls the town.

Well, the shillings, they're freely flowing, and every mouth is getting fed, but don't ask about the mayor, word is he up and fled.

Seems Konrad no longer needs your cash, dear, what he wants is for you to dig wells. Great deep tunnels beneath your house, dear - and what for, who can tell?

SERVANTS

Servants throng the streets of a town or city, carrying out all manner of errands: stable-boys fetching hay for horses; valets and ladies' maids delivering messages on behalf of their employers or accompanying them on social visits; boot-boys and scullery maids shopping for household supplies; and so on.

If the Characters can strike up a conversation with a servant, they may be able to learn much about the household where they work, and perhaps gain introductions to servants in other houses. Most servants are also well acquainted with local tradesmen and craftsmen, and may be willing to introduce those who befriend them. There is often an intricate network of friendships between servants, despite their masters being social rivals or even outright enemies.

A discontented servant may decide to run away and join the vagrant Characters, with or without asking first, while a romantically inclined one may fall in love with one of the 'adventurers', enchanted by the 'glamour' and 'freedom' of the road. Of course, they know nothing about adventuring beyond what they have read in cheap pfennig dreadfuls or seen in sensationalist theatres. While such a devoted follower can be very useful in some ways, they can also be a great inconvenience.

THE SHADOW CAST TALONED FINGERS

The Crooked Fingers are run by a priest of Ranald, who clearly tries to hold to his god's strictures. Baumann is willing to use violence if he must, but will try to avoid 'unpleasantness' with the Characters if he can. If you want a more threatening encounter in the Crossed Pikes, replace Baumann with Brecht. While 'the Cudgel' will not necessarily immediately attack the Characters, his terms for letting them go unharmed are likely to be far more disturbing than Baumann's.



Reynald Verstand

It's no secret that the Empire's well-to-do take advantage of their servants, and heap great suffering on the heads of their lessers. Never has this been truer than the lot of Reynald Verstand, the long — put-upon personal porter of eccentric socialite Lady Kirstin Gottlieb. An elderly man, though far younger than his prematurely grey head and wrinkled face would have you believe, Verstand spends his days fulfilling every whim and want of his mistress. This has led to Verstand being quite the capable and well-connected fellow, though also one without much patience left to spare.



REYNALD VERSTAND – HUMAN ATTENDANT (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	27	24	44	49	54	51	38	48	31	33	15

Traits: Afraid (Lady Kirstin Gottlieb), Animosity (Lady Kirstin Gottlieb), Weapon (Fists) +4

Skills: Animal Care 53, Athletics 66, Charm 48, Climb 49, Drive 43, Dodge 61, Endurance 64, Evaluate 63, Gossip 48, Haggle 43, Intuition 69, Lore (Local) 63, Perception 69, Stealth (Urban) 56

Talents: Acute Sense (Sight), Beneath Notice, Etiquette (Servants) 2, Savvy, Well-prepared 3

Trappings: Floor Brush, Quality Livery, Storm Lantern, Tinderbox and Lantern Oil, 5d10 silver shillings

The Greatest Fear

Verstand is beside himself, drinking heavily, and tearing out what remains of his greying hair. To any who will listen, he loudly proclaims that his life is over, that his mistress will never forgive him for his latest failing. It seems his greatest fear has come true: whilst travelling, Lady Gottlieb's leopard kitten — Tsarovich Tchaikatsky — has gone missing. Reynald has no idea where the little leopard has gone but relates that he recently developed a taste for rats, so may be haunting the sewers, back alleys, and middens. Verstand will give anything for the return of Tchaikatsky. Given the long list of contacts he has, and the dirt they invariably have on others, that could prove to be a truly priceless reward.

THE SHADOW CAST A MAN FOR ALL REASONS

If you have Players relatively new to roleplaying, or even old hands that start to lose the plot, or go off on unnecessary tangents, then you will have no better resource than Master Verstand. You can introduce him to the group during the Schaffenfest, where the Characters meet him desperately trying to gulp a pint before running off to his next errand for his peculiar, and relentlessly demanding, mistress — perhaps even telling of the missing kitten, above. Verstand is an incredibly perceptive man and regularly criss-crosses Bögenhafen at speed, noticing far more than he lets on. Whether it's gratitude for favours rendered or another appropriate reason you devise, Verstand takes a shine to the Characters and begins assisting them, offering sound advice, making small enquiries, or exceedingly useful introductions, as needed. The constant demands of his mistress means you can make him scarce should you feel the group has begun to rely a little too much upon him, but also makes it plausible that he will 'pop in' to dispense good advice and valuable hints before running off to 'appease the Dragon' once more.





CHAPTER 8

MUTANTS IN THE EMPIRE



In the Empire's bustling cities and remote villages, children are occasionally born with mutations that set them apart. Others develop mutations as a result of exposure to the corruption of Chaos, willing or otherwise.

Many are killed to hide the shame of their condition by their next of kin or their neighbours, and to avoid suspicion falling on the rest of the family. Others flee to the forests or remote places, living as outcasts, surviving by foraging, hunting, and banditry. But many, seeing no other source of protection — loathing the families and friends who now reject them — join secret cults or Beastman herds, where they are often terribly mistreated.

Mutants have always been an open secret in the Empire. Everyone knows of their existence but few speak of them. Instead, people have either hunted and killed them in secret, or gone to great lengths to cover up any potential association by blood or proximity. After all, no one wants to attract the attention of witch hunters, or give ammunition to jealous neighbours or business rivals. To have a mutant in the family is a secret shame that must never be mentioned.

Recently, the Emperor's Mutant Decree has brought the matter irrevocably into the light. Some welcome his announcement that mutants do not exist, even as they know it to be false. They think no one can be accused of being related to a creature that does not legally or actually exist. Others, given to a little free thought, worry that the forces of Chaos have somehow established themselves within the Imperial Palace, a truly horrific concept. None, however, would be foolish enough to share this thought.

Not all mutants are outcasts. A few gifted with mutations that are easy to hide and with the wit to conceal the truth are able to live more or less freely in the Empire. Some loathe the society around them and strive to bring it down by aiding the forces of Chaos. Others are simply frightened individuals doing the best they can to avoid the witch hunters' fires.

MUTANT SOCIETY

While there is no overall 'mutant society' within the Old World, nearly all mutants live in one of three ways - secretly among the general populace, in service to one of the Cults of the ruinous powers, or in the wild and forgotten palaces of the Empire. Each way of life comes with its own challenges

SECRET MUTANTS

The fortunate few have mutations that are not obvious at a glance, or can be hidden. They pass as normal — living much the same lives as they led before their affliction. However, their experience of life is radically different. Fear of discovery stalks their every waking moment, and some become so paranoid, or so over-careful in their appearance and behaviour, that they raise suspicion.

Many secret Mutants, feeling unable to withstand the scrutiny that accompanies a normal life, hide in plain sight among the Empire's invisible people. It's easy to get lost among beggars and other barely visible members of the urban underclasses. A vaguely human bundle of rags huddled under a bridge does not invite further scrutiny, and beggars tend not to be suspicious about their fellows.

The hardest decision any secret Mutant will ever have to make is whether to let friends and relatives know about their condition. A supportive family can help and hide a Mutant, even one with obvious mutations, by spreading stories about a trip to some distant place and deflecting enquiries. On the other hand, some family members may decide to turn a corrupted relative in to the authorities, for a reward, out of fear that the taint could spread to the rest of the family, or because they fear for their family's reputation.

Secret Mutants are most commonly encountered in larger towns and cities, where the population is large enough for a person to become nameless and unknown. Those few who continue to live in towns, villages, and isolated farms are almost always hidden by their families. Drastic steps, up to and including murder if necessary, are often carried out to ensure that the shameful and dangerous secret is never discovered.

CULT MUTANTS

Some Mutants declare war on society, knowing the world is against them, or because they have declared loyalty to one of the Ruinous Powers. These mutants were often Cultists before their transformation, and continue to serve afterward, believing their condition is a gift from their Chaotic patron. Some even seek further signs of their unspeakable favour.

Mutants who can pass as normal remain active in everyday life — even as they conduct rituals in secret and carry out their plans to undermine the Empire and the Old World. Those who can no longer show their faces tend to live in hidden cult temples, acting as guards and caretakers, relying on their fellow Cultists for food and other necessities.

BANDIT AND FERAL MUTANTS

To many unlucky mutants, especially those in rural areas, the only hope of survival is to lose themselves in the forests as soon as the first signs of mutation manifest. Those who live long enough often encounter other mutants, surviving through a mixture of scavenging and banditry. It has been estimated that as many as three-quarters of 'Beastmen attacks' along the Empire's highways and around remote villages and farms are actually the work of Mutants. The truth is impossible to determine.

In some places, the existence of a nearby Mutant group is a shared secret for a family or village. Food and other necessities are left at a prearranged spot, both to support mutated family members and to give them less reason to come raiding. The reason for such offerings is carefully kept from outsiders.

Mutants and Beastmen

The strongest and most violent mutants may survive an encounter with a group of Beastmen, and be allowed to join them. They are tolerated as long as they are both useful and strong enough to survive the routine violence of Beastman society. Even so, they are regarded as lower than Ungors and treated accordingly.

Occasionally, a wandering Beastman may become leader of a group of feral Mutants. When a comparatively peaceful and reclusive Mutant band suddenly becomes aggressive and destructive, this is usually the reason.

The Mutant encounter in Chapter 2 of **Enemy in Shadows** is typical of their modus operandi. Lurking in the forests, they watch for weak targets and attack without mercy. A group of armed adventurers is not usually an attractive target, but they may come upon the aftermath of a Mutant attack.

CREATING MUTANTS





A basic profile for creating mutants can be found on page 333 of **Warhammer Fantasy Roleplay**. One mutation is usually enough, but you can add more if desired. However, it is rare for a mutant to have more than four mutations, as after this point the weight of corruption becomes overwhelming.

The Corruption tables on pages 184–5 of **WFRP** offer some simple mutations, but the stigmata of Chaos are infinite. Each of the four Ruinous Powers has distinct preferences in the 'gifts' bestowed on followers and victims. The expanded table below introduces many new, simple mutations. It offers five columns for random dice rolling: one for each of the Ruinous Powers, and a fifth for when the Power is not important.



PHYSICAL MUTATIONS





1d100

Any Power	Khorne 	Nurgle 	Slaanesh 	Tzeentch 	Description	Effect
01-03	01-04	01-03	01-05	01-07	Animalistic Legs ^{1,2}	+1 Movement
04	05-08	04	06	08-09	Acid Blood	Gain the <i>Corrosive Blood</i> Creature Trait
05-06	09	–	07	10-12	Beaked Face ³	Gain the <i>Bite</i> +3 Creature Trait
07-10	10-15	05-07	08-10	13	Beast Head ³	See below
11	16-19	08	11-12	14-15	Beweaponed Extremities ³	Permanently reduce Dexterity to 0. You cannot be disarmed
12-13	20	09-10	13	16	Big Ears ¹	Gain the <i>Acute Sense (Hearing)</i> Talent
14-15	–	11	–	17-19	Bird's Feet ³	Gain the <i>Arboreal</i> Creature Trait
16	–	12	–	20-21	Blank Face ¹	Gain the <i>Fear</i> 2 Creature Trait
17	21-22	13	14-15	22	Breathe Fire	Gain the <i>Breath</i> 5 (<i>Fire</i>) Creature Trait
18-19	23	14-16	–	23	Bulging Eyes ¹	+10 Initiative
20	24-25	–	–	24	Burning Skin ³	Creatures and objects that physically touch you must pass an Athletics Test or gain 1 <i>Ablaze</i> Condition
21-22	26-27	17-19	16-17	25-26	Carapace ¹	+1 Armour Point on two random Hit Locations
23-24	28-31	20-21	18-20	27-28	Claws ³	Hands count as a Creature Weapon of Damage equal to your SB
25	–	22-25	–	–	Cloud of Flies ³	Gain the <i>Distracting</i> Creature Trait
26	–	26-29	21-22	–	Corpulent	–1 Movement, +5 Strength, +5 Toughness
27-28	32	30-31	23-24	29-30	Crested Head ³	Gain the <i>Attractive</i> Talent when dealing with Mutants and Beastmen
29-30	33-35	32	25-27	31-32	Deafening Cry	Gain the <i>Distracting</i> Creature Trait
31	36	–	28-29	33-34	Distended Digits ³	+10 Dexterity
32-33	–	33-34	30-32	35-36	Elastic Arms	You may count any melee weapon as having a Reach up to 2 steps longer
34	37-39	35-37	33	37	Emaciated	–10 Strength, +5 Agility
35	–	38-39	34-36	38-39	Evil Eye ³	You may cast the <i>Evil Eye</i> Spell (WFRP , page 256) without performing a Test by spending a Fortune Point; you immediately suffer a Minor Miscast
36	40-41	–	37	40-41	Extra Leg Joints ³	+5 Agility
37	42-43	40	38-40	42-44	Extra Mouth ¹	Roll on the Hit Location table to see where
38-39	–	41-43	41	45	Eyestalks ³	See over/around obstacles
40	–	44-46	42-44	46-47	Fleshy Tentacle ¹	Gain the <i>Tentacles</i> Creature Trait
41-43	–	47-51	–	48	Foul Odour	Gain the <i>Distracting</i> Creature Trait

1d100

Any Power	Khorne	Nurgle	Slaanesh	Tzeentch	Description	Effect
44	44	52	45-46	49	Furred Skin ³	You no longer suffer the effects of Exposure (WFRP, page 181) in cold climates; the effects of Exposure in hot climates are doubled
45-47	—	53-54	47-48	50	Gills ¹	You can breathe underwater
48	45-47	—	49-50	51-52	Glowing Skin ³	Effective light of a candle
49	48-50	55-56	—	53	Headless ³	Gain the <i>Fear 2</i> Creature Trait; Head hits count as misses
50-51	51	57-58	51	54	Hopper ³	Your Movement is reduced to 2, and cannot be increased; gain the <i>Bounce</i> Creature Trait
52	—	—	52-57	55	Inhuman Beauty	+10 Fellowship; you do not scar
53-54	52-55	—	58-59	56	Iron Skin	+2 Armour Points to all locations, -10 Agility
55	56-58	59	60-61	—	Lolling Tongue ³	-10 to all Language Tests when speaking
56-57	59	—	62-63	57-58	Long Arms ³	If you and your opponent have weapons of the same Reach, your weapon counts as longer (WFRP, page 297)
58-59	60	—	64	59-60	Long Legs ³	+2 Movement
60-61	—	—	65	61-62	Long Neck ³	Half of body hits are head hits
62	61-63	60-61	66-67	63-64	Multiple Arms ³	Gain one Free Attack
63-64	64-65	62-63	68-69	65-66	Multiple Legs ³	+1 Movement
65-66	66	64-66	70	67	One Eye ¹	-20 Ballistic Skill
67	—	—	71-72	68-70	Patchy Feathers	Roll on the Hit Location table twice to see where
68-69	67	67-68	73	—	Pin Head ³	Gain the <i>Stupid</i> Creature Trait
70-71	68	69	74	—	Pointed Head ³	Gain the <i>Stupid</i> Creature Trait; you cannot wear a helmet
72	69	70-72	—	71-73	Rearranged Face ¹	Gain the <i>Fear 1</i> Creature Trait; Characters trying to determine if you are lying suffer a -20 penalty to Intuition
73	—	73-78	—	—	Rotting Flesh	Gain the <i>Fear 2</i> and <i>Infected</i> Creature Traits
74-75	70	—	75-77	74-76	Shifting Colours ³	Gain the <i>Distracting</i> Creature Trait
76-77	71	79	78	77	Short Legs ³	-1 Movement
78-79	72-75	—	—	—	Skull Face ¹	Gain the <i>Fear 2</i> Creature Trait
80	76-78	—	79-81	—	Spiked Skin ³	Cannot wear armour; +1 Armour Points on all locations; gain a Free Attack (<i>Weapon</i> +4 Creature Trait) when Charging
81-82	79	80-81	82-83	78-79	Suckered Hands and Feet ¹	Gain the <i>Wallcrawler</i> Creature Trait
83-84	80-81	82-84	84-85	80-82	Tail ¹	Gain the <i>Tail Attack</i> +3 Creature Trait
85	82-84	—	86-87	83	Thorny Scales ¹	+1 Armour Points to all locations
86-87	85	85-87	88-90	84	Three Eyes ¹	Gain the <i>Acute Sense (Vision)</i> Talent

1d100

Any Power	Khorne 	Nurgle 	Slaanesh 	Tzeentch 	Description	Effect
88	86	88–89	–	85	Transparent Skin ³	Gain the <i>Fear 2</i> Creature Trait
89–90	87–88	90	91–92	86–87	Two Heads ³	Gain the <i>Ambidextrous</i> Talent
91	89–92	91–92	–	88	Uneven Horns ³	+1 Armour Points to the Head; counts as a Creature Weapon of Damage equal to your SB
92–94	93–94	93–94	93–95	89–91	Unusual Skin ³	Odd colour or texture: orange, striped, spotted, warty, etc.
95	95–96	–	96–97	92–95	Warp Frenzy	Gain the <i>Frenzy</i> Creature Trait; whilst <i>Frenzied</i> , temporarily gain another random physical mutation
96–97	97	95–96	98	96	Webbed Feet ¹	Gain the <i>Amphibious</i> Creature Trait
98	98	97–00	–	–	Weeping Pus	Roll on the Hit Location Table to see from where
99	99	–	–	97	Whiskered Snout ¹	+10 Track
00	00	–	99–00	98–00	Wings ¹	Gain the <i>Flight 60</i> Creature Trait

Notes:

¹ This mutation can only be hidden by clothing.

² Difficult (–10) Athletics Test to walk with a normal gait.

³ This mutation cannot be hidden.



BEAST HEAD

1d100

Any Power	Khorne	Nurgle	Slaanesh	Tzeentch	Description	Effect
01-05	01-10	01-05	01-05	01-10	Bear	+1 Armour Point to the Head; gain the <i>Bite</i> +9 Creature Trait
06-15	11-25	06-20	06-10	11-20	Boar	+1 Armour Point to the Head; gain the <i>Horns (Tusks)</i> Creature Trait
16-25	26-45	–	11-15	21-30	Bull	+1 Armour Point to the Head; gain the <i>Horns</i> Creature Trait
26-30	46-60	21-35	16-25	31-40	Dog	Gain the <i>Bite</i> +5 Creature Trait
31-35	61-65	36-40	26-35	41-50	Eagle	Gain the <i>Bite</i> +4 Creature Trait
36-50	–	41-60	–	51-60	Rat	Gain the <i>Bite</i> +4 and <i>Infected</i> Creature Traits
51-55	–	61-80	–	61-70	Giant Spider	Gain the <i>Bite</i> +3 and <i>Venom (Average)</i> Creature Traits
56-80	66-80	81-95	36-75	71-80	Goat	Gain the <i>Horns</i> Creature Trait
81-95	81-99	–	76-80	81-90	Wolf	+1 Armour Point to the Head; gain the <i>Bite</i> +6 Creature Trait; gain the <i>Acute Senses (Smell)</i> Talent
96-00	00	96-00	81-00	91-00	Snake	+1 Armour Point to the Head; gain the <i>Bite</i> +3 and <i>Venom (Average)</i> Creature Traits





FIXATIONS

2d10	Fixations
2	Inanimate Objects
3	Poverty
4	Fire
5	Figures/Symbols of War
6	Figures/Symbols of Authority
7	Figures/Symbols of Religion
8	Monsters
9	Mutants
10	Halflings
11	Humans

2d10	Fixations
12	Dwarfs
13	Elves
14	Wild Animals
15	Domestic Animals
16	Magic
17	Sickness
18	Water
19	Affluence
20	Happiness

MENTAL MUTATIONS

1d100

Any Power	Khorne 	Nurgle 	Slaanesh 	Tzeentch 	Description	Effect
01	–	01–02	01–03	01–05	Aethyric Leak	Gain the <i>Witch!</i> Talent; –5 Fellowship, –5 Intelligence
02–04	01–05	03–04	04–06	06–09	Animalistic Psyche	Gain the <i>Bestial</i> Creature Trait for 1d10 hours if you fail a Test derived from Willpower
05–08	06–09	05–07	07–10	10–11	Awful Cravings	–5 Fellowship, –5 Willpower
09	10–11	08–10	11–13	12–16	Beacon of Corruption	Whenever subject to Psychology (WFRP, page 190), gain the Corruption (Minor) Creature Trait; –10 Fellowship
10–13	12–17	11–14	14–15	17–19	Beast Within	+10 Willpower, –5 Fellowship, –5 Intelligence
14–15	18–21	15–17	16–19	20–21	Beyond Pain	Gain the <i>Painless</i> Creature Trait; –20 Initiative, –20 Intelligence
16–19	22–24	18–21	20–23	22–24	Blasphemous Soul	Gain the <i>Hatred (Religion)</i> Creature Trait; +10 Willpower
20–22	25–29	22–25	24–25	–	Blasted Mind	Gain the <i>Immunity to Psychology</i> Creature Trait for 1d10 Rounds whenever you would take a <i>Broken</i> Condition, afterwards take 1d10 <i>Broken</i> Conditions
23–24	30–33	26–27	26–28	25–29	Chaotic Dreams	Gain the <i>Fatigued</i> Condition for the first two hours every day
25–27	34–35	28–32	29–31	–	Crawling Skin	–5 Initiative, –5 Dexterity
28–30	36–38	–	32–34	30–34	Fantastist	–5 Initiative, –5 Willpower
31–33	39–43	–	35–37	–	Fitful Hatred	Gain the <i>Hatred (Target)</i> Creature Trait. Roll on the Fixations Table below once per day for the Target
34–35	–	–	38–41	35–39	Glorious Corruption	Gain a <i>Fatigued</i> Condition for every week you go without gaining a Corruption Point, or where you are not responsible for another Character gaining a Corruption Point; lose all <i>Fatigued</i> Conditions if either situation occurs
36–38	44–48	33–35	–	40–41	Hateful Impulses	Subject to Animosity (WFRP, page 190) to all not of your species
39–42	49–50	36–38	42–45	42–44	Hollow Heart	+10 Willpower, –10 Fellowship
43–47	–	39–43	46–48	45–47	Hounds of Despair	Gain the <i>Malaise</i> Symptom for 1d10 hours if you fail a Test derived from Willpower
48–49	51–54	44–46	49–53	–	Hurried Masochism	Gain the <i>Belligerent</i> Creature Trait; you cannot Flee (WFRP, page 165) voluntarily
50–52	–	–	54–58	48–52	Jealous Thoughts	–10 Fellowship
53–55	–	47–51	–	53–54	Lingering Foulness	Gain the <i>Nausea</i> Symptom for 1d10 hours after interacting with filth

1d100

Any Power	Khorne	Nurgle	Slaanesh	Tzeentch	Description	Effect
56–58	–	52–56	59–62	–	Lonely Spirit	–10 to any Test when alone
59–61	55–57	57–59	63–64	–	Mental Blocks	–10 Intelligence
62–63	58–60	60–62	–	55–58	Mindless Wandering	–10 Intelligence, +10 Willpower Additionally, Gain the <i>Stupid</i> Creature Trait when alone.
64–66	–	63–66	65–67	59–61	Monstrous Paranoia	Gain the <i>Skittish</i> Creature Trait; +10 Initiative
67–69	61–63	67–70	68–72	62–64	Panicked Urgency	–10 Willpower, +10 Agility
70–72	64–66	71–74	73–76	65–66	Ravenous Hunger	Gain the <i>Hungry</i> Creature Trait
73–76	67–68	75–78	77–78	67–71	Shaky Morale	Gain the <i>Broken</i> Condition if you fail a Test derived from Willpower
77–79	69–71	79–83	79–81	72–75	Soul Sickness	Gain the <i>Convulsions</i> Symptom for 1d10 hours if you fail a Test derived from Willpower
80–82	72–75	84–85	82–83	76–80	Suspicious Mind	–5 Initiative, –5 Intelligence
83–86	76–77	86–87	–	81–83	Terrible Phobia	Gain the <i>Afraid (Target)</i> Creature Trait, rolling on the Fixations Table to determine the Target
87–89	78–82	–	84–87	84–86	Thrill Seeker	+10 Willpower, –10 Initiative
90–92	83–87	88–92	88–90	87–88	Tortured Visions	–10 Initiative
93–94	88–92	93–97	91–94	89–93	Totally Unhinged	–20 Fellowship, +10 Willpower
95–97	93–97	–	95–98	94–97	Unending Malice	–10 to any Test not hurting another; +10 on Tests to hurt
98–00	98–00	98–00	99–00	98–00	Worried Jitters	+5 Agility, –5 Fellowship





CHAPTER 9

THE PURPLE HAND: A GM'S GUIDE



During the course of the campaign, the party encounters a number of Chaos cults, but none as widespread or invidious as the Purple Hand.

This vast interconnected organisation has cells throughout the Empire. It has spent decades inveigling its agents into positions of power. Now, as other forces prepare to assault the Empire from without, the Purple Hand plots to collapse it from within.

Their plan is vast, with a mesh of objectives and contingencies so complex that even the Magisters Magistri, as the cult leaders style themselves, do not fully comprehend the whole. Individual cultists know only a handful of their fellows, and an infinitesimal fraction of the plan. This offers the cult a deal of security, a witch hunter who captures and interrogates a dozen cultists will struggle to learn enough to impair the wider organisation.

Speaker: At the appointed time we shall rise
from our secret places.

Congregation: At the appointed time we
shall rise from our secret places.

S: Chaos will cover the land, and we, the
chosen servants of Chaos, shall be
exalted in His eyes.

C: Chaos will cover the land, and we, the
chosen servants of Chaos, shall be
exalted in His eyes.

S: Hail to Tzeentch, Changer of the Ways.

C: Hail to Tzeentch, Changer of the Ways.

S: Njawrr'thakh 'Lzimbar Tzeentch!

C: Njawrr'thakh 'Lzimbar Tzeentch!



— *Liturgy of the Purple Hand*



TZEENTCH, THE CHANGER OF THE WAYS

Tzeentch is the most enigmatic of the four Ruinous Powers. He symbolises the potential of Chaos to bring about change in defiance of natural and mortal laws, from bodily mutation to political revolution.

The cult of the Purple Hand is the most powerful and extensive cult of Tzeentch in the Empire, but it's not the only one. As the Changer of the Ways, Tzeentch is popular with Mutants, but his worship also appeals to those who crave more money, power, or knowledge. He also welcomes the devotion of those who hunger for change: political, societal, or in personal circumstances.

Most cults of Tzeentch are committed to the subversion and overthrow of the Empire, whether they know it or not. While the stated goals of one cult may be very different from those of another, some experts have suggested that each cult forms a part of a vast and intricate pattern. Further study of this hypothesis, and indeed, any serious assessment of the threat the Tzeentch cults pose to the Empire, is not easy.

Those drawn to study the phenomenon tend to suffer for their dedication — their minds warping as comprehension draws nigh, often tempted into the cult themselves.

The zeal of witch hunters, who prefer to burn servants of Chaos rather than question them, also makes study difficult. The result is that no mortal truly understands the extent and nature of the threat posed by Tzeentch and his disciples.

OTHER CHAOS GODS

Followers of Tzeentch are often hostile to servants of Nurgle the Plaguefather, whose acceptance of entropy, decay, and despair is the antithesis of the ambitions that inspire devotion to Tzeentch. Groups from the two cults may well fight to the death upon discovering each other's existence, ignoring all other goals in their enmity. It has been posited, though never within hearing of a Sigmarite priest or witch hunter, that the fiercest opponents of Chaos may be followers of Chaos themselves.

Relations with the followers of Khorne, the Blood God, and Slaanesh, the Prince of Pleasure, are also strained, but not always hostile. Followers of Tzeentch regard servants of Khorne as crude and predictable; in turn Khornates dismiss schemes and sorcery as the tools of weaklings. Cults of Slaanesh are usually too indolent and self-indulgent to achieve much in terms of political power, though occasionally a cell of Tzeentch cultists forms alliance with a Slaaneshi cult to a specific end. This is often the assassination or subversion of a high-ranking personage in order to destabilise a town or region. Notoriously impulsive, Slaaneshi cultists have been used as distractions, orchestrating outbreaks of disorder and debauchery which occupy the authorities while a hidden Tzeentchian scheme is quietly put into action.

ORGANISATION

The Purple Hand is fragmented despite its size. Its structure of small, isolated cells ensures security, but makes communication and coordinated action difficult. As a result, the cells tend to act independently, occasionally at odds with one another. Perhaps, scholars wonder, this is a reflection of the inscrutable caprice of Tzeentch, or perhaps it's the deliberate design of a fragmented daemonic mind that inspires the cult.

A Purple Hand cell normally consists of nine members, and a town or city can have three or even more cells depending on its size. Each group operates independently, ignorant of other cells' existence.

In large cities such as Altdorf, Nuln, and Middenheim the cult is better organised. Groups of cells are organised under the auspices of three governing Ordos. These are the Ordo Impedimentae, the Ordo Novitiae, and the Ordo Terribilis.



CULT RANKS

The Ordo Impedimentae are tasked with securing funds and resources for the cult. Their members fulfil the roles of treasurer and quartermaster, and stand at the apex of a wider network involving burglary and racketeering. Whilst the Ordo Impedimentae operates like an organised criminal gang they must be exceedingly careful. Regular criminals benefit from a loose but mutually supportive code of conduct, but only the most depraved crime lord would consider extending such niceties to followers of Chaos. Criminals must be wary of alerting the town guard, but they don't normally have to worry about the more meticulous investigations of witch hunters.

The Ordo Novitiae are concerned with scouting for talent and recruiting new members. Whilst they do occasionally resort to blackmail or force, hard lessons have taught them to identify and recruit true believers, rather than attempt to coerce people into the worship of Tzeentch. The members of this Ordo have to be particularly ruthless and hard-nosed, as it falls to them to silence any cult novice who turns out to be a security risk.

The Ordo Terribilis handle research and development for the cult. They instruct magically adept members of the cult in the rituals and spells of Tzeentch, consort with Daemons, and study forbidden lore. Given the limited pool of expertise available to the cult, the Ordo Terribilis in each major city focuses on a particular field. In Nuln they carry out a sociological experiment encouraging mutants to build communities within the confines of the city. In Middenheim they experiment on fusing the dark arts of the Daemonologist with those of the Necromancer.

Each Ordo is headed by three Magistri, who tend to be accomplished in another useful field (such as wizards, scholars, or assassins) or who have worked their way into a position of authority outside of the cult (such as guild chairpersons or members of the aristocracy). Together the Magistri from the three Ordos form an Inner Circle of nine.

Within the Inner Circle the individual heads of each of the Ordos form a governing council known as the Triumvirate. At the top of the hierarchy the Triumvirate elect one of their members to be the regional cult leader: Magister Magistri.

The cult's inner circle are usually ignorant of each other's identities. They meet only twice a year on Hexenstag and Geheimisnacht, when Morrslieb waxes full. Donning cult robes and elaborate masks, they share their achievements and draw up plans for the next phase. On ending their business, they undertake forbidden rites, sing praises to Tzeentch and conclude with a human sacrifice.

There are many secret societies in the Empire who work in good faith to promote needful reforms. Unfortunately, such groups provide the Purple Hand with rich recruiting opportunities, as well as a degree of cover for their more sinister plots. All too often witch hunters have put naïve revolutionaries to the flames whilst true Chaos followers escape. Characters may find themselves drawn into reformist movements only to discover that they are being manipulated by darker designs.

Cult meetings held on nights when Morrslieb is full present witch hunters with their only real opportunity to catch a number of cultists at the same time. Were the characters to learn about such a cult meeting they could be richly rewarded, and offered a chance to join in the effort to capture the inner circle at work.

Cult gatherings are an opportunity for Purple Hand members to update their recognition codes, a series of gestures by which they identify co-conspirators. Some cultists with imperfect memories might make note of these codes. If the Characters were to stumble across such notes they could begin to thoroughly infiltrate the cult.

Individual Magisters Magistri coordinate the cult operations of a given region or city, but there is no record of them ever consulting formally with one another. Is the Purple Hand an informal network of cults who share regalia and modus operandi, or is there a higher authority to whom the Magister Magistri are subordinate?

SYMBOL

The Purple Hand uses a purple handprint as a symbol. All members have it tattooed somewhere on their body. Targets are marked with the symbol, slapped onto the door of a building or conveyed to an individual using the Purple Hand Spell (see page 81). Members also wear a purple item of clothing, to aid in mutual recognition. Ceremonial robes are normally purple, decorated with hand designs and symbols of Tzeentch.

METHODS

Manipulation, bribery, extortion, blackmail, and murder are among the Purple Hand's favourite weapons.

The essence of Tzeentch is change, and his most powerful tool is sorcery, enabling the cult's agents to offer enormous inducements to those whose souls are already weakened by ambition or a love of power. Gathering power is the cult's invariable aim: political, military or magical. It does so by placing agents in high places, or corrupting those already there.



The cult is painstaking in its investigation of potential recruits and targets. By the time an approach is made or an operation is set into motion, the cult knows everything about the person, including weaknesses, predilections, loved ones, and other pressure points.

Despite seeming (and indeed, being) disorganised and inefficient, the Purple Hand is ruthless in the pursuit of those who thwart its plans, or come to learn too much about the cult. 'Too much' means 'anything at all'. As the Characters in the Enemy Within campaign will discover, cultists are everywhere, and dogged in pursuit.

RIVALS

The Purple Hand has many enemies. All the recognised gods of the Empire oppose the threat of Chaos. Even gentle Shallyans revile the corrupting influence of the Changer of the Ways, and whilst they are sworn against personally shedding the blood of cultists, they would still wish to see them exposed and executed... humanely. The Cult of Sigmar in particular are ferociously opposed to all groups that sponsor worship of Chaos. Its witch hunters are vigilant in tracking down cultists and have no qualms about subjecting them to a torturous ending. The Order of the Silver Hammer, as licensed Sigmarite witch hunters are known, have notions that a widespread network of Tzeentch worshippers are identified by purple hand tattoos, but even they are only beginning to develop an understanding of the cult.

Whilst the Purple Hand would work alongside other Chaos followers when it suits them, in general they tend to find less organised cults a liability rather than an asset. The Purple Hand even go so far as to tip off witch hunters to other cults' existence, if doing so throws the hunters off their own scent.

The Purple Hand are devotees of change, but they are not wild or anarchic. Many of their members act with self-interest in mind, seeing themselves as the beneficiaries of a future new order. As such they can run into conflict with followers of Chaos who espouse a more destructive creed. The Red Crown, another cult of Tzeentch who regard it as their mission to rouse the

NEW TALENTS

The following Talents are sometimes granted to followers of Tzeentch. They are not available to anyone else under normal circumstances.

Disciple of Change

Max: 1

When you gain a mutation, roll twice and choose one of the two results.

Double Life

Max: 1

So adept are you at maintaining your Secret Identity, that you are able to live two completely separate lives. When you purchase this Talent, you may enter into a second Career alongside your Chaos Career. You now count as belonging to both Careers, and may purchase Advances and Talents in either one, as well as enter and leave new Careers from either. As always, any changes in Career need approval from your GM so they best fit any campaign plans and properly reflect your double life.

Tzeentch's Blessing

Max: 1

Tzeentch, the Chaos God of Magic, has gifted you with a worming parasite within your mind. When you purchase this Talent, a single Spell wriggles free into your head where it takes residence, occasionally whispering to you as you sleep. The Spell can be chosen from any Colour Magic lore.

After this, you may purchase one more Colour Magic spell for 100 XP for every spell you have memorised from the Lore of Tzeentch.

Mutants and Beastmen of the Empire's forests and spur them into a campaign of violent conquest, have much in common with the Purple Hand. However, their differing visions of the Empire's fate ensure that for all their similarities the two cults are bitterly opposed.

OPTIONS: THE ENEMY WITH US

The Purple Hand has a long reach, touching the lives of the great and small. One way to reflect this power, especially if the Characters have come into conflict with the cult, is to plant a cultist in the party's midst. This could be an allied NPC, but it could also be a PC if you are confident the Player can take this double role seriously, and not ruin the plot and destroy the potential intrigues.

Once the cultist is installed within the party, all the Characters' actions are under the Purple Hand's scrutiny. The mole reports

back to distant masters whenever the group passes through a town or city. The Purple Hand's plans are many and subtle. Sometimes the cult will want to ensure that the Characters succeed; other times it may oppose them. In either case, the Characters face the uncomfortable feeling that their every move is watched and every decision anticipated. They are!



- ☠ Characters on the trail of a Chaos cult may find they are being left conspicuous clues as to how to make the next move against their foe. Their informant might be a member of the Purple Hand, who wishes to lead the party into a false impression that they have tracked down and exposed all the worshippers of Chaos within their area of operation.
- ☠ Some parties may find that a particular place is so thoroughly corrupted by Chaos that the town authorities do not take their complaints seriously. In such a situation they may even be approached by Purple Hand agents, who wish to have the town's existing cult wiped out so that they can move in to occupy the vacuum. These cultists may prove to be valuable allies to the party as they undertake actions against the local cult, only to turn into their bitter foes once the job is done.

PURPLE HAND CULTISTS

You should custom-design important NPCs from the Purple Hand to fit the required background and role in a particular adventure. Less important cultists that are needed in a hurry can be designed according to the following suggestions.

Most Purple Hand cultists fall into one of three categories: cultist, senior cultist, and cult magus.

CULTISTS

Cultists are recent inductees to the cult. In the Purple Hand they have been recruited by a branch of the Ordo Novitiae, but are largely ignorant of the workings of the cult beyond their own small and local ambit. Basic profiles for cultists can be found on page 333 of the **WFRP** rulebook. They all have the Lore (Chaos) and Secret Signs (Purple Hand) Skills.

If you need to create a cultist in more detail, add a day-to-day Career, usually, but not always, drawn from the Academic, Burgher, or Courtier Classes, with an added Secret Identity Talent.

A cultist has a 25% chance of having a mutation (**WFRP**, page 183–185). If a physical mutation is indicated, roll on the Tzeentch column of the **Mutation Table** on page 66.

SENIOR CULTISTS

Senior cultists are mostly Academics, Burghers, and Courtiers in the third or fourth tiers of their respective Careers. These cultists have been given a particular role within one of the three Ordos of the Purple Hand, and may have been promoted to the level of Magistri. Instead of starting with the cultist profile, create the NPC as normal and then add the Lore (Chaos), Lore

(Tzeentch), and Secret Signs (Purple Hand) Skills with at least 10 Advances, along with the *Corruption (Minor)* Trait, and the *Secret Identity*, and *Disciple of Change* Talents.

A senior cultist has a 50% chance of having a mutation (**WFRP**, page 183). If a physical mutation is indicated, roll on the Tzeentch column of the **Mutation Table** on page 66. Senior cultists also have a 25% chance of an additional mutation, repeating the above process if they already have one.

CULT MAGUS

These are the leaders of cults, members of the Inner Circle. Within the Purple Hand a Cult Magus may well be the head of a particular Ordo and member of the Triumvirate within a particular city. Particularly experienced Cult Magi may even go on to be promoted to the rank of Magister Magistri, the ultimate cult authority within a given city state or province.

The following Career is intended for NPCs only, but follows all the standard rules, so can be used by PCs with GM permission.

Though the Purple Hand is by far the most widespread and ambitious of Tzeentch's cults, the god's worshippers are legion. They take every shape and size and are present throughout the strata of society in the Old World and beyond. Each cult is guided through the example of their Magus, spiritual stand-in for Tzeentch and guardian of the cult's lore.

However, the myriad cults come with their own forms of Magi. Many in Norsca originate from the class of shamen known as Vitki. Far Cathay Magi take the form of courtiers and concubines. Magi from Bretonnia often take the form of curiously talented village firebrands, the Magister Magistri that orchestrates local cells of the Purple Hand... Whichever form the Magus takes, and whichever lies they spin to grant them access, they ultimately care for one thing only — change to the status quo.

A Cult Magus has a 50% chance of gaining a mutation (**WFRP**, page 183–185) when gaining a new level of the career for the first time. If a physical mutation is indicated, roll on the Tzeentch column of the **Mutation Table** on page 68.

CHAOS SORCERERS OF TZEENTCH

Characters with the *Chaos Magic* Talent are usually described as sorcerers. When the Talent is taken, a Lore must be picked, in the same manner as with the *Arcane Magic* Talent. In the case of Tzeentch Sorcerers, this means choosing *Chaos Magic (Tzeentch)*.



Cult Magus of Tzeentch

Human

A scheming manipulator, master of deception, and wielder of the foulest sorcery, you have given yourself to Tzeentch and debased your soul upon its altar.

A most favoured servant of the Great Mutator, a Cult Magus can manipulate Tzeentch's greatest gift: magic. They use their fell powers to subvert the ambitious, tempt the greedy, and convert the great and good of the Old World to their dark plans. Whether in a position of authority or not, the Magus is the locus of a Tzeentch cult. They pull at the strings of the other cultists as they lead bloody rituals and utter blasphemous prayer, all whilst following a diabolical plan that none fully grasp.

And at the appointed time we shall rise from our secret places and throw down the towns and cities of The Empire. Our brethren shall pour forth from the forests to slay and hunt. Chaos will cover the land and we, the chosen servants, shall be exalted in HIS eyes.

Hail to Tzeentch, Changer of the Ways — Njawrr'thakh 'Lzimbar Tzeentch!

– Excerpt from The Book of Transmutation



CULTIST ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
			☠	+	☠		+	+	☠

CAREER PATH

☠ Cult Acolyte – Brass 1

Skills: Channelling (Dhar), Entertain (Acting), Intuition, Language (Magick), Lore (Tzeentch), Perception, Secret Signs (Cultist), Stealth (Urban)
Talents: Beneath Notice, Secret Identity, Tzeentch's Blessing, Magical Sense, Petty Magic
Trappings: Cult Insignia, Ritual Vestments, Secret Tattoo

☠ Cult Magus – Silver 4

Skills: Charm, Cool, Dodge, Endurance, Research, Sleight of Hand
Talents: Cat-tongued, Chaos Magic (Tzeentch), Double Life, Public Speaking
Trappings: Chaos Grimoire, Good Quality Ritual Vestments, Schemes

☠ Chosen of Tzeentch – Gold 1

Skills: Entertain (Storytelling), Intimidate, Leadership, Melee (Basic)
Talents: Arcane Lore (Daemonology), Disciple of Change, Master of Disguise, Master Orator
Trappings: Cell of Cultists, Magic Item, Sacrificial Dagger

☠ Master Magus – Gold 2

Skills: Language (Dark Tongue), Lore (Any)
Talents: Commanding Presence, Frightening, Impassioned Zeal, Savant (Tzeentch)
Trappings: Chaos Cult, Terrible Destiny

SOURCES OF DHAR

Dhar - foul, twisting Dark Magic - gathers anywhere the winds of magic grow stagnant and are incapable of flowing freely. It also gathers where dark and chaos magic is used frequently, where the cultists of the Ruinous Powers gather, and around sources of corruption, such as Warpstone.

The following is a brief list of example sources of Dhar, which typically provide a bonus of +1-3 SL (as determined by the GM) to all Channelling (*Dhar*) Tests in the vicinity, depending upon the source's power.

- ☠ Warpstone
- ☠ Dark, Skaven, or Chaos Magic Spell
- ☠ Chaos Temple, Monolith, or Holy Site
- ☠ Broken Waystone (or Beastman Herdstone)
- ☠ Creatures or artefacts that are suffused with Dhar
- ☠ Skaven, Necromancer, or Vampire Lair

CHANNELLING *DHAR*

Some wizards scorn the limited teachings of the Colleges of Magic. Instead of using a single wind of magic to power their spells, they wildly channel any and all available winds of magic at once, melding them into enormously powerful and dangerous flows of corrosive energy known as *Dhar*, also called Dark Magic or the Black Wind of Magic. Channelling *Dhar* grants extraordinary, raw power, but is also unspeakably dangerous. It is so dangerous that using its power is considered heretical, akin to dealing with the Ruinous Powers. Those convicted of its use are routinely sentenced to death by burning.

CASTING SPELLS WITH *DHAR*

When casting spells with *Dhar*, Overcasts happen for every +1 SL scored above the Casting Number of the Spell, not every +2 SL. However, rolling a double on any associated Channelling or Language (Magick) Tests also counts as a Minor Corrupting Influence as the foul energies course through the spellcaster's body.

Further, any Channelling or Language (Magick) Test results containing an 8 (such as 08, 18, 81, or 82) and therefore symbolising the eight-pointed star of Chaos are especially bad. This causes the roiling Dark Magic to move massively beyond the spellcaster's control. All living souls within Willpower yards suffer a Minor Corrupting Influence and a Minor Miscast; a single result applies to all those within the area affected. Should an 88 be rolled, the effect increases to a Major Corrupting Influence and a Major Miscast.

DAEMONIC MIEN EFFECTS TABLE

	Nurgle	Slaanesh	Tzeentch	Undivided
1	Big	Daemonic (6)	Breath +9 (Fire)	Daemonic (8)
2	Breath +7 (Corrosion & Poison)	Distracting (Unearthly Allure)	Daemonic (9)	Daemonic (8)
3	Daemonic (7)	Fear (3)	Ethereal	Elite
4	Disease (Nurgle's Rot)	Frenzy	Fear (3)	Fast
5	Distracting (Stench)	Immunity to Psychology	Flight (9)	Fear (3)
6	Fear (3)	Mutation (roll on table)	Magical	Flight (8)
7	Infestation	Painless	Magic Resistance (2)	Fury
8	Mutation (roll on table)	Petrifying Gaze	Mutation (roll on table)	Horns +10
9	Regenerate	Tongue Attack +6 (6 yards)	Mutation (roll on table)	Magical
10	Vomit	Venom	Spellcaster (any one)	Tail Attack (+10)

MALIGN INFLUENCE OF TZEENTCH

In areas where the influence of the Chaos gods is strong- such as in their temples, where their Daemons are manifest, where their spells are in effect, or where rituals in their honour are performed - the Ruinous Powers' influence may be made manifest. Whenever a Test performed in such areas rolls the sacred number of the god at hand, the tide of corruption rises and the Chaos god draws close.

NEW TALENT

Suffused with Magic

Max: 1

All spells cast within Willpower Bonus yards of you gain +1 SL to cast. This Bonus may only be claimed once per casting, no matter how many Characters with this Talent are in the vicinity.

If you roll a 9 on any Casting or Channelling Test taken in an area influenced by Tzeentch (such as 09, 19, 29, 90, 92, and so on), you suffer the following: 1 Minor Miscalculation, and gain the *Suffused with Magic* Talent until the start of your next Turn. If you roll 99, you suffer a Major Miscalculation, and a Pink Horror of Tzeentch manifests within 1d10 yards of your position (see page 85).

LORE OF CHAOS SPELLS

Characters with a Chaos Magic Talent may select any combination of Arcane Spells, Chaos Arcane Spells, and spells from their own Chaos Lore. A character with *Chaos Magic (Tzeentch)* can select spells from the Arcane Spells list, the Chaos Arcane Spells list and the Lore of Tzeentch Spells list. A character with the *Chaos Magic (Undivided)* Talent can select spells from the Arcane Spells and the Chaos Arcane Spells list.

CHAOS ARCANE SPELLS

The Chaos Arcane Spells are available to all Chaos Sorcerers. How these spells manifest will vary based on the specific Chaos Lore known. For instance, if a spellcaster has *Chaos Magic (Nurgle)* and casts Joyous Aspect, the target blooms with an unnaturally healthy life, whereas if the spellcaster had *Chaos Magic (Slaanesh)* instead, the target would appear so attractive that no one would notice any flaws.

Note: Any spell marked with a '+' at the end of the Duration gains the following extra effect: When the spell should end, you may make a **Willpower** Test to extend the Duration for +1 Round.

Blast of Corruption

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

You channel profane magic into an explosive blast of corruption. This is a magic missile with Damage +5 that targets everyone in the Area of Effect. Everyone affected by the spell must pass a **Challenging (+0) Endurance** Test, or gain 1 Corruption.

Bolt of Corruption

CN: 8

Range: Willpower yards

Target: 1

Duration: Instant

You channel dark magic into a damaging bolt of corrosive power. This is a magic missile with a Damage of +6. Targets affected by the spell must pass a **Challenging (+0) Endurance** Test, or gain 1 Corruption.

Daemonic Mien

CN: 8

Range: You

Target: You

Duration: Fellowship Bonus Rounds+

You channel the transformative power of Chaos into your own flesh, temporarily sacrificing your mortal form on the altar of your god's will. Your body is warped, assuming aspects of a Daemon loyal to your patron god. Roll 1d10 on the table on page 78, and apply the relevant Trait for the duration of the spell. For every +2 **SL** you may both extend the duration and roll again on the table. Should you roll the *Daemonic* Trait and be reduced to 0 Wounds, your soul is sucked into the Realms of Chaos as described in the Creature Traits rules.





OPTIONS: SPELLS OF CHAOS

Spells of Chaos Gods twist and turn in the minds of those who have memorised them, writhing like ever-changing, hungry creatures. Ingredients do not offer protection from these Spells, as their power already resides within, and their negative effects cannot be avoided.

In addition to the normal casting rules, any double rolled for Language (Magick) or Channelling Tests when casting Spells from a Chaos Lore results in memory loss as the Spells within take their toll on your mind. You lose 1 Advance of your choice from any Skill not in your current Career. If you have no Advances left to lose, you instead lose one Talent from a non-current Career instead. If this cannot happen, the spell within bites deep, and you suffer a permanent loss of -1d10 Intelligence.

Foul Messenger

CN: 8

Range: Fellowship miles

Target: Special

Duration: Instant

You conjure forth a swarm of minor daemons shackled to your will. The form of the daemons will vary depending on your deity. The daemons will bear a short message (approximately 25 words) to your target. They travel almost instantaneously, and are invisible (and inaudible) to anyone without the *Second Sight* Talent even while delivering their message. Anyone with the Talent may make a **Hard (-20) Perception** Test to notice the swarm, and hear their message. For every +2 SLs, you may double the length of the message.

Joyous Aspect

CN: 4

Range: Touch

Target: 1

Duration: Fellowship Bonus Rounds+

The caster infuses the target (perhaps themselves) with a corrupted caul of *Dhar*-infused *Ulg*, sheathing them in an aura of concealment. While the spell is in force, the target appears without flaw, or blemish. Scars, deformities and, most crucially, mutations are undetectable, save through Divine means. While obvious deformities are hidden, the targets can appear strange, or outlandish, infused with too much life, or unnaturally alluring. Passing a **Hard (-20) Perception** Test reveals something is awry, though not precisely what. For Characters with the *Second Sight* Talent the Test is **Challenging (+0)**, and should they succeed they will become aware that a spell is in place, but not what it hides.

Obsession

CN: 8

Range: Initiative Bonus miles

Target: Special

Duration: SL days

You must possess a beloved or precious object belonging to the target. You weave magic infused with the raw stuff of Chaos into the object that, in turn, affects the target. They become obsessed with something: the precise nature of the obsession depends on the individual in question, and your Lore. For instance, when

cast with the Lore of Nurgle, *Obsession* may cause a recently wounded target to become obsessed with picking at their scabs. The Lore of Slaanesh may cause an epicure or gourmand to overeat.

The target must pass an **Average (+20) Endurance** Test every hour, or succumb to their obsession. On a failure, future tests become **Challenging (+0)**. Subsequent failings make Tests increasingly harder, until they become **Very Hard (-30)**. Should the target ever Fumble one of these Tests (fail while rolling a double), the target becomes completely obsessed. They can do nothing except indulge the obsession, no matter the costs or implications, for d10-Will Power Bonus hours (minimum 1 hour). At the end of the spell's duration, in addition to any other physical, social, or financial implications, the target must pass a **Challenging (+0) Endurance** Test or gain +1 Corruption Point.

A target may only ever be affected once by this spell once for each Lore with which it is cast. Any future attempts on the same target with this spell have no effect.

Power of Chaos

CN: 4

Range: Willpower yards

Target: AoE (Fellowship Bonus yards)

Duration: Willpower Bonus Rounds

You call on the Dark Gods of Chaos to aid your efforts by tearing a small rent to the aethyr. Any spells cast within Fellowship Bonus yards of the point targeted by the spell have their CN halved. Anyone within the AoE must pass an **Average (+20) Endurance** Test at the end of each Round or gain +1 Corruption Point. Anyone casting a spell within the AoE makes their Test at **Average (+20) Difficulty**.

Rend Aethyr

CN: 16

Range: Willpower yards

Target: Special

Duration: Willpower Bonus Rounds+

Your foul, profane words tear apart the fabric of reality, ripping a hole in the world, through which the servants of the Dark Gods are free to pour. A ragged portal to the aethyr appears.

At the end of every Round, one Lesser Daemon crosses from the Realms of Chaos through the portal. These Daemons are not under your control, but are likely to defend you and attack your enemies, should that be your unholy master's will. The Daemons summoned depend on your Chaos Lore: Daemonettes of Slaanesh, Plaguebearers of Nurgle, Horrors of Tzeentch, Bloodletters of Khorne, and, for Sorcerers of Chaos Undivided, Furies of Chaos. While the spell is in effect, any Daemons it summons are immune to the *Unstable* Condition.

For every +5 SL Overcast, you may increase the rate the Daemons arrive by +1.

Living creatures must pass an **Average (+20) Endurance** Test at the end of every Round where they can see the tear, or gain +1 Corruption. Any living creature foolish or unlucky enough to enter the rift falls into the Realms of Chaos and is immediately killed, unless a Fate point is spent. In that case, they are spat back into reality, perhaps saved by some power for an as of yet unfulfilled purpose.

Should you Fumble the casting of this spell, the Daemons crossing from the Realms of Chaos belong to a rival deity, and may well be immediately hostile to their summoner!

Slave to Darkness

CN: 8

Range: Touch

Target: 1

Duration: Special

You implore your patron to take the soul of your target, replacing it with something terrible. Make an **Opposed Willpower** Test, which you must win by at least 2+ SL. Should you do this, the victim's soul is sent howling into the Realms of Chaos, and the remaining body is possessed by a Daemon. Unless the target spends a Fate point, control of the Character is passed to the GM. Should you not win the **Opposed** Test by at least 2+ SL, you instead suffer a Major Miscalculation, and the spell fails. Should you Fumble the Test, you are punished by your god for your arrogance. Your soul is torn from your body, never to return unless you spend a Fate point to resist this, although your patron is unlikely to be pleased if you flagrantly reject their authority in such a fashion.

Given the risks and limitations inherent in this spell, it is generally cast on victims that have been 'prepared' for their sacrifice; they have been bound, drugged, and/or otherwise pacified.

THE LORE OF TZEENTCH

Tzeentch is the Changer of Ways, the Great Architect and the Spinner of Fates. He is a symbol of hope and transformation to his Cultists. He stands for command over fate and destiny, and the capacity to alter preordained paths. He is the patron

of many unwitting revolutionaries and agitators, secretly worshipped wherever souls crave change to the status quo, or where ideas and intellects gather to ponder the nature of existence. As the God of Magic, Tzeentch favours wizards and sorcerers, especially those frustrated by the limitations placed upon them by mortal authorities.

Lore Attribute

Targets of Spells from the Lore of Tzeentch are riven by the transformative magic of Chaos. Targets affected by a Spell from the Lore of Tzeentch must pass a **Challenging (+0) Endurance** Test, or gain +1 Corruption Point. Should they pass their Test, they instead gain +1 Fortune Point, which can be used as normal. Such are the whims of Tzeentch.

Boon of Tzeentch

CN: 9

Range: You

Target: You

Duration: Initiative Bonus days

Your words, imbued with the labyrinthine prescience of the Changer of the Ways, twist your mind, granting you access to new arcane knowledge. Choose one Spell from any Lore (to ensure swift play, the GM may impose a nine second time limit). While *Boon of Tzeentch* is in effect, you may cast your new Spell as if you had memorised it, but may not record it in a Grimoire, Scroll, or similar. If you channel to cast the new Spell, you may use either Channelling (*Dhar*) or the Channelling Skill appropriate to the Lore the spell normally requires, should you possess it.

If you suffer a miscalculation when channelling or casting this new Spell, the *Boon of Tzeentch* Spell quits your mind in disgust, and also erases itself from your grimoire should it have allowed itself to be recorded there.

The Purple Hand

CN: 3

Range: Intelligence yards

Target: 1

Duration: Varies

This spell is a petty curse used by Purple Hand sorcerers to intimidate and cajole truculent co-conspirators. Of all the non-verbal codes used by the Purple Hand the meaning of this curse is clear: mend your ways immediately or face punishment.

In order to cast the spell the sorcerer must first acquire a small amount of matter from their target: a loose hair or toenail clipping will serve. Should this item be acquired and the spell successfully cast, the palms of the target's hands turn a deep purple. The spell's effects last for one hour for every level of success scored by the caster while casting the spell.

Curse of Tzeentch

CN: 9

Range: Intelligence yards

Target: 1

Duration: Varies

Tzeentchian Lore has it that all spells ultimately derive from the God's will, and so belong to him. Using this spell, a Tzeentch sorcerer can cause another wizard to lose the knowledge and ability to cast a spell they previously had mastery of.

Should the curse of Tzeentch be successfully cast, the caster must then make an opposed **Willpower** Test against the target. If the caster wins, the target loses access to a randomly selected spell. The effects of the spell lasts for one day for every level of success scored by the caster during the opposed test.

Blue Fire of Tzeentch

CN: 6

Range: Intelligence yards

Target: AoE

Duration: Instant

Your words conjure a writhing ball of coruscating blue fire that engulfs your foes. *Blue Fire of Tzeentch* is a *magic missile*. Anyone within your Initiative Bonus yards of the target suffers a +3 Damage hit, and gains +1 *Ablaze* Condition.

Should a Character of size small or larger be reduced to 0 Wounds by this spell, or while suffering from an *Ablaze* Condition from *Blue Fire of Tzeentch*, roll 1d10. On a roll of 9, two Blue Horrors (see page 85) claw their way out of the Character's screaming flesh, killing them in the process.

Bolt of Change

CN: 9

Range: Intelligence yards

Target: 1

Duration: Instant

A pulsating bolt of scintillating Chaotic energy rends the air. *Bolt of Change* is a *magic missile*, and targets suffer a +7 Damage hit. Further, targets must make a **Challenging (+0) Endurance** Test. A target that fails gains +1 Corruption Point. On a fumble, the target immediately rolls for a Mutation, and gains the *Chaos Magic (Tzeentch)* Talent. A Character affected by this spell may resist a mutation by spending a point of Resolve.

The Flickering Flames of Fickle Fate

CN: 4

Range: Intelligence yards

Target: Special

Duration: Willpower Bonus Rounds +

You conjure forth a torrent of magical fire, which spits, crackles and burns without material fuel. The fire has no physical properties and does not burn, damage, or emit heat. All living creatures and Daemons who can see the fire may choose to

reroll every Test once, as if they had spent a Fortune Point, even if they passed the Test. Each time they do so, they must then pass a **Challenging (+0) Endurance** Test or gain +1 Corruption Point. Characters bearing the Mark of Tzeentch are immune to this Corruption. The Test to resist gaining Corruption may not be rerolled using this Spell's effect.

Master of Fortune

CN: 8

Range: You

Target: You

Duration: Willpower Bonus Days

Tzeentch sorcerers often bargain with their master to provide them with insights about their potential fate. Scrying in this manner is dangerous, for Tzeentch is a capricious god, even in the case of his own favoured servants. Once the spell is cast it may not be cast again until its duration has run out.

Determine the result of the **Language (Magick)** Test needed to cast the spell. For every positive SL the caster benefits from an a point of Fortune which they can use as normal for the duration of the spell. However, if the spell fails then for every negative level of success the caster receives a point of Corruption as they receive a dizzying array of disturbing future echoes.

NEW CREATURE TRAIT: MARK OF TZEENTCH

Tzeentch, the Lord of Change, has marked this creature with a physical brand, proclaiming it as an important piece in the great game. This creature gains 1d10/3 Mutations (rounding up), alternating between Mental and Physical Mutations. Use the Tzeentch column on page 66. This creature gains *Etiquette (Followers of Tzeentch)* Talent, and is subject to *Animosity* towards overt followers of Nurgle. The creature is also subject to *Animosity* by followers of Nurgle, so long as the Mark of Tzeentch is visible. Additionally, they may purchase the following Talents as if they were Career Advances: *Aethyric Attunement*, *Arcane Magic (Any)*, *Chaos Magic (Tzeentch)*, *Fast Hands*, *Instinctive Diction*, *Magical Sense*, *Petty Magic*, *Second Sight*, *War Wizard*, and *Witch!* for the normal XP costs.

The Mark of Tzeentch is a blessing granted to certain especially favoured servants of The Changer of Ways. Very rarely one may be marked who does not yet serve Tzeentch, but who by bearing the Mark will surely come to. Tzeentch favours those who reject tradition and stability and display a fascination with magic and manipulation. Such folk may dream of a terrible raven, twisted and knowing in its gaze, offering them power. Should they accept the raven's offer three times they gain the Mark of Tzeentch, and thus begin a journey that can end only in ruin.

Mindfire

CN: 6

Range: Intelligence yards

Target: 1

Duration: Instant

The air warps around your fingertips, forming a bolt of shimmering, hazy magical energy that can be hurled at your target. Anyone affected by *Mindfire* must make a **Challenging (+0) Cool** Test, or gain 1 Corruption Point. For every +2 SL, you may make one target gain an additional Corruption Point if the Cool Test is failed. Should a Mutation occur as a result of this Spell, the target automatically rolls on the **Mental Mutation** table, and gains +1 *Ablaze* Condition as unnatural fire spills from every orifice in their head.

Pink Fire of Tzeentch

CN: 6

Range: Intelligence yards

Target: 1

Duration: Instant

Swirling bolts of pink fire arc from your outstretched fingertips, causing reality to scream in anguish. *Pink Fire of Tzeentch* is a *magic missile*. Targets affected suffer a +6 Damage hit, and gain +1 *Ablaze* Condition.

Should a Character of size small or larger be reduced to 0 Wounds by this spell, or while suffering from an *Ablaze* Condition caused by *Pink Fire of Tzeentch*, roll a d10. On a roll of 9, a Pink Horror (see page 85) claws its way out of the target's writhing corpse, killing the individual.

Sense the Skein

CN: 3

Range: You

Target: You

Duration: 1 Round

Your eyes glow pink and blue as you speak forbidden words of power. The scales fall from your eyes and you see, for a few fleeting moments, the interconnected fate of all things. You may choose one target you can see, and the GM must reveal the target's Motivation, Short-Term Ambition, and Long-Term Ambition.

Transformation of Tzeentch

CN: 10

Range: Initiative Bonus Yards

Target: 1

Duration: Willpower Bonus Rounds

At your command, bonds of aethyric fire coil from the earth, enshrouding your target in a cocoon of magical energy. Targets affected gain the *Prone* Condition, and are considered Helpless for the duration of the Spell. When *Transformation of Tzeentch* ends, the target must make a **Challenging (+0) Endurance** Test, opposed by your Language (Magick) Skill. If they lose, they gain +1 Corruption Point, +1 extra Point for every SL by which they lost.

Tzeentch's Firestorm

CN: 11

Range: Intelligence Yards

Target: AoE (Initiative Bonus Yards)

Duration: Willpower Bonus Rounds

A swirling storm of purple arcane fire bursts forth, summoned by your profane cackling. *Tzeentch's Firestorm* is a *magic missile*. Those struck suffers a +9 Damage hit, and gains +1 *Ablaze* Condition.

Should a Character of size small or larger be reduced to 0 Wounds by this Spell, or while suffering from an *Ablaze* Condition caused by *Tzeentch's Firestorm*, roll a d10. On a roll of 9, two Pink Horrors (see page 85) claw their way out of the target's magically burning corpse, killing the poor unfortunate.

Tzeentch's Golden Aura

CN: 7

Range: You

Target: You

Duration: Willpower Bonus Rounds

This is one of the most straightforward and practical spells in a Tzeentch sorcerer's arsenal. A swirling vortex of yellow fire is summoned out of the aethyr and wraps about the caster's body, shielding them from incoming blows and missiles. Whilst the spell is in effect, the caster benefits from the Creature Trait *Ward 9+*.

Word of Tzeentch

CN: 7

Range: Strength Bonus Yards

Target: 1

Duration: Intelligence Bonus Rounds

As your tongue forms the twisted sound-patterns of this blasphemous Spell, two voices seem to utter from your throat, in unholy and unnatural harmony with each other. Your words carry extra meaning for those affected by the Spell, though targets can never remember what was said. They are left with a haunting sense of foreboding, as if they have forgotten something very important about their own future.

Living targets affected by the Spell must make an **Opposed Intelligence** Test with you. If the target loses, they gain 1 *Stunned* Condition, +1 additional *Stunned* Condition for each SL by which they lost. If they Fumble, they gain the *Unconscious* Condition, and +1 Corruption.

Once all Conditions have been removed, targets affected must pass an **Average (+20) Endurance** Test, or gain +1 Corruption. Should they Fumble, they immediately gain 1 Mental Mutation, and may not take a Short-term Ambition for the next 1d10 weeks.

OPTIONS: RANDOM HORRORS

Of course, being creatures of pure change, Horrors are hardly identical clones. You could, should you have the time and inclination, roll randomly for all of the Horrors' statistics. To do this, reduce all the listed Characteristics by 10, then add +2d10 to each.



CHAOS FURIES

In many ways Chaos Furies are considered the least of Daemons. They serve no particular Chaos god, and are atavistic manifestations of Chaos in its undivided form, primal and without distinctive personality. Their relative weakness, as well as the fact that no Chaos power would seek recompense should they be mistreated, means that they are often summoned by novice Daemonologists seeking a pliable and useful servant.

For all their lack of power Furies are still stronger than most mortal humans, and capable of speeding flight on their leathern wings. In appearance they are mutable, as all servants of Chaos, but they tend to manifest along a rough outline not wholly unlike a winged Beastman. Furies are often further characterised by long canine snouts, short sharp horns, burning-yellow eyes, and a hide patched in dark fur and red reptilian scales.

Furies are weak-willed and cowardly by nature. A Daemonologist may easily bind one in order to deliver simple messages or prey upon isolated targets. However, tasked with anything too onerous, complex, or dangerous, they tend to grow resentful and uncooperative.



NEW CREATURE TRAIT: SPLIT

If the creature suffers a Critical Wound, or loses all its Wounds, it splits in half and is replaced by two Blue Horrors, both of which are unwounded.

NEW CREATURE TRAIT: TZEENTCH'S FIRE

The creature is wreathed with Tzeentch's fire that frequently flies forth from fingertips, mouths, or burning eyes. All creatures of the same type (e.g. all Pink Horrors, or all Blue Horrors) in the vicinity pool their power. One Horror is chosen to be the focus (caster), and may cast 1 Tzeentch Spell during their round. Pink Horrors cast the Pink Fire of Tzeentch Spell; other creatures cast the Blue Fire of Tzeentch Spell. Each additional creature of the same type with Tzeentch's Fire adds +1 SL, to a maximum of +9 SL.

CHAOS FURY

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	0	45	35	45	45	20	25	25	5	12

Traits: Bite +6, Corruption (Moderate), Daemonic 8+, Fear 2, Flight 90, Horns +6, Unstable, Skittish, Weapon +8 (Claws)

Skills: Melee (Brawling) 50

Optional Traits: Afraid (Daemons and/or Daemonologists), Brute, Clever, Fast, Mutation, Size (Tiny, Small or Large)



HORRORS OF TZEENTCH

Horrors of Tzeentch are the gibbering, mutable scions of the Changer of Ways. Many-limbed monstrosities, their form seems to writhe and change as arms, legs, and tentacles burst forth, snaking through the air, seeking prey to drag into their gaping maws. Creatures of pure magic, the air around them crackles and warps with unholy arcane energies.

Pink Horrors revel in change and in magic. When summoned, they giggle and gambol their way through the world, frolicking and capering with glee. Their cheerfully antic disposition means they are often known as 'Squealers' or 'Whirling Destroyers'. As creatures of raw Chaos, they are drawn to one another, amplifying one another's power, and conjuring fearsome bolts of magical flame to wreak havoc on those foolish enough to draw close.

Should a Pink Horror receive a blow sufficient enough to destroy its material manifestation, it explosively splits into two Blue Horrors, rather than being banished to the Realms of Chaos. In stark contrast to their giggling pink precursor, Blue Horrors appear sullen and malicious, their faces distorted into grimaces and sneers. Instead of laughter, their eldritch throats spew grumbling, muttered curses.

If a group of nine, or a multiple of nine, creatures have the *Tzeentch's Fire* Trait, then all the creatures pool their resources together and instead cast the *Tzeentch's Firestorm* Spell. Nine, of course, is Tzeentch's sacred number.

PINK HORROR

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	50	30	35	30	35	30	35	25	30	10	12

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

Skills: Channelling 65, Language (Magick) 55

Optional Traits: Distracting, Mutation, Size (Large), Spellcaster (Tzeentch), Tongue Attack +6 (6 yards)

BLUE HORROR

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, Tzeentch's Fire, Unstable, Weapon +6 (Claws)

Skills: Channelling 35, Language (Magick) 30

Optional Traits: Distracting, Mutation, Spellcaster (Tzeentch), Tongue Attack +3 (3 yards)



CHAPTER 10 ON THE ROAD



These two short encounters can be used when the Characters are travelling by road. Both are roleplay encounters requiring thought and observation rather than blades and bows.

EMMARETTA

Emmaretta can be encountered on any road in the Empire. As the Characters make their way along the road, they pass a young Human woman in her early 20s, travelling in the same direction. She is travelling alone; unusual in such dangerous forests. Her only possessions are a set of outdoor clothing, a small bag of dried meat, a short bow with a quiver of arrows slung over her back, and a pair of daggers hanging from her belt.

If any of the Characters speak to her she will answer courteously, giving her name and saying that she is a hunter heading for the nearest town. This may also be the Characters' destination. She says that a friend is in trouble, and she is taking money to bail him out.

Emmaretta will quite happily travel with the Characters, and will be grateful if they offer her a lift. She cannot pay for a coach ride, as she needs all her money for her friend's bail. If the Characters try to draw her into conversation during the course of the journey, and if she decides that she can trust them, she will explain that it is her lover Klaus who has been imprisoned. She will say that she needs to bail him out before a certain date: a successful **Average (+20) Lore (Astronomy)** or **(Astrology)** Test reveals that Mannsleib is full that night (see **Enemy in Shadows**, page 150, for a calendar of Mannsleib's phases).

What Emmaretta says about her journey is true, but she neglects to mention an important detail: both she and her lover are Werecats. Klaus has not yet learned to control his condition. If he is still in jail when Mannsleib becomes full, he will be seen changing, and will almost certainly be killed by the guards.

Emmaretta is travelling in the company of two of the great Wild Cats of the Old World. They are trailing her from 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 Characters that it would be best to leave her alone and go on their way. If she is hard pressed, she will adopt her Cat form and run off into the forest with her two travelling companions. She will only stand and fight if the money she is carrying is stolen. It's needed for Klaus's bail, and Emmaretta will use any means at her disposal to get it back.



EMMARETTA – HUNTER
(BRASS 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	31	42	40	42	33	35	41	29	27	32	14

Traits: Night Vision, Prejudice (The Dishonest), Ranged (Short Bow) (20) +6, Shapeshifter (Great Cat), Weapon (Daggers) +7

Skills: Charm Animal 37, Climb 45, Cool 34, Endurance 47, Intuition 43, Lore (Beasts) 39, Melee (Basic) 36, Outdoor Survival 34, Perception 38, Ranged (Bow) 52, Ranged (Sling) 47, Set Trap 46, Stealth (Rural) 47

Talents: Hunter's Eye, Trapper

Trappings: Travelling Clothes, Sling Bag with 12 pieces of Dried Meat, 2 Throwing Daggers, Short Bow, Quiver with 12 Arrows, Purse with 20 silver shillings

Down the years, a lot of excellent short adventures have been written for WFRP, appearing in *White Dwarf* magazine during the 1980s, and in various collections and anthologies. Over the following pages, three of the best are presented to be dropped into the **Enemy in Shadows** or played on their own.

On the Road was one of the first adventures to be published for WFRP, appearing in *White Dwarf* 85 in February 1987. These two road encounters can open out into short adventures, and enliven any road journey.

The Werecat

In her early 20s with short, light-brown hair, Emmaretta is slim and of medium height. She has a calm and confident nature, and is open about everything except her condition. She avoids combat, preferring to retreat and then return, if necessary, with the advantage of surprise. Her accent is faint, that of a rural Talabeclander, and sounds quaint to more urbane people.

NEW CREATURE TRAIT: SHAPESHIFTER (CREATURE)

This creature can shift at will between their regular form and that of the denoted Creature. The transformation takes one full Round, during which neither Movement nor Action is possible. When the moon Mannslieb is full, this creature must make an **Average (+20) Willpower** Test at dusk to avoid transforming spontaneously. Creatures that gain this Trait go through greater difficulty with this Test at first, at GM discretion. When transformed, the creature retains its mental attributes (Int, WP, and Fel), but the rest of its profile becomes that of the denoted Creature.

GREAT CATS

Great Cats live in forest and mountain areas away from Humans. They are slender, rangy creatures, about the size of a large Hunting Dog, standing about 2 ft at the shoulder and measuring almost 6 ft from nose to tail. Their fur is mottled with black and brown stripes, providing them with near-perfect camouflage in a shadowed forest. They feed on Deer, Giant Rats, and small game of various kinds.

GREAT CATS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	0	45	35	45	45	20	25	25	5	12

Traits: Bestial, Bite +5, *Fast*, Night Vision, Stealthy, Stride, Tracker, Weapon (Claw) +5*

Optional Traits: Big, Clever, Size (Large), Skittish, Territorial

* Great Cats count as having the Deathblow special rule (WFRP, page 160) against all opponents, regardless of Size, such is their ferocity.

If Emmaretta decides to travel with the Characters, her two Great Cats will continue to shadow her from the forest. They move stealthily, so that any character must make an **Hard (-20) Perception** Test to spot them. Even then, all that will be seen will be a movement in the undergrowth. The Great Cats wait in the forest while she goes into the town. Once she has bailed Klaus out, the Werecats head for the forest, assume Cat form, and travel back to their home with their two companions.

This encounter can be used to add to an adventure in a number of ways. When Emmaretta arrives at the town, a corrupt Watchman might take her money and then deny having received it, leading to her asking the Characters to get Klaus out of jail as a favour. The party might be attacked by Bandits, in which case she will fight alongside the Characters, and her two Great Cats will come to their aid, melting back into the forest when the fight is over. If she is questioned about the Great Cats, Emmaretta will simply answer: *'I grew up in the forest. I suppose I've made some unusual friends.'* One of the other NPC travellers might fall foul of the Cats by pestering her or trying to steal her money. You should use your imagination to get the most out of the encounter.



WERECATS? REALLY?

This encounter, like all of The Enemy Within, has close ties to the history of Warhammer Fantasy Roleplay. We've presented it here as the encounter was written in the 1980s, but since that time the identity of the Old World and its denizens has been considerably refined. For better or worse, Werecats have not remained with us to the present day. If you'd like to update this encounter to bring it in line with the Old World as we know it today, consider making Emmaretta and her partner Werewolves. She may be accompanied by two large wolves, rather than wildcats. Alternatively, you might like to keep the wildcats, but have Emmaretta and Klaus suffering the effects of a terrible curse wrought on them by a malign magus - something which would be in fitting with the themes of mutation and change that permeate The Enemy Within.

A FRIEND IN NEED

This encounter takes place at night on a lonely and deserted road, perhaps on the road to Helmgart – see page 139 of **Enemy in Shadows**. For whatever reason, the Characters need to travel at night, despite the warnings of the staff at the last coaching inn. The road ahead is a terrible place, swarming with brigands and worse. It is even said to be haunted. The Characters may conclude that some of this could be true, but the innkeeper wanting them to stay because they will pay for room and board may have a great deal to do with all the warnings. Nevertheless, the Characters decide to press on: perhaps it is vital that they reach the next town by daybreak, or perhaps a group of road wardens is approaching the inn, and the Characters are keen to avoid them.

The first few miles after leaving the inn pass easily enough. There is still a fading light in the western sky, and they are only on the edge of the forest. As the road goes deeper into the forest, however, things begin to change. The darkness deepens, and can only be penetrated by *Night Vision*. It begins to rain, a fine drizzle that works its way through even the stoutest clothing and soaks everyone to the skin. It's impossible to light a torch, and lighting a lantern requires a **successful Outdoor Survival** or **Dexterity** Test, as the Characters' tinder is very damp.

Above the soft hiss of the rain can be heard the noises of the forest's nocturnal denizens going about their business. Somewhere in the darkness an owl screeches, and is answered by the snarl of a Great Cat. The Characters may now regret their bravado, but they have no choice but to press on; the next town is far closer than the inn they left.

Around midnight, the Characters come to a small shrine dedicated to Taal, the God of Wild Places. The shrine is a circular stone hut about 10 ft in diameter, with a conical thatched roof. An elk skull hangs over the doorway, and inside is a crude wooden statue of the god, about 5 ft high. There is room for five people to shelter in the shrine, in some discomfort. The roof leaks, but the shrine keeps the worst of the weather out, and the Characters can eat and perhaps snatch a couple of hours sleep. It's impossible to light a fire in the shrine, since the Characters' tinder-boxes and kindling are soaked.

Whether or not the Characters decide to shelter in the shrine, a strange thing will happen a few minutes after they arrive. Somewhere in the distance, a human voice is faintly heard. The words cannot be made out, but the voice is heavy with pain and misery. If the Characters have horses or any other animals with them, they will become nervous and skittish. The voice draws closer, and after several minutes the Characters make out a figure dragging itself along the road towards them.

The figure is indistinct and difficult to make out through the drizzle. It limps and staggers, as if on the verge of exhaustion, and yet it approaches surprisingly quickly. When the figure is within 10 yards, it can be seen to be a Human male. His clothes were once rich, but are now tattered, and he appears to be severely wounded. Blood oozes from dozens of small cuts all over his body. He raises his head to meet the Characters' gaze, and a slash across his throat opens like a second mouth, sending blood cascading down his chest. One arm reaches out imploringly, and despite the fact that his legs have stopped moving, he continues to draw closer.

'*Help me,*' he moans. '*Help me.*' As he approaches, the Characters realise with a shock that the trees and the road can still be seen through his insubstantial body.

At this point, the Characters should be subjected to the Ghost's **Fear 2** Trait.



JOHANN THE GHOST

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	30	-	30	30	10	30	20	15	15	20*	10

*Johann is not evil by nature, nor controlled by a necromancer, so he has a Fellowship score

Traits: Dark Vision, Ethereal, Fear 2, Undead, Unstable†

†: Johann is only Unstable if he goes more than 100 yards from his bones

If the Characters do not flee, the Ghost will not attempt to attack them. In a moaning voice, it will tell them that it was once Johann Gespenst, a merchant from the nearest town. While staying at the inn which the Characters recently left, Johann was murdered and robbed, and his body was brought into the forest on a cart and dumped by the roadside not far from the shrine. The Characters can free Johann from his miserable condition by collecting his bones and taking them to the town for decent burial. He will show the Characters where his body was dumped. His bones have been picked clean by wild animals and are scattered over an area about 10 yards in diameter.

The nearest town will have a graveyard, tended by a Priest of Morr. Depending on its size, it may also have a Mourners' Guild, which undertakes all funeral arrangements. An individual grave and marker will cost 2GCs, while pauper's burial in the unmarked mass grave will be free. On the night after the burial, Johann's Ghost will appear to the Characters. He will still be an appalling sight, but free of the pain and desperation of his earlier appearance.

'Thank you,' he says. 'May you never suffer as I have.'

If the Characters have his remains buried in the paupers' grave, Johann will vanish, saying nothing more. If they have paid for a burial plot and headstone, he will tell them that it is still in his power to recompense them for what they have done for him. He will instruct them to contact his family in the town.

'Tell them that you have helped me,' he says. 'Ask for my sister Greta, and tell her that I want her to give you a package, which she will find in a hidden compartment behind the second drawer on the right-hand side of my desk. If she questions you, mention the time when she was six years old, and I saved her when her horse had bolted. Then she will know that the message comes from me.' With that, he will vanish.

If the Characters follow his instructions, the family will be puzzled, but will comply. In the package is a velvet pouch containing four rubies, worth 15GCs each.



CHAPTER 11

THE AFFAIR OF THE HIDDEN JEWEL:



The Affair of the Hidden Jewel can take place at any point on a long road journey, including those in **Enemy in Shadows**. It can form an interlude for a couple of days at a roadside inn, or all the action can be compressed into one single, eventful night.

Outside the **Enemy Within Campaign**, *The Affair of the Hidden Jewel* can be played along any long stretch of road running through the forests of the Empire. Wherever the Characters are, they should be looking for a job (or probably just easy money, knowing most PCs). And have we got a job for them! Intrigue, blood, fear... but we mustn't get ahead of ourselves.

ADVENTURE SUMMARY

Along the road, the Characters pick up rumours of increased lawlessness on the Empire's highways (see **Enemy in Shadows**, page 15). Soon they see posters nailed to trees in and near villages, advertising large rewards for capturing a band of brigands. These notices direct the reader to the Crossed Lances inn, where the Characters already planned to stop for the night.

At the inn they meet Lauengram, Count von Drakensberg's agent, and the Count himself. They are offered the job of bringing back the infamous villain: 'the Black Arrow' — dead or alive. However, this means travelling to the Black Arrows' Castle (the band take their leader's name). The brigands could be forewarned, since Lauengram is their agent as well, and will ride to alert them of the Characters' approach. Bombs, dodgy bridges, and desperadoes are just some of the perils the Characters will have to face!

HEROES WANTED

You should arrange for the Characters to see the two notices below. They could come across them nailed to trees along the road; they could find them at an adventurers' notice board (such as the Deutz Elm in Nuln); or they could simply find them blowing in the wind. The author's preference is to have a man stagger up to them and collapse dead, revealing the papers pinned to his back by a dagger.

The first notice reads as follows:

REWARD!

Twenty crowns to whomever can bring the head of the dastardly brigand known as 'the Black Arrow' to his Grace, the Count Amadeus van Drakensberg. His Grace has means of detecting substitutes.

Any Character passing an **Average (+20) Lore (Empire)** Test will recall the Black Arrows are a band of outlaws who have been plaguing the countryside for some years. They are so called due to their habit of using only black arrows. The Black Arrow is their leader. Anything better than a Marginal success (any success if the Character is noble) will also recall the fact that Count van Drakensberg's holdings are some distance from the Arrows' usual area of depredation.

The Affair of the Hidden Jewel, first published in **White Dwarf 101**, is a swashbuckling romp that pits the Characters against that favourite adversary of the roads and forests: a band of outlaws. If the Characters have a day or two to spare — as they wait for their damaged coach to be repaired, perhaps — this is a great way to fill the time.

A NOTE TO THE GM

The astute reader of this adventure will note that all the characters are stereotypes. That's the point. This is a melodrama. Ham it up!

The second notice is likewise interesting.

Heroes wanted to go on Quest for Hidden Treasure. Some Danger, Great Reward. Contact Wolfgang Kellermann at the Sign of the Crossed Lances.

A few successful **Gossip** Tests will enable the Characters to learn that the Black Arrows' raids have been more frequent in that very region than anywhere else.

AT THE SIGN OF THE CROSSED LANCES

If the Characters wish to go to the Crossed Lances inn (and they ought to), they can get there easily enough by road. They should have an eventful journey. You may care to throw in the odd herd of Beastmen or mob of Goblins if things get too quiet, but no Human bandits: the Characters may think these are Black Arrows and be side tracked. They will probably arrive in the evening. Use the map and the following description to set the scene for the Characters.

The bar, at this hour, holds the usual mix of customers for a coaching inn: travellers, coachmen and teamsters, a road warden or two, perhaps a gambler, and maybe a pickpocket, if you feel mean. (If your Characters have played some or all of **Rough Nights & Hard Days**, it could be Glimbrin Oddsocks, probably pursuing rumours of a stolen gem.)

In addition, there is a knot of hard-looking men-at-arms seated in one corner. These are retainers of Count von Drakensberg, who is staying here incognito, though he will remain in his room. The gossip in the bar is that they are mercenaries and the 'gentleman upstairs' is their captain.

WOLFGANG AND THE BLUE FLAME

If the Characters ask the bar staff for Wolfgang Kellermann, they will be told that he is the owner and taken to his room. At their knock, the door is opened by a lean, scar-faced man with a drawn sword in his hand. He eyes them suspiciously and says, 'Well?'

If the Characters explain that they came about the job, a voice calls from behind him. 'All right, Lauengram, let them in. But keep an eye on them.' The scar-faced man steps aside, revealing a table placed in the centre of the room. Two men are sitting behind the table: one fat and bearded; the other muscular and with an air of command and a wooden leg. The room's shutters are closed and bolted.

Lauengram shuts the door after the Characters and stands behind them. Then the one-footed man speaks again: 'I am Wolfgang Kellerman,' he begins. 'I have a job for you. But, as you may have guessed' — here he eyes the shutters and Lauengram — 'I would be most unhappy were the details to be made public. Therefore, I must insist upon the utmost secrecy.' He pauses to let this sink in before leaning forward across the table and continuing.

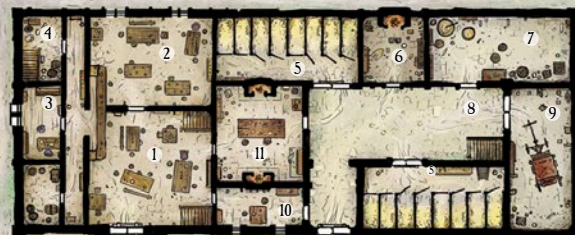
'The job involves finding and bringing to me a certain gem, a diamond, named the Blue Flame. This was stolen more than 20 years ago and has not been seen since, but I have information that should enable you to find it. I will pay you handsomely, say 20 Crowns apiece, for its recovery. Do you want the job?'



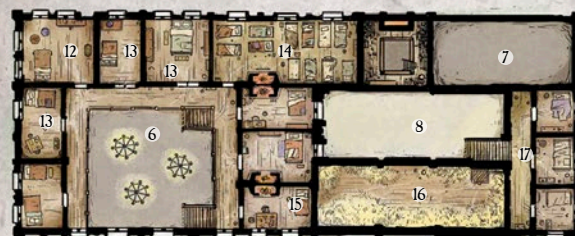
THE CROSSED LANCES



The Cellar



Ground Floor



First Floor

KEY		
1. Bar Room	7. Brew House	13. Men at Arms
2. Snug	8. Courtyard	14. Dormitory
3. Kellermann's Office	9. Coach House	15. Character's Room
4. Cellar Access	10. Entrance Hall	16. Hay Loft
5. Stables	11. Kitchen	17. Servants Quarters
6. Smithy	12. Count's Room	

It's an enormous amount of money, so the Characters are likely to say yes. If they do, Kellerman carries on: *'Very well. I will tell you how the stone may be found, but first a little story must be told. The man who stole the Blue Flame was a thief called Otto Kessler. He's now dead. He hid the jewel after the theft, and supposedly never told anyone where. But Bruno here,'* he indicates the fat, bearded man, *'has cast some doubt on that idea.'*

'Until recently, Bruno was chief torturer to a certain Count von Drakensberg, whose men captured one of Otto Kessler's oldest companions. Bruno interrogated him, but he did not give the information he recovered to the good Count. It seems that Otto Kessler had a daughter called Annalisa, and he told her the location of the Blue Flame. Nowadays, she is better known as... the Black Arrow.'

'This is why Bruno came to me. Until this minor problem,' Kellerman gestures toward his missing foot, *'it was I who led the band now known as the Black Arrows. I know their hideout, and how it can be infiltrated.'*

'The place is an old castle, deep in the forest. Nobody knows it's there except me and the Black Arrows. But even they do not know that there is a secret passage into the keep from the outside. This is the entrance which you, my friends, will use to gain entry. Once inside, you will need to find out about the Blue Flame from Annalisa Kessler. She probably keeps it somewhere in the castle. You will recover the jewel and bring it to me here. Then I will pay you.'

'The castle lies some 35 miles north. There is an old stretch of road leading to it, which begins a few miles before you get there. A hollow oak a hundred yards from the gates is the entrance to the secret passage. The passage leads to the dungeons. You can have a room here tonight. I wish you every chance of success.'

Unless the Characters have anything to say, Lauengram shows them to their room.



AT THE CROSSED LANCES

Lauengram, the Single Agent

Lauengram is 38 years old, lean, fairly tall, and has brown, stringy hair, blue eyes, and a nasty scar on his right cheek. His eyes have a strange light in them because, beneath his dour and forbidding exterior, Lauengram is a mad bomber who loves the smell of gunpowder in the morning. And the evening. And the rest of the day. He is given to prowling, suspicious stares, evil chuckles, lurking, and, best of all, messing about with sputtering bombs. During the night before he bombs the Characters you may like to have him indulge some of his idiosyncrasies, perhaps when they visit the count.



KASPER LAUENGRAM – HUMAN BRIGAND (BRASS I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	27	35	29	30	26	29	30	31	25	31	10

Traits: Prejudice (Everyone), Ranged (Bomb) (2) +12, Weapon (Sword) +6

Skills: Athletics 34, Consume Alcohol 34, Cool 30, Endurance 31, Melee (Basic) 34, Ranged (Explosives) 45, Trade (Explosives) 35

Talents: Flee!

Trappings: 1d10 Bombs, Tinderbox, 10 yards Rope, Large Black Cloak, Dagger (under cloak), Black Mask, Tall, Wide-Brimmed Black Hat, 2d10 brass pennies

Wolfgang Kellerman, the Man with a Past

Wolfgang is 40 years old, tall, muscular and has black curly hair and hard-looking brown eyes. His most noticeable feature is his wooden left leg, which he occasionally scratches at, as though it itches. Kellermann is a brooding, angry sort of chap. He is also not given to suffering anyone, fools or otherwise, gladly.



WOLFGANG KELLERMAN HUMAN OUTLAW CHIEF (BRASS 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	46	48	44	54	47	27	32	34	31	33	17

Traits: Armour (Leather Jerkin) 1, Prejudice (Outsiders, People Who Ask Questions), Ranged (Blunderbuss) (20) +8, Weapon (Knuckledusters) +6

Skills: Athletics 42, Consume Alcohol 69, Cool 46, Endurance 64, Melee (Brawling) 61, Ranged (Explosives) 63, Ranged (Blackpowder) 58

Talents: Combat Aware, Dirty Fighting, Menacing

Trappings: Knuckledusters, Blunderbuss (behind the bar), Leather Jerkin, Belt Pouch with 17 silver shillings

Bruno, the Double Agent

Tall, middle-aged, running to fat, and not given to running his mouth, Bruno is a closed book. He is dour, taciturn, and, as befits someone who makes a living as a noble's torturer, deeply suspicious of everyone. Any attempt to be friendly is treated as some kind of trick to get him to lower his defences.



BRUNO - HUMAN BRIGAND (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	29	22	41	38	40	22	29	28	24	13

Traits: Armour (Leather Jerkin) 1, Prejudice (Everyone (Who Thinks They're Better Than Him)), Weapon (Club and Dagger) +8

Skills: Cool 33, Dodge 45, Endurance 46, Intimidate 46, Intuition 40, Lore (Torture) 39, Melee (Basic) 48, Perception 45

Talents: Strike Mighty Blow, Strike to Stun

Trappings: Knuckledusters, Dagger, Club, Leather Jerkin, 4 silver shillings and 19 brass pennies



THE PLOT THICKENS

What Kellermann doesn't know is that Bruno has not defected from his master. He was sent. Von Drakensberg had all the information pulled from Otto Kessler's erstwhile crony. This includes the slightly bizarre method that Otto used to pass on the Blue Flame's location. The information was tattooed on his daughter's scalp when she was a baby, and she was never told about it. Otto would just tell her to use her head when she asked about the Blue Flame.

Odd, yes? But fun!

Old Kessler actually hid the jewel in the cellar of the Crossed Lances. Nobody knows, at least not yet. Kessler's ex-crony also knew that Annalisa was the Black Arrow, and that she replaced Kellermann after he was injured. But he knew nothing of how she might be found.

The Count, therefore, had a problem. He didn't know where the Black Arrow was or how to catch her. He tried posting a bounty. This explains the notices the Characters saw, including (if you used it) the one attached to a bounty hunter. He decided to let Kellermann believe that the Black Arrow knew the location of the gem, knowing Kellerman would come up with something.

Bruno reports to the Count soon after the Characters leave the room. The wily Count, perhaps a bit too fond of a cunning scheme for his own good, decides to let the Characters go ahead. When they find that Annalisa doesn't have the faintest idea where the gem is, they'll probably decide to make the best of a bad job and bring her head to him to get the bounty. It might be a good idea to remind them about that bounty...

The Count Steps In

An hour or so after their interview with Kellermann, the Characters are approached by one of the 'mercenaries', who says that his master would like a word with them in his room. Assuming they agree, he takes them up.

In the Count's room, another four men-at-arms are positioned round the walls, while the Count leans against his table. He looks the PCs over coolly, and then speaks. *'Permit me to introduce myself,'* he says, bowing with a flourish. *'I am Count Amadeus von Drakensberg. I am travelling incognito, but I am sure you will not abuse my confidence.'* He smiles winningly.

'The reason I asked you all up here,' he goes on, *'was that you look like a capable crew, and I thought I would acquaint you with an opportunity to make some money. There is an outlaw band in this area known as the Black Arrows, and their leader is known as the Black Arrow. Somewhat unoriginal, I think.'*

THE THICK PLOT

Players who are familiar with this adventure will be expecting an interview with the Count, followed by a bomb down the chimney, a race to the Black Arrows' castle, and an exciting but familiar denouement. Some confident Player may decide to set out for the castle, or to capture Lauengram, or Kellerman, or Bruno, or all three for various unsavoury and unlikely reasons.

Lauengram could be a completely ordinary, law-abiding individual who works at the inn as a pot-boy and bouncer, and is on good terms with the local road wardens. Some of whom are stopping at the inn overnight, as is their regular custom. He is making a few shillings by guarding the door for Kellerman, who expects some dangerous Characters to respond to his notice.

Kellerman may be exactly what he seems, or he may be more. Perhaps he is a bounty hunter who plans to use the Characters as a diversion and swoop in with his own hired muscle while the PCs have the Black Arrows distracted. In this case, there is no Blue Flame, and no tattoo on Annalisa's scalp. Kellerman has fabricated the whole story and may be after Annalisa for a ransom, or he might have been hired by her parents. They as wealthy merchants or even minor nobles want her back for an arranged marriage or simply to rein her in after she ran away to become an outlaw a year or more ago.

Count von Drakensberg, in this case, is still a classic, moustache-twirling villain, but his agenda is different. His notice, and his story, are also lies, and he wants to lay hands on Annalisa to ransom her back to her family, or to sink any hope of a marriage taking place and thus thwart her family's ambitions. This puts him on the same side as Annalisa, although she will certainly not see it that way.

His demand for her head may be bluster, or bad temper. If the Characters do kill her, he will take out his rage on them in the most imaginative ways. It may be a scheme of cold-blooded vengeance on her and her family. A dead woman cannot marry, after all, and her family need not find out about her demise until after they have paid the ransom.

All in all, there are many ways for you to confuse, misdirect, and confound Players who think they are being clever. Some could haunt them for a long time after this adventure is over. They might even consider changing their names: to Kastor Lieberung and friends, for example.

'I am offering a bounty of 20 Crowns for this person, but on seeing you fine people... the bounty shall be raised to 25! I want the Black Arrow's head on a silver platter. In fact,' he snaps his fingers and one of his men passes him a small silver platter, 'I'll even provide the platter!' He tosses it to one of the Characters. 'Just remember,' his voice turns cold and hard, and he stands. 'Bring me the head of the Black Arrow!'

With that the interview is over and the bodyguards show the Characters out. The platter is solid silver and worth 2 GCs, with Encumbrance 1.



AMADEUS VON DRAKENBERG
HUMAN MAGNATE (GOLD 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	49	24	31	27	46	34	47	46	26	58	9

Traits: Weapon (Rapier and Main Gauche) +7

Skills: Bribery 63, Charm 73, Consume Alcohol 32, Gamble 51, Gossip 68, Intimidate 46, Intuition 61, Language (Classical) 56, Leadership 73, Lore (Heraldry) 56, Lore (Politics) 61, Melee (Fencing) 64, Melee (Parry) 64, Perception 61, Play (Organ) 52

Talents: Attractive 2, Noble Blood, Public Speaker, Read/Write, Schemer, Suave

Trappings: Quality Clothes, Rapier, Main Gauche (hidden), 200 gold crowns

THE COUNT AND HIS MINIONS

Amadeus, the Rakish Villain

The count is a character that should be recognisable to everyone: elegant, suave, sophisticated, cruel when he needs to be, capable of smooth flattery and smoother threats. He has a deadly elegance, as pointed and sharp as the rapier that hangs at his hip. He is not above twirling his moustache as he explains, in great detail and with no little relish, exactly how he is going to have someone killed, stuffed and mounted on his wall as a trophy. He is a man of 36 years, used to action, with an athletic build.

His wavy brown hair and intense blue eyes make him attractive, but there is a sinister hardness underlying his polished demeanour. He is, in short, a villain through and through. He rather enjoys the role fate has given him.

The Count's Spear Carriers

These are also a well-known type of heavy: the kind who materialise in droves when the count snaps his fingers at opportune moments, and are cut down by the heroic Characters while their master heaps scorn upon them. Hopefully. Unsurprisingly (for they seem to have divined that their lot in life is not going to be happy or long) they are a surly lot. The Count has a dozen of these strapping young men and women within calling distance at all times. In the better class of melodrama such fellows traditionally have the advantage of numbers over the plucky heroes.

The Plot Becomes Unpleasantly Sticky

What the wily von Drakensberg doesn't know is that the Black Arrows also have an agent in place: none other than the scar-faced and suspicious Kaspar Lauengram, Kellermann's chief bodyguard.

After Kellermann lost his foot, he retired from the band and bought the Crossed Lances to settle down. Then, Annalisa took over the outlaws. However, she and the Black Arrows know that Kellermann knows their hideout. Although he'd sworn never to reveal it, they wanted to keep an eye on him.

They sent Lauengram to infiltrate into Kellermann's household as their watchdog. That he could also be a spy to inform them of coach timings was a happy coincidence. Lauengram, having heard Kellermann's briefing of the Characters, has decided to report to the Black Arrows as soon as possible. He will leave two hours before sunrise. He has also decided to eliminate the PCs first, or at least slow them down a little.



BODYGUARDS APLENTY – HUMAN SENTRIES
(SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	30	35	30	35	30	30	30	30	12

Traits: Armour (Helmet, Leather Jerkin and Mail Shirt) 3, Weapon (Short Spear and Shield) +7

Skills: Consume Alcohol 40, Endurance 40, Entertain (Storytelling) 35, Gamble 35, Gossip 35, Intuition 35, Melee (Basic) 40, Perception 35

Talents: Drilled

Trappings: Helmet, Linen Surcoat with Drakensberg Livery (Red Dragon on a Yellow Field), Leather Jerkin, Mail Shirt, Shield, Spear, 1d10 silver shillings

THINGS THAT GO BOOM! IN THE NIGHT

Very early the next morning, Lauengram fetches his horse from the stables and leaves it at the front of the inn. He scrambles on to the roof to reach the chimney of the Characters' room. He drops a lit bomb down the chimney, with a cry of: 'Ha ha, my friends, your time has come!' Before the explosion, he abseils down from the roof and gallops off. You should alter his plan if, for some reason, the Characters have a fire burning in the grate. Perhaps the bomb may be tossed through an open window, or hidden inside a covered platter left at the door with a knock.

Each sleeping Character may make an **Easy (+40) Perception (Hearing) Test** to be woken by the shout. If Lauengram misses his **Ballistic Skill Test**, use the normal scatter table (WFRP, page 163), but if the die roll indicates that the bomb moves through a wall, it remains in the fireplace. The bomb is fused to go off 1 Round after it arrives in the fireplace.

The Characters are likely to be in a state of confusion, but even if the room is completely dark they will be able to see the dull-red glow of the bomb's fuse. It will require a **Challenging (+0) Athletics Test** for a Character to reach the bomb before it goes off (+20 if the Character was not asleep). Pinching the fuse out will then require an **Easy (+20) Dexterity or Ranged (Explosives) Test**. Throwing the bomb (through a window, for example) is handled normally. Ignore misfires: if nothing happened when Lauengram rolled, it won't misfire now.

If the bomb goes off, remember that a Fate Point allows a Character to escape unharmed. If all the Characters within the blast radius use Fate Points, the bomb fails to go off; otherwise, the Characters will stand up amid the wreckage after the explosion and dust themselves off, covered in scorch marks and soot, but otherwise unscathed, or find themselves draped over the inn sign outside but unhurt.

The inn will be somewhat dented if the bomb goes off inside. However, the place should not burn down; the main effect will be to wreck the Characters' room, and, if you want, the destruction of some of their equipment. If the characters return to the inn, they may be expected to pay for any damages; another potential reason for them to be on the run, desperate for money and willing to buy into a fraudulent scheme.

THE PURSUERS?

One way or another, the Characters will now be headed for the Black Arrows' castle, possibly pursuing Lauengram. If they are close behind him, or if they checked who had left the inn, they may know his identity. Lauengram will not expect pursuers, unless the bomb failed to go off. In that case, he is alert, and hurls more bombs to hinder any followers, and to churn up the road behind him.

The woods through which the Characters travel are impassable to wheeled traffic. Running requires a **Simple Athletics Test**. The woods also give soft cover (–10 to hit) against missile fire at nearly any range, and at any time a Character can use their move to duck behind a tree for hard cover (–30 to hit). Thirty miles north of the inn a chasm blocks the Characters' route, carved by the river flowing along its bottom. It is 50 yards deep and 12 yards wide, and crossed by a very old single-arched stone bridge. An old, paved road leads from here to the castle.

The bridge will take the weight of up to three people on foot, but has a 50% chance of collapsing each time any heavier weight (such as a horse and rider) is on it. It will take one Round to collapse, so those who go across at speed, or pass a **Simple**

Agility Test when it begins to collapse, will get off in time. There is sufficient room for a run-up to attempt leaping the chasm on horseback: this requires an especially **Dramatic Ride (Horse)** Test. Those who fail the Test fall into the river below.

It is possible to go around the chasm to either side, travelling an extra six miles. Lauengram does this unless the Characters are hot on his trail. If they are in hot pursuit, he gallops over the bridge, dropping a bomb as he goes. This destroys the bridge, unless the bomb misfires.

AT THE CASTLE

Whether the Characters catch Lauengram or not, they eventually reach the castle (see below). They will presumably try to enter in order to speak to Annalisa Kessler, but their success will depend on what has already happened.

If Lauengram reached the castle before them, he has warned the Black Arrows about the secret passage, and they have set up an ambush in the dungeons. If the Characters found out that Lauengram was the bomber, they ought to be smart enough to avoid the passage.

If the Characters are caught, they are thrown into the dungeons, pending a decision about what to do with them. Most parties will be resourceful enough to escape somehow, but if your group seem to be stuck the Black Arrows' captive Halfling cook, Sleeves, will free them. He distracts the guards by telling them that the Black Arrow wishes to speak to them. This ruse buys a little time — just enough for the Characters and Sleeves to come up with a way to break out of the (somewhat dilapidated) cell — and the alarm will be raised as soon as the guards speak to Annalisa.

If the Characters manage to seize Annalisa she is amused rather than angry. She cheerfully admits that she has no idea where to find the Blue Flame. All her father ever said was that she could find it if she used her head. Should the Characters wish to inspect Annalisa's head, she understands their meaning and at a later point asks an underling to inspect her scalp, but she is not stupid enough to expose herself to the PCs and risk a beheading.

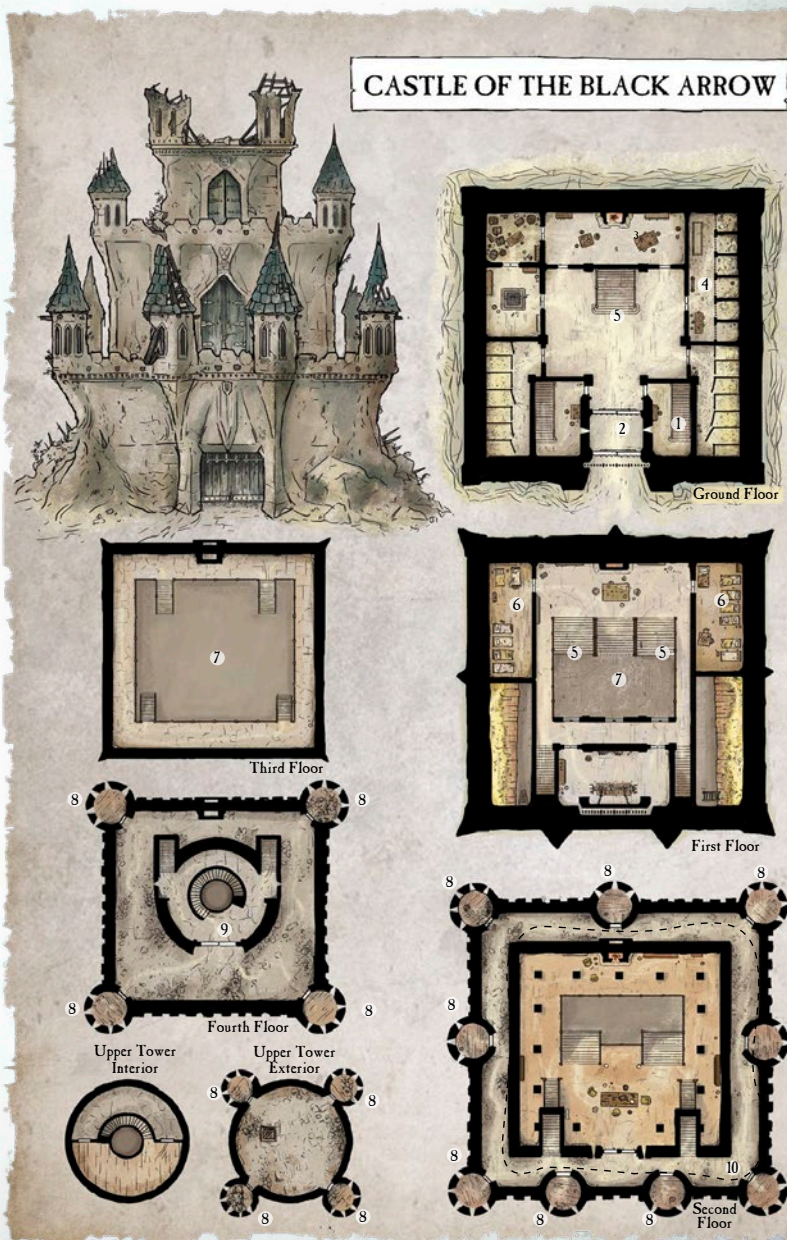
THE PURSUED?

The Characters eventually leave the castle and make for the inn. They may have discovered where the Blue Flame is, they may be bringing the Arrow's head to von Drakensberg, or they may simply be running away. The Black Arrows pursue if necessary, but they give up the chase a few miles from the inn, not wishing to deal with the authorities.

SO, COUNT, WE MEET AGAIN

Back at the inn, things have moved on. Count von Drakensberg decided that Kellermann was no longer of use and had Bruno kill him. The staff are as yet unaware of the murder, and the count is waiting for the Characters to return. Unless they come stealthily, he knows of their arrival and is watching them from his window.

If they come to his room with a head for him, he asks them to wait outside while he inspects it. After a brief shave and, if the head has directions tattooed on it, he lets them in, pays them, and sends them on their way. If, however, the Characters go to Kellermann's room, they find the door unlocked and the man lying dead on the floor. Moments later, the count and his heavies appear. Obviously, the Count von Drakensberg will lose no time in accusing the Characters of murder most foul.



If the Characters attempt to fetch the gem for themselves (from wherever you decide it has been hidden) the count and his thugs appear rather dramatically. They step out of the shadows with an appropriately over-the-top theatrical comment just as the Characters unearth their prize.

THE CASTLE

The Black Arrows' castle stands in a roughly circular clearing approximately 100 yards across. The entire clearing is visible to any outlaw look-outs during the day and on moonlit nights. A road runs straight out from the gates. One hundred yards from the castle, by the east side of the road, stands a hollow oak. Its trunk is a shaft leading to the secret tunnel into the castle (see **4. The Dungeons**, below).

All standard doors in the castle have TB 5, 12 W, and their locks are opened with a **Challenging (+0) Pick Lock Test (WFRP, page 127)** when locked. Reinforced doors have TB 8, 22 W, and are always kept locked, requiring a **Difficult (-10) Pick Lock Test**, instead.

All the castle walls are solid stone. The chandeliers marked on the map are wagon-wheel type affairs, each with 15 or so candles, which cast light like a torch. The vertical distance between each floor level is 5 yards.

The Black Arrows

The way this band of Humans are played depends upon the character of Annalisa (page 100). They may be 'Merry Men', a crew of brutal cut-throats, or ice-cool professionals. Regardless, they are not pushovers. If they outnumber the Characters, they will try to stun and capture them rather than kill them.

1. The Gatehouse

There are two guardrooms flanking the main gates, each containing two Black Arrow guards. The room above the gates contains the winch controlling the portcullis (which is normally raised), as well as a murder hole (a floor trapdoor) useful for dropping things into the space between the first and second gates. On the nearby table, 1d10 incendiaries are ready for use.

2. The Stables

Each of these rooms is furnished with six horse boxes, and a loft above holds a good supply of fodder. Normally each stable holds four riding horses which are occasionally used by the outlaws. Lauengram's Horse is here as well if he has arrived. Also kept here are saddles, bridles, and other riding equipment as you might expect.

3. The Kitchen Area

These three rooms are the pantry, kitchen, and well. The pantry holds 10 days worth of rations among its stores, and the well is 30 yards deep with clean water at the bottom. In the kitchen there are 2d10 knives (1d10 of them large enough to be equivalent to daggers) and 1d10 large cleavers, equivalent

to hand weapons. This is also where the Characters can find Sleeves, the outlaws' captive Halfling cook. He sleeps on a heap of sacking on the floor.

The Captured Halfling

On the short side, even for a Halfling, Sleeves has curly brown hair which is showing signs of age as he approaches his 90s. He has a grim outlook on life, and has had enough of being at the beck and call of the Black Arrows. Otherwise, he is a picture of a polished butler, and talks with a strange refined accent developed abroad.



SLEEVES – HALFLING MENIAL
(SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	19	29	27	37	37	41	42	25	23	45	8

Traits: Small, Weapon (Chef's Knife) +5

Skills: Athletics 46, Climb 32, Dodge 46, Endurance 42, Intuition 42, Perception 42, Trade (Cook) 52

Trappings: Chef's Knife, Fine or Ragged Clothing, Trade Tools (Cook), 1d10 silver shillings

4. The Dungeons

This room is equipped with six barred cells. Bending the bars requires a **Very Hard (-30) Strength Test**, while picking the locks requires a **Difficult (-10) Pick Lock Test**. Depending on how much of a fight the Characters put up, it's possible they are bound hand and foot, disarmed and then thrown into these cells. In this case, two guards sit at the table outside the cells.



BLACK ARROWS – OUTLAWS (BRASS 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	40	35	35	30	30	30	30	30	30	12

Traits: Armour (Leather Jack) 1,
Ranged (Bow) (60) +6, Weapon (Axe) +7

Skills: Athletics 35, Consume Alcohol 40, Cool 35,
Endurance 40, Gamble 35, Intimidate 40,
Melee (Basic) 45, Outdoor Survival 35,
Ranged (Bow) 50, Stealth (Rural) 35

Talents: Strike to Stun

Trappings: Axe, Black Mask, Bow and 2d10
Black Arrows, Leather Jack, 2d10 brass pennies

If not, the place is unoccupied except for a hungry Carnivorous Snapper. This lives in a pit set into the floor, with a hinged grating over it. The grating's bolt is accessible to a character in the pit, and is easily lifted. One of the flagstones in the pit floor can be lifted up to reveal the secret tunnel beneath (through which the Characters may have infiltrated the castle).

5. The Staircases

The staircases, oddly, have red stair-rugs on them. Those with a swashbuckling disposition may wish to pull the rugs in order to trip up any enemies who are standing on them. This can be done, but requires a **Difficult (–10) Strength** Test, with a further penalty of –10 for each person on the rug. All those on the rug must attempt a **Challenging (+0) Athletics** Test or be knocked to the ground, gaining one Stunned Condition, and the Prone Condition.

6. Dormitories

These long barrack rooms each hold six beds. Distributed among them are a dozen sleeping outlaws, with their weapons and equipment ready to hand.

7. The Great Hall

This vast chamber, lit by a roaring blaze, wall torches, and chandeliers, will typically contain 12 off-duty outlaws, drinking round the long table. Two of them may be posted to guard captured Characters in the dungeon. The room's pillars and gallery have useful shadows for hiding in, and the outlaws are more interested in their drink than their surroundings.

THE CARNIVOROUS SNAPPER

The Carnivorous Snapper is a bipedal reptile, about 10 feet long from nose to tail and standing about 5-ft high, although in combat it can rear to a height of 7 ft. Most of its weight is distributed around its hind legs, and it has a heavy tail that it uses for balance while running. Its forelimbs are small and almost useless. Its body is mottled, ranging from dark green to dark brown on the back and with a paler, buff-coloured belly.

The outlaws captured this creature in the forest a few weeks ago, and have been keeping it as a kind of pet, feeding it scraps of game, and using it to scare prisoners.



CARNIVOROUS SNAPPER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	33	0	40	50	10	5	0	5	25	0	31

Traits: Armour 2 (Head and Body only), Bite +9,
Hardy (3), Hungry, Tail Attack +5, Weapon (Claws) +4,
Cold Blooded

8. Watch Turrets

These are manned by archers in the event of an attack. Normally most of these small towers with arrow slits are empty. The upper four, however, always contain a solitary lookout each.

9. The Arrows' Tower

Climbing the tower means going up clockwise spiral stairs. These give -10 to WS for any right-handed fighters who are battling someone higher up the stairs than they, and -10 WS for left-handers fighting their way down. Two guards are posted at the bottom of the stairs.

The locked room at the top is Annalisa Kessler's residence. A double bed with a feather mattress and a table. Beneath the table is a locked chest holding coins and jewels worth 15 GC.

An interesting feature of the room is the curtained-off shaft cut into the floor and leading to the Great Hall below. A rope hangs in the shaft, supporting the central chandelier in the Great Hall. Annalisa slides down the rope if she needs to escape.

The Black Arrow

Annalisa is athletic, of medium height, and quite striking, with long dark hair and intelligent blue eyes. She is far from stupid, as might be expected of someone who can keep their position as the leader of an outlaw gang. She can be played a number of ways: she might just be another enemy, an outlaw chief pure and simple. She might be a Robin Hood type, fond of a laugh, a wrong to be righted, and a bit of intrigue. She might even fall in love with one of the PCs, with or without any effort on the Character's part.

10. The Battlement Patrols

The indicated areas on the battlement are patrolled by a single outlaw following the dotted line route. The guards take one turn and one round to complete a circuit.

REWARDS

The following experience points should be awarded at the end of the adventure, plus any standard awards you offer at the end of each session for good roleplaying or clever ideas:

- 20 points for any Character stopping the bomb going off
- 20 points each for stopping Lauengram reaching the Castle
- 40 points each for capturing Annalisa alive
- 20 points each for discovering the location of the Blue Flame
- 20 points each for securing the bounty from the Count.



ANNALISA KESSLER - OUTLAW CHIEF (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	49	58	45	46	42	34	27	34	32	33	15

Traits: Armour (Leather Jerkin) 1, Prejudice (The Rich), Ranged (Bow) (60) +7, Weapon (Sword) +8

Skills: Athletics 49, Consume Alcohol 51, Cool 47, Dodge 44, Endurance 51, Gamble 39, Heal 44, Intimidate 50, Intuition 57, Leadership 48, Lore (Local) 44, Melee (Basic) 64, Perception 57, Outdoor Survival 44, Ranged (Bow) 73, Stealth (Rural) 49

Talents: Combat Aware, Marksman, Rapid Reload

Trappings: Black Hood, Bow and 20 Black Arrows, Leather Jerkin, Sword, 8d10 brass pennies

If the Characters are captured by the Black Arrows and have to be released, XP should be reduced by around a quarter.

If the Characters decide to go after the Blue Flame for themselves, you will have to decide on its location. The Count's men will be hot on their trail at the first whiff of betrayal, making for a hopefully rather exciting chase. The Blue Flame is worth some 50 Gold Crowns to each surviving Character (so it has no fixed value as such), but they will probably get no more than a third. The item is well known, stolen, and will have to be fenced. Even finding a fence ready to buy it could be an adventure in itself. In short, the Characters really are better off just telling the count where the item is and collecting their bounty, and any Characters in the Rogue Class will be well aware of this fact.



CHAPTER 12

THE PANDEMONIUM CARNIVAL



This short road encounter can be dropped into the middle of an adventure. **The Adventure Hooks** (page 106) section shows how it could be linked into other events in your campaign. You could simply use it as one more odd encounter to worry your Players, or you could set up some of the NPCs here as potential allies or enemies for the Characters. After all, a wise GM creates long-term stories as well as quick adventures.

INTRODUCTION

On every road a diverse range of travellers can be spotted moving throughout the Empire. Most are travelling with a purpose: some stay on the move because they are homeless, itinerant traders or, seeking a new home and a new identity, or escaping a colourful past. For a few the journey itself has become the end, rather than the means. The last group has some very surprising members.

Five heavily-armoured bullock carts and three brightly-painted caravans make an interesting sight on the Empire's roads at any time. Anything that needs that much guarding must be very, very valuable, indeed. Or very dangerous. Perhaps the words painted in garish colours on the canvas side-awnings provide some clue as to why these particular carts can travel safely.

*Doktor Wolfgang Hollseher's Pandemonium Carnival
and Peripatetic Menagerie of Wonders*

*The Greatest Collection of Monstrosities and Bizarre
Creatures of Dark Foulness held in Captivity.*

*By appointment to Crowned Heads of the Old
World and of many Lands Beyond.*

An Amazement to All who view the Menagerie and Its Denizens.

Accept no Substitutes! Believe only your Own Eyes!

Not many bandits can read, even when the words are short and to the point. Longer words defeat even literate bandits entirely, and leave the few properly educated ones singularly unimpressed. But even the most clueless, ignorant bandits know to leave this line of caravans well alone.

WOLFGANG AND HIS TROUPE

The 'Pandemonium Carnival and Peripatetic Menagerie of Wonders' is exactly what its name says: a travelling zoo of strange animals, some trained, and all owned by Doktor Wolfgang Hollseher. He is a self-proclaimed soothsayer, sage, herbalist, traveller, one-time actor and theatrical impresario. He is an expert several times over upon animals both mundane and unnatural, friend to the nobility of several prominent states, writer and collector of folklore, alchemist, fencer, drinker, chef of distinction, and horse doctor of no mean skill. And those are merely the accomplishments that he chooses to tell people about.

Wolfgang, as you may have gathered, is not a man who undersells himself or his carnival. He has good cause to be proud of his menagerie, for there are few collections of Beastmen in captivity anywhere in the Old World, let alone carried around aboard carts. Only the peeling paint on his carts gives an impression his most prosperous days are over.

Wolfgang is assisted by a team of eight Humans and a Dwarf. Benbow is his chief assistant in most matters; once a sailor from Albion, he is still a very tough man. Benbow gives orders to the keepers and handlers: Big Anders, Little Anders, Bertoldo, Ivan, Magda, and Mikhail. Granny Haller cooks for the team and tells fortunes when the menagerie is set up for the fair — Benbow knows better than to tell her to do anything. The final member of the troupe is interesting, if unexpected. Magnus the Dwarf is obviously too well dressed and refined (for a Dwarf, since these things are relative) to be a manual worker. It's also well known that Dwarfs rarely make good animal handlers, but Magnus is Wolfgang's 'vet' for the menagerie. In return for keeping the Beastmen alive, Magnus is allowed to study them. He is, in fact, a Loremaster who is researching Wolfgang's menagerie.

The Pandemonium Carnival, previously published in the WFRP anthology **Apocrypha 2**, details a travelling circus that will intrigue, enthrall, and disturb Characters new to the Empire's roads. It comes with a great deal of potential for spinning off adventures, and you could even use it as a substitute for, or expansion to, Doctor Malthusius's Zoocopoeia in Bøgenhafen.

The Beastmen are a varied lot, as might be expected. And one of them is not even a true Beastman! There are 12 specimens penned up in Wolfgang's armoured carts. They vary in size from the massive Urzo, who is twice the size of a tall man, down to the tiny Twins: identical 'pocket Beastmen' who are barely one foot tall. The 'Imperial Beast' is the prize in the entire collection, a Beastman with an actual golden pelt! The other prize specimen is not a Beastman, strictly speaking: Rassarak is a white-haired, blind Skaven.

The good doktor and his staff exercise considerable skill — and bravery — in controlling these specimens. They have amassed a great deal of practical knowledge on the Old World's Beastmen: mostly on the tricky subject of keeping them alive. This knowledge could also be a valuable source of information when it comes to killing Beastmen.

The menagerie has spent years wandering between the major cities of the Old World. Wolfgang has shown his Beastmen in cities from Praag in Kislev to Magritta in Estalia, and many far flung places in between. However, Wolfgang, his troupe, and his creatures are getting older. Now the menagerie travels only within the Empire, wandering from one fair to another. Time is catching up with them all.

THE CARTS

The Pandemonium Carnival consists of eight vehicles: Wolfgang's personal coach, a servants' caravan, a baggage cart, and five wheeled exhibit cages.

The cages are most distinct. These are substantial vehicles, each a heavy iron cage mounted on a strong chassis. A team of four oxen pulls each cage. Years ago Wolfgang invented a way to provide easier transport over soft ground — unusually broad-rimmed wheels with pivoting wooden 'shoes' around the rim. It's an innovation that could be valuable to a cartwright as it's a clever method of preventing any cart sinking in mud.

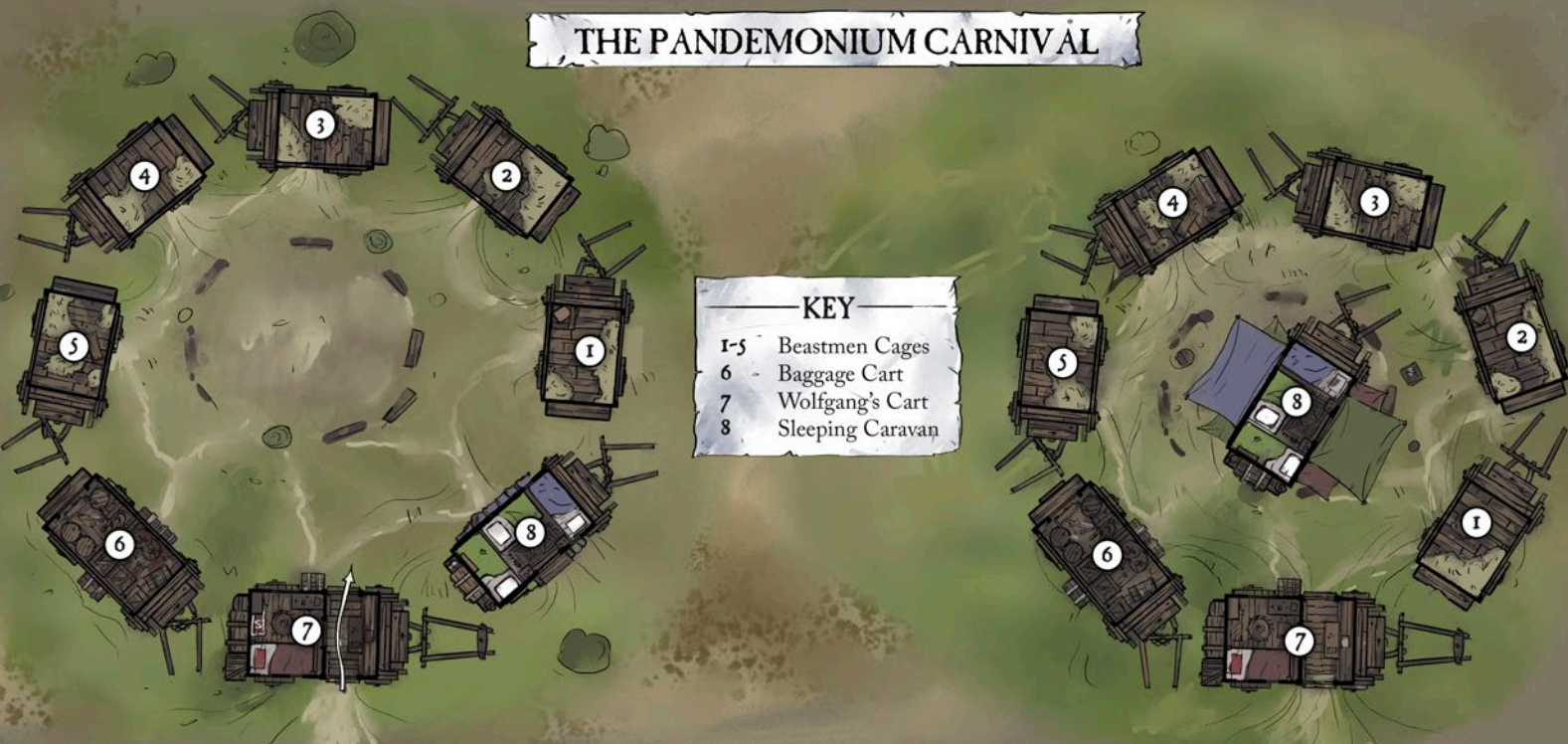
When on the move, thin wooden panels and canvas awnings hide the iron bars, and the captives within. Each side-cover can be removed separately so that the inhabitants can be seen as required. The cages are always kept locked. Wolfgang has the only set of keys, and he never lets his menagerie out while they have breath in their lungs. The carnival workers are used to handling their charges without physical contact, and have no need to go into the cages. The Beastmen have learned the importance of good behaviour: those who fail to 'behave' are not fed.

Wolfgang's ox-drawn coach leads the train and is usually kept locked. When the carnival is set up, the coach doubles as the box office. It contains his bed and possessions, including books and other items detailed below. It's the most recently painted of all the wagons, and by far the most colourful with bright red and green lettering. An iron strongbox that contains the Carnival's funds, a mixed collection of coins from every corner of the Old World, is built into the floor over the rear axle. Usually there is no more than 30GCs in the strongbox — a small fortune to many who visit the Menagerie, admittedly.

THE PANDEMONIUM CARNIVAL

KEY

- 1-5 Beastmen Cages
- 6 Baggage Cart
- 7 Wolfgang's Cart
- 8 Sleeping Caravan



HOW IN SIGMAR'S NAME COULD THIS HAPPEN?

You might, quite rightly, be wondering how a travelling circus filled with Beastmen could be tolerated in the Empire? And why Doktor Hollseher hasn't been burned at the stake by Witch Hunters? The answer is two-fold.

For starters, Witch Hunters are constantly trying to get the better of Hollseher; he has an uncanny knack for avoiding their patrols, and leaving town just before they catch wind of his location. This talent has allowed him to escape more than a dozen potential lynchings just in the last few years. Secondly, his association with the Loremaster Magnus affords him protection under ancient Dwarf pacts. These pacts protect those who aid in the accumulation of knowledge for the betterment of Karaz Ankor — a fact that some, though certainly not all, Sigmarrite Witch Hunters will respect. Lastly, Doktor Wolfgang has a license sealed by Emperor Karl-Franz himself allowing him such a menagerie, *'for the purpose of the propagandistic castration of the beasts of the forest, and the expulsion of the terror they place in the hearts of all of Sigmar's Heirs.'* Though many disbelieve the validity of the license, it is nonetheless genuine, even if it is written in purple ink.

The **Adventure Hooks** section below has further ideas which you may wish to employ to justify the menagerie's existence, though the fact that it feels so out of place is indeed part of its charm, and its captivating power mesmerises audiences throughout the Empire.

The workers' caravan is almost as colourful as Wolfgang's. It has awnings that drop down from each side to double the amount of space available for sleeping, and a cast-iron stove that keeps the place warm and cosy in all weathers. When the caravan is packed up, it has no room for anyone, as everything that the menagerie might need is stored inside. Everything has its place, from blankets to cooking pots, and there is a 60% chance of finding any standard item in the caravan. There is even a supply of dry firewood for days when it has been raining! Granny drives the workers' caravan when the carnival is on the move.

The baggage cart is used for items that don't need to be unpacked at every stop. This includes the platform Wolfgang uses for his display of (stage) magic and decorative flags for the carnival pitch. There's even a collapsible, three-piece flagpole, so Wolfgang can always fly a banner advertising the show! A set of wicker fences that are used to pen in the menagerie's flocks at night is unpacked at every stop. Magnus drives for this cart, because he finds it difficult to walk all day and keep up with the carts. Only the first cage-cart has a driver. The halters of the oxen on the rest are tied to the cart in front, as the menagerie workers walk alongside the carts and keep an eye on things.

The goats, geese, and chickens wander along behind the caravan, and forage for extra food while the whole menagerie is on the move. The animals never wander far because they are always fed good grain when the carnival stops for the night. These are all, of course, walking provisions for the carnival in its progress between towns. Little Anders and Magda are in charge of the domestic animals.

MARCH ORDER

The train order is always as follows: Wolfgang's cart, the baggage cart, the cage-carts, the sleeping caravan, and the carnival's flock of goats, chickens and geese.

The carts are arranged in a rough horseshoe arrangement when the menagerie is set up for a show. Wolfgang's cart is at the open end of the horseshoe to act as a box office.

When camped for the night, the carts are drawn into a loose circle with the sleeping caravan in the middle and the oxen hobbled nearby. The troupe take turns keeping watch. The Beastmen make a superb warning system for approaching trouble.

The workers never have an open bonfire at any campsite, using the stove instead. Wolfgang has instilled a deep fear of fire into his Khornate Beastmen and an open fire would alarm them without good reason.

BOOKS & OTHER ITEMS OF INTEREST

Among Wolfgang's possessions are three very interesting books that he and Magnus have been working on.

The first is a treatise entitled *On the Corrosive Effect of Chaos upon the Minds and Bodies of its Servants, and the Signs by which such Wretches may be Identified in the Early Stages of their Wickedness.* The subject matter of this work is self-explanatory. While it is very detailed in many respects, it is also incorrect in some of its observations. It claims, for example, that Chaos always marks its victim with a visible mutation before any moral rot sets in, which is often the exact opposite of the truth.

The notes and marginalia that Magnus and Wolfgang have added are probably of much more interest to a true scholar of Chaos than the original text. It could be sold for up to 40GCs — if the right customer could be found. Many witch hunters would be willing to pay good money for this book. But most would accuse the book's holder of an unhealthy interest in the 'witcherie of Chaos' — just so that they could get their hands on it for nothing!

The second book is Wolfgang's *Journal and Notes Upon Beastmen and the Foul Behaviours and Unnatural Habits Thereof*, an extensive portfolio of scribbled notes and sketches than a proper book. It is obvious from a cursory glance that Wolfgang

has been very thorough. There are anatomical drawings, lists of dietary habits, and much else besides that would be of interest to almost any scholar or loremaster in the Old World studying not just Beastmen but the effects of Chaos generally. This book would fetch around 40GCs from the right customer.

The final volume is Wolfgang's printed treatise *Upon the Nature of Warpstone and Its Uses in the Arts Alchemical and Medical*. The book was printed in Parravon in Bretonnia. Wolfgang's extensive notes indicate that he is working on a second edition. This annotated edition could be worth 50GCs to a knowledgeable (and almost certainly heretical) customer. Any Witch Hunter would have good reason to view the possessor as a very dangerous servant of Chaos because the book requires the use of warpstone in all of its recipes. The book includes treatments for every common disease, and these treatments reduce the difficulty of any test required to recover from an infection: an **Average** test becomes **Easy**, **Easy** becomes **Very Easy** and so on. What would have been a **Very Easy** test is automatically passed. However, given the use of warpstone in these cures, each dose constitutes Minor exposure to Corruption. Wolfgang's notes highlight the dangers, but he has never found a solution to these side-effects. An apothecary with this book in his possession can substitute warpstone for any other single ingredient in a preparation, but the process constitutes Moderate exposure to corruption for the apothecary, and anyone taking a dose suffers from Minor exposure. In all his work, Wolfgang has been very, very lucky to date, as he has no visible mutations!

Wolfgang carries numerous licenses for his menagerie, granted by nobles and temple authorities across the Old World. Over the years, he has always been careful to stay within the letter of the law and he has kept every document that allows him to show his Beastmen. As a result, he rarely has difficulty in persuading any local authority that he should be allowed to set up his carnival.

Finally — and these are damning items should their existence ever become public knowledge — Wolfgang has four glass vials of a liquid which is a combination of warpstone and oil of vitriol (sulphuric acid). Anyone unlucky enough to be splashed with the 'warp acid' suffers a +8 hit and Moderate exposure to corruption. Anyone foolish enough to drink the stuff must make a **Very Hard (-30) Endurance** Test, or suffer +10 damage and one *Poisoned* condition, plus another +10 damage and one *Poisoned* condition for every negative SL. Wolfgang has been using this substance in his occasional alchemical experiments, hoping to manufacture gold, but without any success.

THE COLLECTION

The Beastmen in the menagerie are as follows.

URZO (CAGE 1)

The largest Beastman is also the most passive. Rather old for a Beastman, Urzo actually looks a little tatty, and has been ill for some time. Wolfgang suspects that Urzo needs something extra in his diet, but has yet to work out that this 'extra' is human flesh!

Urzo is a massive creature almost the size of an Ogre. His goatlike head is armed with impressive horns; together with his hooved legs they give him a daemonic appearance that makes him quite a money-spinner. His skin is covered in horny plates like those of an armadillo, and his hands are large enough to crush a human skull. Despite this, Urzo is a docile beast, used to being in a moving cage and being fed regularly. When faced with a crowd, he will rattle the cage bars in a most convincing manner, snarl, growl, and reach out between the bars as if to tear an unwary yokel limb from limb, but this is an act.

While he could be dangerous — if roused — Urzo has been with Wolfgang long enough to know what is expected, and that acting fierce (within bounds) results in bigger rations. He thinks of the menagerie staff as sources of food, and has a 25% chance of going into a Frenzy if anyone attacks them.



URZO

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	46	24	40	47	26	33	27	22	39	26	30

Traits: Animalistic Legs, Armour 3, Frenzy (see above), Horns +9, Size (Large), Weapon (Claws) +4

RASSARAK (CAGE 2)

Rassarak is a pure-white Skaven, a Clanrat who has been blind from birth. His hearing, smell and whiskers have become incredibly sensitive to compensate for his loss of vision. He can 'watch' spectators with uncanny and alarming accuracy. He is chafing at his imprisonment, but is patiently waiting for the right opportunity to escape.



RASSARAK - UNCOMMONLY RAT-LIKE BEASTMAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	47	8	32	36	21	34	27	39	36	17	12

Traits: Infected, Weapon (Concealed Shiv) +6.
Note that Rassarak cannot use missile weapons effectively due to his blindness.

Talents: Acute Sense (Hearing), Acute Sense (Smell), Second Sight, Sixth Sense

KHORNATE BEASTMEN (CAGE 3)

Normally savage creatures, the three Khornate Beastmen have been cowed. They are now terrified of fire, and will do anything to stay away from a flame, even something as innocuous as a candle. A live goat is thrown into their cage at feeding time, which is always a crowd-pleasing event.

These Beastmen all bear the mark of the Blood God somewhere on their bodies. One has a massive chest scar in the form of the skull-rune, another's face has been warped into the same symbol, and the third has the design picked out in yellow fur on its dark-red back. All have wickedly sharp horns, long fangs, and clawed hands and feet. Unlike Urzo, these three are still full of blood-lust, and their ferocity is no act. They will happily destroy anyone or anything they can reach. Luckily, they can only reach a couple of feet beyond the bars of their cage.



KHORNATE 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: Afraid (Fire), Armour 1, Bite +4, Claw +5, Frenzy, Fury, Horns +6, Night Vision, Weapon +3

THE TWINS (CAGE 4)

The Twins occupy about one third of cage 4, with the Imperial Beast in the remaining section. The Twins are tiny Beastmen less than a foot tall, but they are fierce out of all proportion to their size and will hurl themselves at the bars of their cage, snarling and snapping at anything that moves.



THE TWINS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	40	25	10	30	40	35	25	18	30	21	6

Traits: Bite +2, Claw +3, Frenzy, Fury, Hardy, Night Vision, Size (Little), Weapon +4

THE IMPERIAL BEAST (CAGE 4)

The Imperial Beast is about the size of a Halfling and bears an assortment of animal features. His most notable feature, however, is his fur which is pure metallic gold! Wolfgang occasionally jokes that the Beastman will finally pay his way when he's dead. He knows that the creature is a real marvel and too valuable an attraction to simply kill for his pelt. The pelt itself confers immunity from some forms of threat such as acid, electricity, and fire.

If the Imperial Beast were killed, his pelt would be worth a minimum of 2d100 gold crowns, as its fur could be spun into fine gold thread and made into superlative cloth of gold. However, anyone wearing such a garment would suffer Minor exposure to corruption every hour that they wore it.

Alternatively, the pelt could be melted down to make coinage, although it will only yield enough gold to make 10d10 gold crowns. Anyone involved in this smelting process would suffer Moderate exposure to Corruption. Anyone handling ingots or coins made from the pelt would suffer Minor exposure, but gloves would provide adequate protection. There is no way of removing the taint of Chaos from the gold. If it is smelted with gold from another source all the castings will carry the taint.

THE IMPERIAL BEAST

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	41	25	33	41	32	37	13	18	16	11	9

Traits: Bite +3, Claw +4, Fury, Night Vision, Size (Small), Weapon +5



THE 'FARMYARD BEASTS' (CAGE 5)

The 'farmyard' collection of a goat-headed, a cow-headed, and two chicken-headed Beastmen is the menagerie's 'comedy item'. However, all four are more dangerous than they appear due to their venomous spittle. Each Beastman can spit poison up to 3 yards, using their BS score. Those struck must make a **Challenging (+0) Endurance** Test or receive a *Poisoned* Condition.

The workers are always careful to keep the paying public at a safe distance, and to have buckets of water to wash anyone unlucky enough to be spat upon.



THE FARMYARD BEASTS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	45	30	40	30	35	30	25	25	10	13

Traits: Bite +3, Fury, Hatred (Keepers), Night Vision, Venom (Challenging), Weapon +5

ADVENTURE HOOKS

The menagerie can be used in more than one way: as the basis for a small adventure, as a chance encounter on the road, or as a sub-plot in a larger adventure. The outlines given below are ways that you can introduce the menagerie into your campaign.

LETTERS TO A FRIEND

Thanks to his extensive travels, Wolfgang is an excellent courier for some of his secret clients. He won't go out of his way to carry a letter, but if it happens to be on his route, he'll ensure it's delivered with extreme discretion — if not with great dispatch. Any letters are hidden in the concealed compartment just above the rear axle of Urzo's cage.

The Characters might become involved in trying to get hold of Wolfgang's cargo of letters. In this case, one particular letter names all the guild officials in Nuln who have taken bribes from a Tilean merchant's factor. Such a list could very well be seen as useful to the Guild masters in rooting out (mundane) corruption, to the City Watch in doing the same, and to the Imperial authorities as a way of expelling foreigners (and especially Tileans) from the Empire. Of course, there are business rivals of the Tilean merchant who want the letter to further their aims too. The only problem is finding the letter without letting Wolfgang's knowledge.

ALL THE FUN OF THE FAIR

While attending a small fair one of the Beastmen escapes and disappears into the cellars of a manor house, dragging a young woman with it. The villagers are distraught, and Wolfgang is rather upset when the locals decide that the business is his fault. He's even more upset when the locals begin to talk of lynching those who consort with the Powers of Darkness.

Wolfgang begs the PCs to perform a simple task: descend into the cellars and rescue the woman. He will pay them some 3GCs for her return providing they also manage to capture his valuable Beastman at the same time. If they rescue her but are forced to destroy his exhibit, he will pay them 1GCs instead, and a further 10 shillings when they bring back the Beastman's corpse. A further complication arises when it emerges that the older cellars under the house connect with a series of wine vaults and, beyond them, even older caves.

ROBBERY!

Of course, Wolfgang doesn't have to be all that benign.

The fair has come to town, and a series of robberies have been plaguing the locals. Naturally, as outsiders to the town, the Characters are immediately suspects. The Captain of the local Watch offers them a simple proposition: find the real thieves, and he won't arrest the PCs just for someone to hang. The next night the problem becomes even more serious, as the richest man in the locality is found dead in his bed. His bedroom door is locked from the inside. As far as the locals are concerned, the Characters must have done it. Adventurers are always trouble for decent folk!

The real culprits are the Twins, Wolfgang's diminutive Beastmen. He has been using them to commit robberies, having trained them to retrieve 'shiny' objects and sheets of paper in return for scraps of food. Paper and jewellery are light enough for them to carry, and both can be very valuable to anyone with the right connections. Wolfgang has fallen on harder times than he cares to admit, with the carnival's large overheads. He can see a bleak future as he gets older, and has no wish to spend his last years begging.

Tracking the Twins back to Wolfgang will prove a challenge. Persuading the cynical Watch Captain that the robberies are the work of tiny, furry Beastmen may be even tougher! After all, what the Watch Captain wants is someone he can take before the magistrates.

Wolfgang will claim that he has spent years breeding the little Beastmen so that one day they will be small and docile enough to make pets for wealthy nobles. Unfortunately, the tiny Beastmen's ill-tempered nature has become completely bred into them.

If the Characters get too close to the truth, Wolfgang will send his 'pets' out with a new mission: the assassination of the Watch Captain. Everyone knows that the Captain suspected the adventurers, and then he turns up dead in a locked room! The adventurers are obviously guilty, them being strangers in these parts too...

THE COMPLETE CULTIST

Wolfgang can also have enemies who take an active interest in his downfall. His interest in Beastmen is well known—from there it's a short step to believing that he communes with the Dark Powers.

Wolfgang is accused of witchcraft and hurled into prison on the accusation of a witch hunter who is convinced that the carnival is a prime focus of evil wherever it goes. The local magistrates agree with him, especially when the witch hunter produces all kinds of 'testimonials' from Bretonnia concerning murders, farm animals dying and children being born deformed whenever the carnival was in the area. All of these phenomena are common enough occurrences in Bretonnia, but Imperial magistrates don't necessarily know that.

As a result, Wolfgang hires the adventurers to prove his innocence. All they need to do is get to his wagon and recover his letters and books. These list all the Empire's nobility and beyond, who have been impressed by his learning and honesty, including letters from senior clergymen which state that Wolfgang definitely is not a servant of Chaos. The only problem is that the witch hunter has had all the carts placed under lock and key, and won't let anyone near the 'polluted things'. Wolfgang is willing to promise the adventurers 15GCs for recovering these letters, providing they can produce them before the magistrates make their final judgement. Meanwhile, the witch hunter divides his time between haranguing the magistrates and supervising the construction of a stake and pyre.

This being a conspiracy against Wolfgang, the witch hunter is not entirely honest. He wants control of Wolfgang's property, in particular the Imperial Beast's pelt, which ought to be worth a fortune. Of course, being a witch hunter, the adventurers' chief opponent has no reason to stop with just putting Wolfgang behind bars. Anyone who associates with him is equally suspect and liable to be arrested.

THE HONEY TRAP

Wolfgang is well known to witch hunters and inquisitors, but not for the obvious reasons. He works for them as bait, luring in those whose interest in the darkness, Chaos, and evil is piqued by his exhibits. This is risky, as his constant exposure to warpstone means that he could well be on any list of people who need to be purified.

His show is nothing more than a trap. Those who do show too much interest are noted, and listed for future investigation. Wolfgang is never more than a half-day's ride from an inquisitor, and regularly sends reports to his 'handler' detailing carnival visitors, particularly those who seem either too interested in, or insufficiently repulsed by, his collection. Wolfgang also takes particular note of anyone out of the ordinary who visits his show, such as an adventurer, a nobleman, or a guildmaster. Such people have access or influence that makes them doubly dangerous as agents of Chaos.

Wolfgang, Granny Haller and Benbow are all in on the true purpose of the Pandemonium Carnival, and all of them watch their audiences for the taint of Chaos. For the most part, they see nothing but, every once in a while, someone betrays their inner corruption. They have all learned that Rassarak is particularly good at sniffing any sympathy for Chaos. If the Skaven appears to be staring at someone in the audience (even though he is blind) there is every chance that individual is already vulnerable and probably corrupted.

It might well be, then, that the Player Characters are secretly reported for their too-keen interest in Wolfgang's affairs, and suddenly find that a witch hunter (or someone with more experience) is taking a keen interest in introducing them to the purifying flames. Even if they have been quite discreet in any dealings with Wolfgang, he will still have reported them. Quite why they should suddenly be harassed by witch hunters may be a mystery to them — unless they work out that Wolfgang is to blame. Regardless of any actual corruption, pursuit by an implacable nemesis can be a good way of motivating players to get moving.

If you, as GM, feel this is too obvious, then the only witch hunter informant in the carnival will be Benbow. His hard life has given him little love for fools, and less for those who traffic with the forces of Chaos. Furthermore, who would think a foreigner has connections to the witch hunters?

OTHER IDEAS

Rassarak need not be just the poor blind creature that he appears: he could be a powerful Skaven seer and prophet. His followers have spent many months carefully hunting for him, and now they've found him. As the adventurers are offered the chance to camp with the carnival, the Skaven are gathering in the surrounding woods, ready to attack and free Rassarak.

Granny Haller could be a true witch and practitioner of magic. Unfortunately, her magic is not of the purest, and she has an unfortunate track record in brewing love potions that united their drinkers, but only in the grave. Granny's not that bothered, as long as she's got the gold before they drink the stuff! There could be more than one bounty hunter after her for a string of suspicious deaths and casual murders.

CHARACTER PROFILES

Wolfgang Hollseher, Doktor of Arts Alchemical

Human, male, 39.

Wolfgang is a small man with cropped, silvery-blond hair and blue eyes. His spectacles give him a studious appearance that is belied by his ready smile. He also gives the impression of a man who has seen better days. His clothes are always clean and of good quality, but patched at the elbows and knees, and are cut in an out-of-date style.

Quotes: *'I am a doktor of the Arts Alchemical, Medical, Spiritual and Practical. The last, Sir? Madam Experience was my teacher, the Lessons of my own devising.'*

'I travel with whom I like, where I like. Learning has no boundaries. There are no ducal borders, no kingdoms, no principalities with high, shuttered walls in the Lands of Knowledge that I wander. There is only Discovery and Wonder, Sir.'

'There are rules to everything, Sir. Everything. Even the darkness of Chaos obeys rules of some kind. These are rules that can be used against it, I'm sure, if only we can puzzle them out.'

'Enough of me! Tell me all about yourself, Sir, your family, your profession, your homeland. I can never learn enough about the people I chance to encounter upon the road.'

'Why, that's a fascinating reaction to the stimulus. The pain will be transitory, if I cut this linkage to the spine. Now I wonder what would happen if...'

Wolfgang comes across as a studious, quietly inquisitive man who enjoys listening and watching more than talking except, that is, when he is earning money with his menagerie. At this point, his inner showman comes to the fore. He can't help but make grand announcements to get the customers in, no matter how spurious.

Wolfgang is driven by the need to understand. He wants to know causes as much as effects, even if this involves him in matters that are none of his concern. He's a natural busybody where people are concerned, but he always manages to be discreet: knowing and telling are two very different things. This single-mindedness has proved useful in his long-term profession as a spy. Over the years Wolfgang has proved his worth to noble families and city guilds. He specialises in what might be termed 'commercial work', and is expert at ferreting out the true wealth or debts of an individual, a family, a guild, or even a whole town! Such information often proves valuable in trade. He has spied for many wealthy people, and makes it a policy to be completely close-mouthed about this aspect of

his life. Even Benbow knows only that his master misses very little. His need for knowledge is also what has lead him in such a curious career path: starting all over again as an apprentice in search of knowledge was not easy, but he did it.



WOLFGANG HOLLSEHER - WIZARD
(GOLD 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	47	30	31	31	33	41	40	41	46	35	12

Traits: Weapon (Quarterstaff) +7

Skills: Bribery 40, Channelling (Chamon) 56, Charm 45, Consume Alcohol 36, Cool 56, Dodge 51, Drive 45, Endurance 36, Entertain (Storytelling) 45, Gamble 41, Gossip 45, Haggle 40, Heal 46, Intuition 43, Lore (Magic) 51, Language (Magic) 54, Melee (Basic) 52, Melee (Polearm) 52, Perception 43, Sleight of Hand 46, Stealth (Urban) 46

Talents: Aethyric Attunement, Arcane Magic (Metal), Blather, Bookish, Detect Artefact, Etiquette (Merchants), Petty Magic, Read/Write

Spells: Crucible of Chamon, Dart, Dazzle, Fool's Gold, Mutable Metal, Sly Hands

Trappings: Books and Code Book in Caravan, Dagger, Trade Tools (Physician), Testimonials, Wizard's Staff (not usually carried)

Although he can be amoral in his quest for information, Wolfgang is not evil. He always honours his word once given, and the thought of needless suffering upsets him tremendously. That said, his curiosity does have one (possibly unfortunate) side effect: he can sometimes seem very cruel when his work is involved. Wolfgang is quite capable of vivisectioning something in the cause of Knowledge, all the while muttering over his victim that it is a high honour to be advancing 'Learning' in this fashion. It's the facts that he wants, not his subject's death.

Wolfgang will be a cool and collected opponent should he cross swords (metaphorically speaking) with the Characters, and should be played as such. He will use any and all his skills to gain an advantage. He is capable of assessing risks and benefits accurately in all circumstances. He is not above running away if the occasion requires, and can be used as an ongoing enemy if this happens.

Magnus Bugman, The Loremaster

Dwarf, male, 104

Magnus is wiry for a Dwarf, and appears to be in late middle age. His clothes, grey hair and beard are fastidiously well groomed. A magnifying lens dangles from his belt at all times, since his eyes have become weak with much reading. Unlike many Dwarves, Magnus doesn't always have a weapon to hand.

Quotes: *'Hmph. You're entitled to your opinion, I suppose. Wrong, but entitled, nonetheless.'*

'This one looks out of sorts. Probably needs more blood. Give it a few extra hearts, kidneys and livers along with its usual feed. Granny will find them for you.'

'Don't complain to me. Nobody ripped your money from your hands and forced you in here. If you can't stand sight nor smell of them, you can close your eyes, hold your nose and clear off!'

Having been born into a clan of famous Dwarven brewers, Magnus was obliged to follow the family trade, but his heart wasn't in it, and he always hankered for something more. In what spare time he could find, he frequented the libraries and archives of his Hold, reading chronicles of the Goblin Wars and the Incursions of Chaos. Much to his family's despair, he left brewing behind to become a scholar. He has made a particular study of Chaos and its creatures. Wolfgang is one of the few people Magnus has met who appreciates his knowledge. Combined with the opportunity to study living Beastmen, he finds his current occupation much to his liking.

His family's disapproval has left him bitter and defensive about the worth of scholarship in general, and in particular his own work. He is quick to become offended at any perceived slight about learning. He is almost always lost in his own thoughts, which can make conversation difficult, especially if he decides that the person talking to him is an idiot, and begins ignoring them.



MAGNUS BUGMAN - LOREMASTER
(GOLD 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	44	27	46	54	36	19	51	60	77	33	16

Traits: Animosity (Chaos), Hatred (Greenskins), Magic Resistance (2), Night Vision, Weapon (Warhammer) +8

Skills: Athletics 24, Cool 92, Consume Alcohol 59, Dodge 24, Endurance 64, Evaluate 65, Gossip 43, Intuition 51, Language (Guilder) 75, Language (Ancient Khazalid) 80, Language (Khazalid) 80, Leadership 48, Lore (Chaos) 80, Lore (History) 80, Lore (Local) 75, Melee (Two-Handed) 54, Perception 51, Research 80, Stealth (Urban) 29, Trade (Brewer) 71

Talents: Craftsman (Brewer), Etiquette (Guilder), Master Tradesman (Brewer), Read/Write

Trappings: Robes, Sheaves of Notes in Arcane Dwarf and Khazalid, Warhammer, Writing Kit, 1d10 gold crowns

Benbow, The Old Sea Dog

Human, male, 60.

Benbow looks exactly like what he is: an old sea dog, strong in arm and body, and keen-eyed for trouble. Even though it has been years since he went to sea, Benbow has never lost the look and the habits of his nautical days. His hands are hard and callused; his blue eyes watchful of the weather; his face has been weathered to the texture of old leather by a hundred storms and years of salt-spray and sun — even his grey hair looks like it has been salt-frazzled. He wears a single gold anchor-shaped earring. He stands carefully, his legs braced against an unexpected swell, even on terra firma..



BENBOW - COACHMAN
(SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	48	42	25	46	39	48	41	34	35	35	13

Traits: Armour (Leather Jerkin) 1, Ranged (Whip) (6) +5, Weapon (Sword) +6

Skills: Animal Care 39, Athletics 53, Bribery 46, Charm Animal 40, Climb 30, Cool 40, Consume Alcohol 56, Dodge 58, Drive 46, Endurance 56, Gamble 44, Gossip 46, Intuition 49, Language (Battle) 39, Lore (Local) 44, Melee (Basic) 58, Melee (Brawling) 53, Navigation 44, Outdoor Survival 44, Perception 49, Play (Fife) 51, Ranged (Entangling) 47, Ride (Horse) 53, Row 35, Sail 58, Secret Signs (Smuggler) 44, Stealth (Rural) 53, Swim 35

Talents: Crack the Whip, Etiquette (Soldiers), Seasoned Traveller, Strider (Coastal), Strong Back, Waterman

Trappings: Dagger, Fife, Leather Jerkin, Sword, Travelling Clothes, Whip, 2d10 silver shillings

Quotes: *'Well, I've seed some things in me time.'*

'I b'ain't afeared o' nothin' o' woman nor animal born. But bein' careful aroun' these beasts b'ain't bein' afeared. S'bein' careful. That's why I still gots all me fingers an' all me arms an' all me eyes an' all.'

'Take care. Little 'uns is worse than them growed beasts. Least a growed beast's likely 'ad some sense knocked into 'im. Them little buggers is right nasty 'til they learns better.'

'Battle's not what's cracked up to be. Battles at sea b'ain't even that.'

Benbow is from the northern part of Albion. He still speaks with a strong accent, even after ten years of wandering the Empire and the Old World in Wolfgang's troupe. He left home in search of adventure, and fell in with Wolfgang almost by accident when he found himself without a berth in Marienburg. Benbow's attempt to be a Captain of Marines had been a disaster, and the chance to move on prudently before his former soldiers tracked him down was too good to miss.

'Granny' Haller

Human, female, 75.

Granny is a wizened, white-haired, professionally grumpy old woman. She's aware that a portion of her livelihood depends upon yokels taking her for a genuine witch with real magical powers. She plays the role to the hilt with relish. Her clothes are a ragged accumulation of many colours and fabrics, and her curly hair is teased into a wild mane, with beads, bones and other small objects braided in here and there. Her three remaining teeth are a deep greyish-yellow, and one bright-blue eye peers out from behind a lock of hair that almost always hangs down over her berry-brown, wrinkled face.

Quotes: *'No, no, no. You don't build the fire like that.'*

'When you've lived as long as I have, then you can tell me how to do a job.'

'When I was a girl, we listened to older people. Yes, we did.'

Granny's life has been a hard one, mostly spent trading from town to village, and always on the edge of poverty and starvation. If she ever had a family, she never speaks of them. Growing older, she noticed that the young and gullible took more interest in her 'herbal preparations' than in her mundane

goods. Since the young and gullible are a group easily separated from their money, she cashed in on her age and natural acting talents to sell charms and potions, all of them bogus, to the sick and lovelorn across the Empire. Wolfgang treats her well, gives her a fair share of the take in return for her cooking, and lets her peddle her charms on the side. This makes the carnival one of the most comfortable jobs she's ever had. The presence of the beastmen lends even more credibility to her wise-woman image, making for better trade than ever before. This is a good life, by her standards, and she wants it to last and, 'see her out'.



'GRANNY' HALLER - CON ARTIST (SILVER 2)

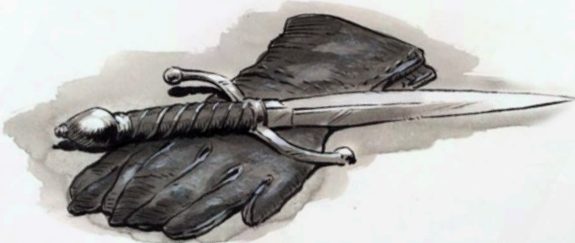
M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	28	29	28	42	49	44	40	32	42	58	12

Traits: Weapon (Fists) +2

Skills: Animal Care 42, Bribery 63, Charm 73, Charm Animal 52, Cool 57, Consume Alcohol 52, Dodge 49, Endurance 47, Entertain (Acting) 73, Entertain (Fortune Telling) 68, Entertain (Storytelling) 68, Gamble 37, Gossip 73, Haggle 73, Intuition 64, Lore (Astrology) 42, Outdoor Survival 37, Perception 64, Sleight of Hand 55, Stealth (Rural) 49

Talents: Blather, Cat-tongued, Rover, Seasoned Traveller, Suave*, Well-prepared

Trappings: Assorted Powders, Potions and Charms, all fake (at the GM's discretion, some may have interesting but unplanned effects), Necklace of Chicken Bones, Ragged Clothes, Trade Tools (Cook), 2d10 silver shillings





IVAN



MAGDA



MIKHAIL



BERTOLDO



LITTLE ANDERS



BIG ANDERS

The Menagerie Staff

Human, ages from 13–25.

Big Anders is of medium height, but very bulky. Little Anders is tall and wiry. Bertoldo is of medium height and build, and noticeably better-dressed and more gregarious than the others. Ivan and Magda are a middle-aged couple, both are sullen but hard-working. Their son Mikhail is in his early teens, and mostly keeps to himself because he's scared of the Beastmen.

Quotes: *'Don't put your fingers in there, less'n you wants 'em tore right off.'*

Although the menagerie has seen better days, it's still a much easier and more lucrative living than herding sheep and tending farms. This what most of Wolfgang's workers were doing before they took to travelling. Most of the staff started as customers but were quick enough to grasp an opportunity to get away from their rural lives, see something of the world, and have an adventure or two. Even better, they get paid in cash rather than mutton and turnips. They like feeling superior to those who pay to see the show, and are quick to show off their practical knowledge of Beastmen and their experience of the world.

BIG ANDERS, LITTLE ANDERS, BERTOLDO, IVAN, MAGDA, AND MIKHAIL – COACHMEN (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	35	35	40	30	35	30	30	35	30	14

Traits: Ranged (Whip) (6) +5, Weapon (Daggers) +6

Skills: Animal Care 40, Athletics 40, Charm Animal 40, Climb 40, Consume Alcohol 45, Drive 35, Endurance 50, Gossip 35, Lore (Local) 35, Melee (Brawling) 35, Outdoor Survival 35, Perception 35, Ranged (Entangling) 40, Ride (Horse) 40

Talents: Seasoned Traveller, Stone Soup

Trappings: Clothes, Daggers, Whip, 1d10 silver shillings

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HARBULL FURFOOT

HERB GATHERER

Name: Harbull Furfoot

Age: 29

Species: Halfling

Status: Brass 2

Career: Herbalist

Player:

Career Path: Herb Gatherer

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	23	43	21	22	25	32	42	30	54	40
Advances					5					
Current	23	43	21	22	30	32	42	30	54	40

FATE

Fate	2
Fortune	2

RESILIENCE

Resilience	Resolve	Motivation
3	3	Curious

EXPERIENCE

Curent	Spent	Total

MOVEMENT

Movement	3	Walk	6	Run	12
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BASIC SKILLS

Name	Characteristic	Adv	Skill
Art	Dex	42	42
Athletics	Ag	32	32
Bribery	Fel	40	40
Charm	Fel	40	40
Charm Animal	WP	54	59
Climb	S	21	26
Cool	WP	54	54
Consume Alcohol	T	22	3
Dodge	Ag	32	35
Drive	Ag	32	32
Endurance	T	22	5
Entertain	Fel	40	40
Gamble	Int	30	30
Gossip	Fel	40	40
Haggle	Fel	40	40
Intimidate	S	21	21
Intuition	I	30	3
Leadership	Fel	40	40
Melee (Basic)	WS	23	23
Melee	WS	23	23
Navigation	I	30	30
Outdoor Survival	Int	30	5
Perception	I	30	10
Ride	Ag	32	32
Row	S	21	21
Stealth	Ag	32	32

GROUPED & ADVANCED SKILLS

Name	Characteristic	Adv	Skill
Language (Mootish)	Int	30	5
Lore (Herbs)	Int	30	5
Ranged (Sling)	BS	43	2
Swim	S	23	5
Trade (Cook)	Dex	42	5
Trade (Herbalist)	Dex	42	10

TRAPPINGS

Billy Cans	Pouch
Boots	Sling and 20 Stones
Cloak	Sling Bag containing an
Clothing	Assortment of Herbs
Dagger	and Rations (1 day)
Pestle & Mortar	

TALENTS

Talent Name	Times taken	Description
Acute Sense (Taste)	1	Notice imperceptible tastes
Coolheaded	1	+5 WP, already included
Night Vision	1	See 20 yards in faint light
Read/Write	1	You can read and write
Resistance (Chaos)	1	Pass 1 test per session
Small	1	See WFRP, page 341
Strider (Rural)	1	No penalties in Rural areas

ARMOUR

Name	Locations	Enc	AP	Qualities

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Sling	Sling	0	60	+4	
Dagger	Basic	0	Very Short	+6	

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	0
Armour	
Trappings	3
Max Enc.	6
Total	3

WOUNDS

SB	0
TBx2	4
WPB	5
Hardy	0
Wounds	9

INITIAL WEALTH

You begin the game with
4d10 brass pennies.

1 gold crown
= 20 silver shillings
= 240 brass pennies

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'Nothing ventured, nothing gained.'

'Nothing ventured, nothing gained.' Like many Halflings, Harbull has a child-like cheerfulness and insatiable curiosity, especially by Human standards. 'How does that work?' is his favourite question, rather than the more typical, 'What's for dinner?' However, his sunny disposition changes when confronted by Human prejudices about Halflings — in particular, in relation to food and cooking. He's of medium height, and medium stoutness for a Halfling (so still very broad), with light-brown curly hair and dark-brown eyes.

BACKGROUND

Born in Barliton on the border of Mootland to a chef and a herbalist, there was always uncertainty around Harbull's future career. Whilst he begrudgingly admits that he loves his food, he much prefers others to cook. This oft-repeated distinction sat poorly with his parents, so Harbull eventually left home to seek his own way in life. Wherever Harbull travelled, he found ready employment, though his odd jobs always turned, inevitably, to cooking. Frustrated, he travelled on, and eventually met his current companions at The Travellers' Rest coaching inn. Harbull quickly hit things off with Werner, and the group decided to try their luck travelling together, following a handbill calling for *'adventurers'*. (**Handout 1: Wanted! Bold Adventurers!** from **Enemy in Shadows**.)

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- ☠ Harbull resents cooking because it was the only work his mother could find, despite being a skilled artist. He assumes that most Halfling cooks have given up on some dream or other. Gain the Prejudice (Halfling Cooks) Psychology Trait.
- ☠ Harbull has trouble telling Humans apart, regardless of how different they look from each other.
- ☠ Harbull left home (and changed his Clan name of Stoutheart to Furfoot) because he accidentally maimed his father during a fight over his future career. If other Halflings discovered this, Harbull would be shunned.
- ☠ Harbull sees Malmir as a kindred spirit, both being travellers in foreign lands. Harbull follows him around constantly, chirpily offering advice at every turn, certain in the knowledge that Malmir both appreciates this input and benefits from it tremendously.

CORRUPTION & MUTATION

ARMOUR POINTS

01-09



Head

25-44



Right Arm
(or primary arm)

90-00



Right Leg



Shield



10-24



Left Arm
(or secondary arm)

45-79



Body

80-89



Left Leg

NOTES

WERNER MURRMANN

APPRENTICE ARTISAN

Name: Werner Murrmann	Age: 20	Species: Human	Status: Brass 2
Career: Artisan	Player:	Career Path: Apprentice Artisan	

CHARACTERISTICS										
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	37	32	43	36	31	26	32	27	35	38
Advances				5						
Current	37	32	43	41	31	26	32	27	35	38

FATE	
Fate	3
Fortune	3

RESILIENCE		
Resilience	Resolve	Motivation
3	3	Thrillseeker

EXPERIENCE		
Current	Spent	Total

MOVEMENT					
Movement	4	Walk	8	Run	16

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Art	Dex	32	32	
Athletics	Ag	26	5	
Bribery	Fel	38	38	
Charm	Fel	38	5	
Charm Animal	WP	35	35	
Climb	S	43	43	
Cool	WP	35	5	
Consume Alcohol	T	41	5	
Dodge	Ag	26	5	
Drive	Ag	26	26	
Endurance	T	41	5	
Entertain	Fel	38	38	
Gamble	Int	27	27	
Gossip	Fel	38	5	
Haggle	Fel	38	3	
Intimidate	S	43	43	
Intuition	I	31	31	
Leadership	Fel	38	38	
Melee (Basic)	WS	37	5	
Melee	WS	37	37	
Navigation	I	31	31	
Outdoor Survival	Int	27	27	
Perception	I	31	31	
Ride	Ag	26	26	
Row	S	43	43	
Stealth	Ag	26	26	

GROUPED & ADVANCED SKILLS				
Name	Characteristic	Adv	Skill	
Animal Care	Int	27	3	
Evaluate	Int	27	3	
Stealth (Urban)	Ag	26	10	
Trade (Carpentry)	Dex	32	5	

TRAPPINGS	
Chalk	Helmet
Hooded Cloak	Leather Jerkin
Clothing	Pouch
Dagger	1d10 Rags
2 Hand/Throwing Axes	Sling Bag containing Lunch
Hat	& Flask of Herbal Tea

TALENTS		
Talent Name	Times taken	Description
Doomed	1	Bear not the Ox's bane
Craftsman (Carpentry)	1	Add this skill to any career
Strong Back	1	+1 Enc, +1 SL to S tests
Suave	1	+5 Fel, already included
Very Resilient	1	+5 T, already included
Very Strong	1	+5 S, already included

ARMOUR				
Name	Locations	Enc	AP	Qualities
Leather Jerkin	Body	1	1	-20 Perception, Impenetrable, Weakpoints
Helmet	Head	2	2	

WEAPONS					
Name	Group	Enc	Range/Reach	Damage	Qualities
Dagger	Basic	0	Very Short	+6	
Throwing Axe	Thowing	1	8	+7	Hack

WEALTH	
D	
SS	
GC	

ENCUMBRANCE	
Weapons	2
Armour	3
Trappings	1
Max Enc.	9
Total	6

WOUNDS		
SB	4	
TBx2	8	
WPB	3	
Hardy		
Wounds	15	

INITIAL WEALTH	
You begin the game with 4d10 brass pennies.	1 gold crown = 20 silver shillings = 240 brass pennies

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'If you think your life is boring, have you tried drilling holes in wood all day?'

Werner has short dark-brown hair and intense dark-blue eyes. He is a trusting, scrupulously honest individual, always prepared to give people the benefit of the doubt. A lover of strong Reikland ales, Werner is slow to anger but terribly hot-headed once roused, the glare of his dark-blue eyes giving others pause for thought. Being twice the height of Harbull with a strong, muscular build, he and the stout-ish Halfing make an odd-looking couple. But despite their physical differences, the two have become fast friends. However, the young man's infectious personality has made him a good travelling companion with all members of the group.

BACKGROUND

Werner was raised at his parents' coaching inn, The Travellers' Rest, near the village of Mittelmund. But the boring, easy life of an innkeeper's son — doing odd jobs about the place, helping the coachmen, working behind the bar, mending the odd broken table — has made Werner grow tired of hearing about other people's adventures. Since his parents can now afford help running the inn, he has been on the look-out for likely travelling companions. As chance would have it, an assortment of odd individuals have recently arrived, and with the flash of Werner's easy smile, a pact was made. Now, the motley crew has set off for Altdorf: the Empire's glittering capital!

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- ☠ Werner is in love with one of his travelling companions, and has decided to follow them wherever they're going. You should discuss this secret with the GM, and perhaps with the subject of your adoration as well.
- ☠ Werner's parents were overbearing and never allowed him to leave. So he slipped away in the night with his new-found friends. A bounty has since been posted for his supposed 'kidnappers'. Werner dreams of acquiring sufficient wealth to escape his parents' grasp.
- ☠ Werner's life has been rather sheltered, and he is deathly afraid of what lurks in the Empire's forests. Gain the Afraid (Deep Forests) Psychology Trait (deep forests cause Fear 0 to Werner).
- ☠ Werner was too afraid to visit the Doomsayer on his 10th birthday and fled, meaning he hasn't been Doomed — he isn't technically an adult in the eyes of the law. This is a deep taboo in the Empire, and would cause untold trouble should it be uncovered. Lose the Doomed talent.

CORRUPTION & MUTATION

ARMOUR POINTS

01-09

2

Head

25-44



Right Arm
(or primary arm)

90-00



Right Leg



Shield



10-24



Left Arm
(or secondary arm)

45-79



Body

80-89



Left Leg

NOTES

WANDA WELTSCHMERTZ

WIZARD'S APPRENTICE

Name: Wanda Weltschmertz

Age: 24

Species: Human

Status: Brass 3

Career: Wizard

Player:

Career Path: Wizard's Apprentice

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	34	31	26	32	33	27	29	36	29	31
Advances									5	
Current	34	31	26	32	33	27	29	36	34	31

FATE

Fate	4
Fortune	4

RESILIENCE

Resilience	Resolve	Motivation
3	3	Prove Herself

EXPERIENCE

Curent	Spent	Total

MOVEMENT

Movement	4	Walk	8	Run	16
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BASIC SKILLS

Name	Characteristic		Adv	Skill
Art	Dex	29		29
Athletics	Ag	27		27
Bribery	Fel	31		31
Charm	Fel	31		31
Charm Animal	WP	34		34
Climb	S	26		26
Cool	WP	34	5	39
Consume Alcohol	T	32		32
Dodge	Ag	27	5	32
Drive	Ag	27		27
Endurance	T	32		32
Entertain	Fel	31		31
Gamble	Int	36		36
Gossip	Fel	31	3	34
Haggle	Fel	31		31
Intimidate	S	26		26
Intuition	I	33	5	38
Leadership	Fel	31	5	36
Melee (Basic)	WS	34		34
Melee	WS	34	10	44
Navigation	I	33		33
Outdoor Survival	Int	36		36
Perception	I	33	5	38
Ride	Ag	27		27
Row	S	26		26
Stealth	Ag	27		27

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill
Channelling (Azyr)	WP	34	5	39
Evaluate	Int	36	3	39
Language (Magick)	Int	36	5	41
Lore (Magic)	Int	36	5	41
Lore (Reikland)	Int	36	3	39
Melee (Polearm)	WS	34	5	39

TRAPPINGS

Clothing	Quarterstaff
Dagger	Sling Bag containing
Grimoire (Containing	Spell Ingredients,
4 Lore of Heavens	Writing Kit and 1d10
spells of your choice)	sheets of Parchment
Pouch	

TALENTS

Talent Name	Times taken	Description
Doomed	1	Thy lips sealed thy fate
Linguistics	1	Int test to learn languages
Perfect Pitch	1	Add Entertain (Sing) to career
Petty Magic	1	Learn and cast Petty spells
Read/Write	1	You can read and write
Savvy	1	+5 Int, already included

ARMOUR

Name	Locations	Enc	AP	Qualities

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Dagger	Basic	0	Very Short	+4	
Quarterstaff	Polearm	2	Long	+6	Defensive, Pummel

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	2
Armour	0
Trappings	1
Max Enc.	5
Total	3

WOUNDS

SB	2
TBx2	6
WPB	3
Hardy	-
Wounds	11

INITIAL WEALTH

You begin the game with
6d10 brass pennies.

1 gold crown
= 20 silver shillings
= 240 brass pennies

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'I understand you're a very important person, but I'm a fully licensed Wizard, don't you know! I don't have to stand here and listen to your nonsense. There's nothing you can do to make me. So, piss off!'

Wanda is not one to suffer fools gladly, and prefers to trust her instincts and first assumptions about people. She is also prone to impatience with those who aren't as clever as she is, which is sadly most of the Empire. Nevertheless, she is kind towards those less fortunate than herself, and has a soft spot for the downtrodden and oppressed. She is just shy of athletic, is of average height, and has shoulder-length blonde hair. Her sharp, blue eyes seem to measure everyone she sees.

BACKGROUND

Born into a middle-class family in the market town of Delberz in Middenland, Wanda was always a wilful child. During one of her many tantrums, her parents were horrified to note that every lock in the house flew open, and people up and down her street fell instantly asleep! Fearful of what might happen to her, her parents were only too eager for Heironymus Blitzen, a well-known local Wizard, to take her as his apprentice. Wanda had a natural talent, proved to be a quick learner, and was not to be put off by the mundane chores Blitzen assigned her. After a few years, Heironymus told her that the time had come for her to return to the world, and put her skills into practice. To that end he would teach her three spells to aid her on her adventures. When she had, 'seen the truth of our Old World', and learned enough, she could return to him. To that end, she's not sure if her new travelling companions are aware of what they've gotten themselves involved with.

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- ☛ Wanda hasn't technically been given permission from her master to travel on her own. Indeed, his exact words were: 'Wanda, don't be ridiculous! An average apprentice takes at least ten years to master Channelling Azyr!' She was having none of that!
- ☛ Wanda harbours a secret fascination with Chaos, and wants to learn more about it in order to combat it. Devise a Fascination (Chaos) Psychology Trait with your GM and give it to Wanda.
- ☛ Wanda finds most Humans endlessly dull. Elves, on the other hand, with their secrets, and their magic, are just so fascinating.
- ☛ Wanda finds it particularly difficult to deal with anyone she views as a bit dull and dim-witted, which she often judges to be anyone failing to live up to her rather inflated standards. Gain the Prejudice (Stupidity) Psychology Trait.

NOTES

ARMOUR POINTS

01-09
☐
Head

25-44
☐
Right Arm
(or primary arm)

90-00
☐
Right Leg


Shield



10-24
☐
Left Arm
(or secondary arm)

45-79
☐
Body

80-89
☐
Left Leg

SPELLS AND PRAYERS

Name	CN	Range	Target	Duration	Effect
Gust	0	34	Special	Instant	Creates a gust of wind.
Light	0	You	You	34 minutes	Creates a light equivalent to torchlight.
Open Lock	0	Touch	Special	Instant	Open non-magical locks.

JOHANN 'ROWLOCKS' DASSBÜT

BOAT-HAND

Name: Johann 'Rowlocks' Dassbüt	Age: 35	Species: Human	Status: Silver 1
Career: Boatman	Player:	Career Path: Boat-hand	

CHARACTERISTICS											FATE		RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	Fate	3	Resilience	Resolve	Motivation	Curent	Spent	Total
Initial	34	35	38	36	45	30	34	29	31	30	Fortune	3	3	3	Better Himself			
Advances			5								MOVEMENT							
Current	34	35	43	36	45	30	34	29	31	30	Movement	4	Walk	8	Run		16	

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Art	Dex	34		34
Athletics	Ag	30		30
Bribery	Fel	30		30
Charm	Fel	30		30
Charm Animal	WP	31		31
Climb	S	43		43
Cool	WP	31		31
Consume Alcohol	T	36	5	41
Dodge	Ag	30	5	35
Drive	Ag	30		30
Endurance	T	36	5	41
Entertain	Fel	30		30
Gamble	Int	29		29
Gossip	Fel	30	10	40
Haggle	Fel	30	3	33
Intimidate	S	43		43
Intuition	I	45		45
Leadership	Fel	30		30
Melee (Basic)	WS	34	5	39
Melee	WS	34		34
Navigation	I	45		45
Outdoor Survival	Int	29		29
Perception	I	45		45
Ride	Ag	30		30
Row	S	43		43
Stealth	Ag	30		30

GROUPED & ADVANCED SKILLS				
Name	Characteristic	Adv	Skill	
Language (Wastelander)	Int	29	3	32
Lore (Reikland)	Int	29	5	34
Melee (Brawling)	WS	34	5	39
Sail	Ag	30	5	35
Swim	S	43	5	48

TRAPPINGS	
Cloak	Pole
Clothing	Pouch
Dagger	Sling Bag containing a
Hand Weapon (Boat Hook)	Flask of Spirits
Leather Jack	

TALENTS		
Talent Name	Times taken	Description
Doomed	1	Suffer not the frog the cross
Orientation	1	Easily find North
Sharp	1	+5 Ini, already included
Strong Swimmer	1	+1 TB when holding breath
Suave	1	+5 Fel, already included
Very Strong	1	+5 S, already included

ARMOUR				
Name	Locations	Enc	AP	Qualities
Leather Jack	Arms, Body	1	1	

WEAPONS					
Name	Group	Enc	Range/Reach	Damage	Qualities
Boat Hook	Basic	1	Average	+8	
Dagger	Basic	0	Very Short	+6	

WEALTH		ENCUMBRANCE		WOUNDS	
D		Weapons	1	SB	4
SS		Armour	1	TBx2	6
GC		Trappings	2	WPB	3
		Max Enc.	7	Hardy	
		Total	4	Wounds	13

INITIAL WEALTH

You begin the game with
1d10 silver shillings.

1 gold crown
= 20 silver shillings
= 240 brass pennies

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'Whatever comes downstream, you deals with it. Then you don't worry no more. 'Less'n you're daft.'

Although very sociable, Johann prefers his own company. He says little unless absolutely sure of his facts, and prefers to reach his own conclusions. Johann often takes some time to mull over a new concept, but once he's thought about things for a while he generally arrives at the right idea. He is of medium build, around 5' 10" tall, but obviously healthy and strong as befits someone with a hard, physical job. He has mid-brown hair and a moustache which gives him a slightly sad air, and light-blue eyes that sometimes go a little distant when he is thinking.

BACKGROUND

Johann has been travelling up and down the River Reik and its many tributaries for as long as he can remember. His family was killed by bandits when he was young, so he has grown used to relying on his own skills. A boatman's lot has suited Johann's temperament, with its outdoor life, a chance to watch the world float by, and no one to rely on beyond himself. Given the opportunities for money-making are somewhat limited, and since Johann has never owned anything larger than a two-man rowing boat, he was forced to hire out his services to other barge owners. Most of his work consists of ferrying passengers and small cargoes up and down the Reik. Suffering from a mid-decade crisis, he has started to re-examine his life, and has decided that he's had enough of making money for other people. To that end, he's sold his rowing boat to his old employer, and fallen in with a group of vagabonds headed for Altdorf.

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- ☠ Johann accidentally killed his old employer and burned the boat to cover his tracks. He's now on the run, wanted for murder in Delberz, Middenland.
- ☠ Johann is deeply superstitious about witches. He's got his eye on Wanda and Malmir. Gain the Prejudice (Spellcasters) Psychology Trait.
- ☠ Johann admires Harbull's self-confidence. He watches him closely to learn his ways. Gain the Camaraderie (Harbull) Psychology Trait.
- ☠ Johann remembers Kristen from a few years back when she left his ferry without paying. She doesn't seem to remember him. He's planning to get revenge on her, claiming back at least 2 shillings for the trouble she landed him in with his old boss, Travis Binckel.

NOTES

ARMOUR POINTS

01-09



Head

25-44



Right Arm
(or primary arm)

90-00



Right Leg



Shield



10-24



Left Arm
(or secondary arm)

45-79



Body

80-89



Left Leg

NOTES

MALMIR GILUVIEL

BUSKER

Name: Malmir Giluviel	Age: 20	Species: Wood Elf	Status: Brass 3
Career: Entertainer	Player:	Career Path: Busker	

CHARACTERISTICS											FATE		RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	Fate	1	Resilience	Resolve	Motivation	Curent	Spent	Total
Initial	40	43	32	34	55	41	45	42	42	29	Fortune	1	1	1	Explore			
Advances										5	MOVEMENT							
Current	40	43	32	34	55	41	45	42	42	34								

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Art	Dex	45	45	
Athletics	Ag	41	5	
Bribery	Fel	34	34	
Charm	Fel	34	5	
Charm Animal	WP	42	42	
Climb	S	32	32	
Cool	WP	42	42	
Consume Alcohol	T	29	29	
Dodge	Ag	41	41	
Drive	Ag	41	41	
Endurance	T	29	29	
Entertain	Fel	34	34	
Gamble	Int	42	42	
Gossip	Fel	34	5	
Haggle	Fel	34	5	
Intimidate	S	32	32	
Intuition	I	55	55	
Leadership	Fel	34	34	
Melee (Basic)	WS	40	40	
Melee	WS	40	40	
Navigation	I	55	55	
Outdoor Survival	Int	42	3	
Perception	I	55	3	
Ride	Ag	41	41	
Row	S	32	32	
Stealth	Ag	41	41	

GROUPED & ADVANCED SKILLS				
Name	Characteristic	Adv	Skill	
Entertain (Sing)	Fel	34	10	
Language (Eltharin)	Int	42	5	
Perform (Dancer)	Fel	41	5	
Play (Mandolin)	Dex	45	5	
Ranged (Bow)	BS	43	5	
Sleight of Hand	Dex	45	5	
Stealth (Rural)	Ag	41	3	

TRAPPINGS	
Backpack containing	Dagger
Tinderbox	Mandolin
Blanket	Pouch
Bowl	Rations (1 day) Short Bow
Cloak	with 30 Arrows
Clothing	Sword

TALENTS		
Talent Name	Times taken	Description
Acute Sense (Sight)	1	Notice imperceptible sights
Hardy	1	+TB to Wounds
Night Vision	1	See 20 yards in faint light
Public Speaking	1	Cham Influences x 5 people
Rover	1	Pass stealthily in Rural areas
Very Resilient	1	+5 T, already included

ARMOUR				
Name	Locations	Enc	AP	Qualities

WEAPONS					
Name	Group	Enc	Range/Reach	Damage	Qualities
Sword	Basic	1	Average	+7	
Dagger	Basic	0	Very Short	+5	
Bow	Bow	2	50	+6	

INITIAL WEALTH	
You begin the game with 6d10 brass pennies.	1 gold crown = 20 silver shillings = 240 brass pennies

WEALTH		ENCUMBRANCE		WOUNDS	
D		Weapons	3	SB	3
SS		Armour	0	TBx2	6
GC		Trappings	2	WPB	4
		Max Enc.	6	Hardy	3
		Total	5	Wounds	16

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'So much to see. So much to do. So many new leaves to turn over!'

Malmir always found woodland life claustrophobic, and his kithband too detached from the world around them. He knows little of Human society, but what he has encountered fascinates him. He is eager to see more of the Empire, with its cities, towns, villages, and hamlets, and yes, the vast forests and swift-flowing rivers if he must. Though he'd never admit it, he thinks that once you've seen one tree, you've pretty much seen them all. Like most Wood Elves, Malmir is slender and tall. He has shiny chestnut-brown hair and eye-catching emerald-green eyes.

BACKGROUND

From an early age, Malmir showed an unseemly interest in life beyond the Laurelor forest. Although he readily adopted the customs and behaviour of polite Elven society, his mind was fixated on the Empire's Humans. Their strange cities of stone and deadwood and their obsession with all matters material were so... different. Eventually, his home forest began to seem boringly familiar. Despite the hardship he knew it would cause, Malmir's will was steadfast. His kinfolk, one by one, turned their backs on him. Like all Elves who forsake their home for a life of adventure, Malmir no longer exists to his people. The last words he heard in his mother tongue came from the Priestess of Liadriel: *'Go then, Malmir. Return not, unless in dire need. But think on this: if ever one of the Chaos-touched should find their way here by your direction, we shall not rest until you are brought to justice!'* He has set his heart on seeing Altdorf, the city of gold. And so it is that he now finds himself at The Traveller's Rest, in the company of his new companions.

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- ☠ Malmir didn't just leave his home to see the wider world — he did so because on nights when Morrslieb waxed, he saw not his own face in reflections, but another's. He set out to find this person, and now travels with them on the road to Altdorf.
- ☠ Malmir stole a memento from his people, before he left. Now, they want it back, and are in hot pursuit. Discuss with your GM as to what this memento may be.
- ☠ Malmir hates the Wood Elves of the Laurelor, who he thinks have failed as custodians of the Old World. Gain the Hatred (Eonir) Psychology Trait.
- ☠ Malmir is not Eonir, as he claims. He is actually a High Elf who fled from his duties in Altdorf. The suggested background and name for Malmir is all an act. With the GM, come up with an alternative past that justifies his skill set.


NOTES

ARMOUR POINTS

01-09
☐
Head

25-44
☐
Right Arm
(or primary arm)

90-00
☐
Right Leg


Shield



10-24
☐
Left Arm
(or secondary arm)

45-79
☐
Body

80-89
☐
Left Leg

NOTES

KIRSTEN KRANK

PROWLER

Name: Kirsten Krank

Age: 18

Species: Human

Status: Brass 1

Career: Thief

Player:

Career Path: Prowler

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	31	30	34	32	38	35	35	33	29	30
Advances						5				
Current	31	30	34	38	38	40	35	33	29	30

FATE

Fate	4
Fortune	4

RESILIENCE

Resilience	Resolve	Motivation
2	2	Outwit Authority

EXPERIENCE

Curent	Spent	Total

MOVEMENT

Movement	4	Walk	8	Run	16
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BASIC SKILLS

Name	Characteristic	Adv	Skill
Art	Dex	35	35
Athletics	Ag	40	45
Bribery	Fel	30	30
Charm	Fel	30	35
Charm Animal	WP	29	29
Climb	S	34	39
Cool	WP	29	37
Consume Alcohol	T	32	32
Dodge	Ag	40	40
Drive	Ag	40	40
Endurance	T	32	37
Entertain	Fel	30	30
Gamble	Int	33	33
Gossip	Fel	30	33
Haggle	Fel	30	33
Intimidate	S	34	34
Intuition	I	38	43
Leadership	Fel	30	30
Melee (Basic)	WS	31	36
Melee	WS	31	31
Navigation	I	38	38
Outdoor Survival	Int	33	33
Perception	I	38	43
Ride	Ag	40	40
Row	S	34	34
Stealth	Ag	40	40

GROUPED & ADVANCED SKILLS

Name	Characteristic	Adv	Skill
Evaluate	Int	33	5
Stealth (Urban)	Ag	40	10

TRAPPINGS

Clothing	Sling Bag containing
Crowbar	2 Candles, 1d10 Matches,
Dagger	and Hood, Sword,
Leather Jerkin	3 Throwing Knives
Pouch	
Sack	

TALENTS

Talent Name	Times taken	Description
Acute Sense (Hearing)	1	Hear imperceptable sounds
Alley Cat	1	Reverse dice on Steath (Urban)
Doomed	1	Lo, I would rather not say
Lightning Reflexes	1	+5 Agi, already included
Sixth Sense	1	GM may warn you of peril
Suave	1	+5 Fel, already included

ARMOUR

Name	Locations	Enc	AP	Qualities
Leather Jerkin	Body	1	1	

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Throwing Knives	Throwing	0	6	+5	
Sword	Basic	1	Average	+7	
Dagger	Basic	0	Very Short	+5	

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	1
Armour	1
Trappings	2
Max Enc.	6
Total	4

WOUNDS

SB	3
TBx2	6
WPB	2
Hardy	
Wounds	11

INITIAL WEALTH

You begin the game with
2d10 brass pennies.

1 gold crown
= 20 silver shillings
= 240 brass pennies

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'Never look a gift horse in the mouth, not that I have much choice with horses, at my lofty height.'

For Kirsten, though, 'gift horses' are anything, horse-shaped or otherwise, that can be purloined. She's not completely dishonest: it's more that she doesn't have any kind of conscience about other people's things remaining with other people. Kirsten is short, wiry and has brown hair and mischievous pale-blue eyes. She insists on the extra inch over five feet being counted, and is about nine feet tall — if self-confidence is being measured. She is a natural rogue with a cheeky, even dangerous, sense of humour. Practical jokes, quips and blowing raspberries are all in her armoury. This even extends to authority figures when she really should know better.

BACKGROUND

Brought up in the seedier part of Delbren in Middenland, Kirsten is the youngest of a very large, very poor family. The exact number of siblings varies depending on who is listening, and the chances of a free meal or drink from her audience. Kirsten was always quick-witted, and she soon learnt that life was a battle against hunger and the rich, unless some disease took you. Her parents left her to fend for herself, and fending meant breaking the rules. Soon shopkeepers and stallholders wouldn't let her within snatching distance of their wares. She really crossed the line when she booby-trapped a chair under the backside of the master of the Merchants' Guild. After that, and the manhunt that followed, Kirsten realised life might be more pleasant and longer elsewhere. She helped herself to a pile of fliers someone had 'left lying around', and headed towards Altdorf. By strange coincidence, she learned (by asking an intelligent-looking stranger) that the leaflets she was carrying began with the words: *'Wanted! Bold adventurers!'* She could do 'bold'.

SECRETS

Begin with an additional 1d10 brass pennies per secret chosen.

- ☛ Kirsten discovered her real father is Graf Ardez of Delbren, who recently reached out to her. Kirsten hates authority so much that she refused to accept her noble blood and went on the run. Gain the Prejudice (Nobles) Psychology Trait.
- ☛ Kirsten picked the pockets of one of companions before they agreed to travel together — tell the GM which Character. The first time that Character attempts to pay for something, the GM should inform them that they are missing a number of pennies equal to whatever Kirsten gained from taking this secret.
- ☛ Kirsten is terrified of being on her own, and always concocts excuses to be with people. Gain the Afraid (Being Alone) Psychology Trait (being alone causes Fear 0 in Kirsten).
- ☛ After many encounters with corrupt priests in her youth, Kirsten is an avowed atheist. She doesn't believe any of the gods — barring the Chaos Gods — are real. She believes the rare blessed priest is just a self-deluding Wizard.

NOTES

ARMOUR POINTS

01-09



Head

25-44



Right Arm
(or primary arm)

90-00



Right Leg



Shield



10-24



Left Arm
(or secondary arm)

45-79



Body

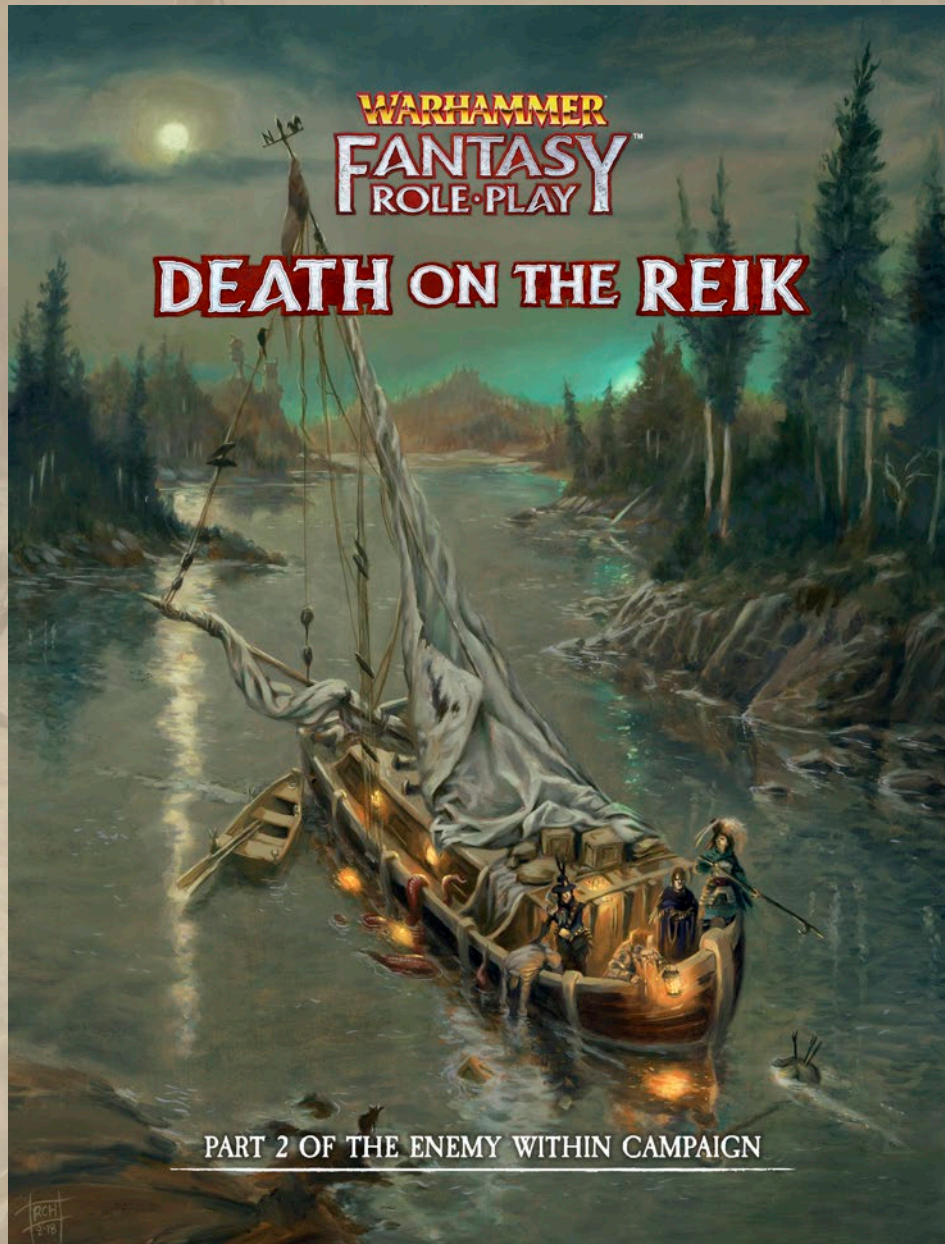
80-89



Left Leg

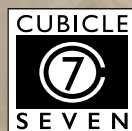
NOTES

LET THE EPIC ADVENTURE CONTINUE WITH...



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