

**WARHAMMER
FANTASY ROLE PLAY**

the **Restless DEAD**



**A COMPLETE CAMPAIGN AND RULES SUPPLEMENT
FOR WARHAMMER FANTASY ROLEPLAY**



the Restless DEAD

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Printed by in the UK by Hazell, Watson & Viney Ltd, BPCC, Aylesbury

Published by

GAMES WORKSHOP

Chewton Street, Hilltop, Eastwood, Nottingham, England NG16 3HY

Distributed in the USA and Canada by: Games Workshop Inc., 3431 Benson Avenue, Baltimore, Maryland, 21227

ISBN: 1 869893 73 5

Product Code: 0026

Reference Number: 000260





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· INTRODUCTION ·

· WHAT THIS BOOK CONTAINS ·

This volume is composed of two distinct sections: a *Campaign Section*, and a *Combat and Magic Section*, both fully compatible with Games Workshop's **Warhammer Fantasy Roleplay** rules.

The **Campaign Section** is for Gamesmasters only. If you wish to run a player character in the *Restless Dead* campaign, you should not read this section, because it will ruin your potential enjoyment and tension of the adventures. The campaign material is fully described below, and additional information is also provided to enable you to 'link' the adventures together. Or, if you prefer, they can be used as one-off adventures or set into existing **WFRP** campaigns.



The **Combat and Magic Section** is for consultation by both GMs and players, and contains many invaluable reference sections:

- *Practice Makes Perfect* is an invaluable game aid to help Gamesmasters run campaigns, explaining in detail how PCs progress in careers, learn skills, and develop in game terms. A sample NPC is provided as an example of how PC development can be used as a springboard for roleplay encounters.

- *Hack and Slay!* contains new and revised combat rules to make combat faster and more realistic, building and expanding upon the foundation already established in the **WFRP** rulebook.

- *Arcane Mysteries* details new Battle Magic spells for Wizards and other specialists.

- *Druidic Magic* gives a large number of new spells for Druids.

- *Enchantments of the Empire* describes scores of new magic items for **WFRP**.

· THE CAMPAIGN ADVENTURES ·

This campaign material may be used in three different ways:

1. *As a mini-campaign in its own right:* the adventures can be linked together and run as the full *Restless Dead* campaign.
2. *As a source book for the Enemy Within campaign:* encounters and adventures may be extracted and set into the *Enemy Within* campaign.
3. *As a series of one-off adventures and encounters:* individual adventures and encounters can be extracted and played as one-offs, or set into existing campaigns.

The individual adventures are as follows:

Night of Blood

On the Road

Eureka!

Rough Night at the Three Feathers

Affair of the Hidden Jewel

The Ritual

The Haunting Horror

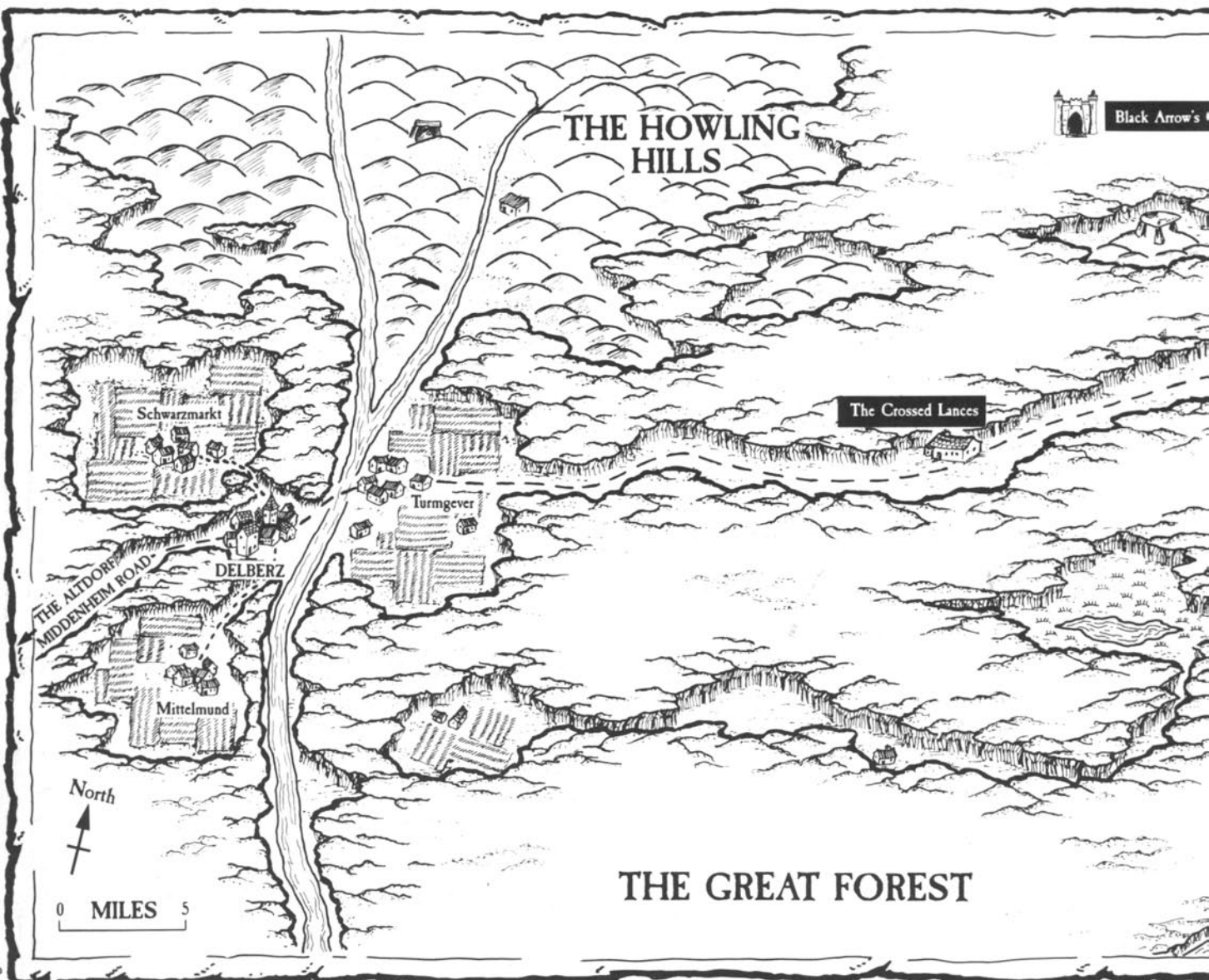
Each adventure is a complete self-contained episode, and can be played as a one-off encounter. This format makes it easy for the GM who only wants to extract material for use in his own campaigns. Running these adventures as one-offs should be simplicity itself!


There is one other adventure in the group: *Grapes of Wrath*. While it can be played as a one-off adventure, it is primarily included here because it is an important supplement to the *Enemy Within* campaign, providing a link between *Death on the Reik* and *Power Behind the Throne*.

Before each adventure you will find a set of *campaign notes* which provide a plot outline, and additional information on placing the adventure within the *Enemy Within* and *Restless Dead* campaigns.



RESTLESS DEAD





KEY

Town —		Tower —	
Village —		Ruins —	
River —		Barrows —	
Hills —		Lake —	
Road —		Mine —	
Coaching Inn/ Public House		Campsite —	
		Cromlech —	

The above map, as well as showing the general area in which *The Restless Dead* campaign takes place, also shows you the exact locations for all of the adventures. Briefly, these are as follows:

Night of Blood: The Hooded man public house.

On the Road: The road just north of the town of Volgen

Eureka: The town of Volgen.

Rough Night at the Three Feathers: The Three Feathers public house.

Affair of the Hidden Jewel: The Crossed Lances public house and the Black Arrow's Castle.

The Ritual: The town of Delberz.

The Haunting Horror: The town of Delberz



The other locations, such as the Cromlech (the Stonehenge type structure north of The Crossed Lances) and the Lake, can be used in much the same way. It should be quite a simple task to think up dozens of these mini-adventures; and like everything in this book they can be used as interludes in your own campaign, as part of *The Restless Dead* or *Enemy Within* campaigns, or even as separate adventures in their own right, it's up to you.

· EXPANDING THE ENEMY WITHIN CAMPAIGN ·

For GMs who wish to set some, or all, of these adventures in the *Enemy Within* campaign, the campaign notes which are included before each adventure give a selection of different placement options. These choices have been given to accommodate GMs who find themselves at different points in the campaign, enabling them to cater for the adventurers' growing experience and competence, and also the various travel routes the PCs may take as they follow the leads of the plot. The latter is quite important, particularly for players of *Death on the Reik* - an adventure which allows players great freedom of movement - and which necessitates a full range of placement possibilities for the adventures contained in this book.

Grapes of Wrath is a special case. This lengthy and detailed adventure is specifically set south of Middenheim, to be played after *Death on the Reik* and immediately prior to *Power Behind the Throne*, although it can be squeezed in elsewhere with a little ingenuity.

A point of concern for many GMs will be the awarding of Experience Points (EPs) for these extra adventures. The GM may be worried that if PCs play all or most of these additional adventures, they will become too powerful to play the published *Enemy Within* adventures. There are many ways in which you can be dealt with this problem. Here are some suggestions:

- 'Minor' encounters (with forest Beastmen, bandits, etc) can be selectively removed from the adventures here and from the *Enemy Within* if they are not essential to the storyline. This has the effect of reducing EP awards but still maintaining the richness of the plot.
- EP awards can be slightly reduced (but only slightly - by no more than 20% at the most).
- Remember that dead PCs (and there is bound to be the odd accident in such a dangerous world) can't earn more EPs...
- Carefully restrict the availability of magical rewards.
- Encourage PCs to choose careers which need major EP awards to complete. For example, being an Assassin is a *terrific* option for a fully trained-up Bounty Hunter. It only needs a mere 4,000 EPs or so to complete the career path! This type of option prevents the problem of PCs overloaded with EPs becoming Boatman-Physician-Druid types.
- Increase the strength of enemies in the *Enemy Within* adventures to better match the strength of the PCs. You could add a couple of extra Beastmen here or there, increase the number of Chaos Mutants by one or two, and the like.

These are just some ideas, feel free to devise some of your own. There are many, many ways of dealing with this problem!

When you extract adventures and encounters for use in the *Enemy Within* campaign, you may well want to alter the background a little, especially with regard to Chaos cults. Just as no precise geographical locations have been given for adventures (although options have been noted), no specific suggestions are given for such alterations to set and setting. This has been done so that you may elaborate upon the plotlines given by involving cultists from other adventures from the *Enemy Within* campaign, the Purple Hand or Jade Sceptre, for example. Alternately you may wish to keep the adventures quite separate from the main plotlines to avoid unnecessary confusion. We don't want to restrict options by scripting detail in this area, so if you are planning to use these adventures in the *Enemy Within* campaign, you may need to add some extra detail based on the encounter type and prefacing introduction.

· RUNNING THE RESTLESS DEAD AS A CAMPAIGN ·

If you wish to use all the adventures as a linked series, this volume provides an excellent alternative to the *Enemy Within*. It can also be played as a preface to that larger campaign, since it is designed to convey the PCs in a westerly direction towards the eventual denouement in Delberz - and the *Enemy Within* campaign starts just down the road... how very convenient!



Background Summary

The *Restless Dead* campaign begins with novice PCs starting their adventuring careers. They are travelling from their homes, assumed to be villages of no note in the Reikland, west towards Volgen, a small town on the River Talabec. The *Campaign Map* shows Volgen and the subsequent locations of importance in this campaign. With the few brass and silver coins in their pockets, our impoverished heroes approach, hoping to get a bed for the night and find some employment in Volgen the next day... But they are overtaken by events, and soon find themselves pestered by an amnesiac Ghost, desperate to find out who he was, who killed him and where his body is! The PCs have the opportunity to accumulate money, treasure, and experience as they travel with this restless dead person - whoever he is. The denouement of their quest is a terrifying test of courage and willpower, and they will need to fight hard to preserve their lives and their sanity.

To begin with, use the standard rules for generating novice characters. You should feel free to rule out possibilities which do not seem appropriate (eg a Noble), and ask players to re-roll such characters. Backgrounds, equipment, skills, and full profiles (not forgetting the initial advance) should be filled in, preferably using the character sheets in the **Warhammer Character Pack**. It is important for the party to be composed of a minimum of four people, though six would be a better number, and at least two should be Warriors or Rangers. A Wizard's Apprentice is invaluable, and a Rogue and a second Academic will complete a balanced party nicely. It is up to you whether you allow the PCs to have known each other before their adventures start, but for the first adventure, *Night of Blood*, it is easiest if the PCs all arrive at the Hooded Man, the tavern where the action takes place, at the same time. They could meet in a coach, or on a barge heading down the Talabec, which would give them time to talk and introduce themselves.

The campaign notes introduce the adventures and set them into the correct context within the *Restless Dead* campaign. Take care to read the introductory and concluding text thoroughly before running any adventure, as each episode has been written on the assumption that it will be played as a one-off (as explained above) and thus details of the introduction, setting, and ending may well need amending as the introductory text specifies! The notes serve also link all the adventures together to form one coherent campaign.

Adventure Summaries

In the campaign notes, you will also find a short summary of the adventure, which mentions plot elements and names which appear within the adventure and which are discussed in the other campaign notes. The summaries make the notes easier to understand, and also give the GM an idea of the most important elements of the adventure that follows.



CAMPAIGN NOTES



NIGHT OF BLOOD

Adventure Summary

The PCs stop at a riverside (or roadside) inn, where the staff have been slain by a group of cultists led by a man called Hans Jinkerst. The cultists pose as the owner and staff of the Hooded Man, and try to poison the PCs to keep them out of the way while they enact a ceremony of Daemon summoning in a shrine. The PCs may stay blissfully unaware of all this, or get violently involved in a conflict with the cultists.

Enemy Within Campaign Notes

As a purely incidental encounter, the Hooded Man can be set along the trail from Weissbruck to Bögenhafen in *Shadows over Bögenhafen*. In the extensive *Death on the Reik* adventure it can be placed almost anywhere, although the stretch between Altdorf and Kemperbad is particularly suitable. If you do play *Night of Blood* before *Death on the Reik*, you should consider limiting the sum of money in the shrine if you want to keep the PCs impoverished. In *Power Behind the Throne*, the long journey from Altdorf to Middenheim presents many suitable locations for the inn. It is easiest not to link this encounter to central plot developments within the campaign. If you want to complicate matters you can have some secret signs or sigils of one of the *Enemy Within* Chaos cults daubed inside the shrine to worry the PCs (or create a red herring). For a moderately experienced party, you may strengthen the profile of the cultist leader Hans Jinkerst.

Restless Dead Campaign Notes

The location of the Hooded Man is shown on the *Campaign Map*. *Night of Blood* can be run more or less as it stands, with very little modification. It will certainly make life easier if the PCs travel here by road rather than by barge, otherwise you have their fellow-travellers to consider, which would be an annoying complication in a first adventure. The treasure box in the shrine should have only one-fifth of the monies stated in the text (ie it should contain; 42GC, 73 shillings and 5 pennies). You may well have problems with the adventurers failing to realise that something is badly wrong in the Hooded Man and backing up their questions with violence. Although the script assumes that the adventurers eat their meals, it is possible that they will issue challenges to Hans and his associates, forcing a combat earlier on. This is fine, but there are two points of importance.

First, when the combat occurs, rig things so that Hans Jinkerst gets away. He will flee away into the night while the mutants stay to fight the PCs, blocking any would-be pursuers. It will help the continuity of the campaign plot if Jinkerst is slightly wounded before he escapes. A slight blood spoor will make the possibility of tracking him seem more feasible, an important fact in the adventures to come. Secondly, the PCs should be discouraged from leaving the inn at night if they have killed the mutants. After all, they have been slogging through an appalling day of rain and storm, and they should be too tired (and shocked!) to carry on. They should wait until morning when the Road Wardens turn up. If all your attempts to make them spend the night at the inn fail, have the Road Wardens arrive early!

Dealing with the ending of *Night of Blood* requires some slight modifications, and this is fully detailed in the linking text following this adventure and preceding the following one, *On the Road*. You should read that text also before running *Night of Blood*.

Completing Night of Blood

If used in the *Restless Dead Campaign* the ending of *Night of Blood* must be handled carefully. The Road Wardens turn up at the Hooded Man as the script suggests, but they can be more reasonable about matters. If the PCs have the body of even one mutant (which is quite likely), the Road Wardens will take statements and allow them to go on their way west. If the PCs have no physical evidence of the truth of their story, the leader of the Road Wardens will suggest that the expeditious prosecution of justice depends on having enough people around to deal with such problems, and unfortunately there aren't enough because salaries are low and a Road Warden's job is hard... Make it obvious that the Road Warden just wants a handful of gold to forget the PCs were ever there at all. Ten GCs will do nicely, but the Road Warden will settle for 6GCs if a successful *Bargain* test is made. This resolution allows the PCs to continue on their way unhindered, which is necessary for the following encounters. If you wish, the leader of the Road Warden group can ask the PCs to travel to Volgen to make a formal statement to a magistrate there. The PCs were heading for Volgen in any event, but this will now give them a concrete reason for doing so.



Night of Blood

An Adventure for Warhammer Fantasy Roleplay

by Jim Bamba

ILLUSTRATED BY RUSS NICHOLSON

Night of Blood is an adventure for **Warhammer Fantasy Roleplay** suitable for player-characters (PCs) just beginning their adventuring careers.

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

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

•THE HUNT•

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

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

Sensible adventurers will continue their journey at this point. Those who stay notice strange shapes lurking at the edge of their vision. The beastmen and mutants observe the characters for a few minutes and take the opportunity to surround them if this is possible. They then rush into the attack. If the adventurers decide to retreat have them make *Ride, Drive Cart or River Lore* tests (as appropriate) to escape. Failure of these tests results in a battle with the beasts of Chaos. Unless the adventurers move on similar attacks occur throughout the night.

The Chaos hunters (two beastmen and four mutants) attempt to overpower the adventurers and then dispose of them in their own inimitable fashion. The mutants flee if both the beastmen are slain or incapacitated unless they succeed in a successful **Ld** test.

2 CHAOS BEASTMEN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4/6	41	25	3	4	11	30	1	30	29	24	29	24	10

The first Beastman has a large bovine head and tough scaly skin (2 AP on each part of its body). It is also *subject to frenzy*. It adds 1 to all damage it inflicts and subtracts 1 from each wound it receives. When the attack begins it lets out a bellowing shriek and charges into combat, oblivious for its own safety. It is armed with a sword and fights until slain or incapacitated.

The other Beastman has long, dog-like legs (**M** 6). It presents a mockery of human form, with a tall emaciated body surmounted by an oversize dog's head. The creature uses no weapons, attacking with its sharp teeth.

4 CHAOS MUTANTS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	6	30	1	29	29	29	29	29	16

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

The four mutants resemble normal humans, but each bears some mark of Chaos. One has eyestalks which bob around its head rather than eyes, another has two tentacles which sprout from its hands. The remaining two mutants are covered in thick fur which provides them with 1 AP on their bodies and arms.

•MOVING ON•

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

• THE HOODED MAN INN - MAP 1 •

Suddenly lightning illuminates a building in the middle distance. Once the lightning has pinpointed its position,



lights can be seen burning in the windows. This is the Hooded Man, a coaching/river side inn, a welcome sight to any weatherworn traveller, especially on such a foul night.

The main gates are closed and securely locked. Knocking at the gates brings no response, leaving the adventurers the choice of climbing over the wall or finding another means of entry. Fortunately, access is possible from the nearby ferry where a pathway leads to the inn itself.

•THE FERRY•

This is a small building next to the river bank. The ferry itself consists of a raft which can be winched across the river by means of ropes. When the ferry is not in use, these ropes lie below the surface of the water. The raft is on the adventurers' side of the river, but any attempts to winch it across to the other side are futile as the ropes have been cut.

If they check out the ferry building, the adventurers find that the door is open and there are signs of a struggle inside. The building's furniture is overturned and there is no sign of a ferry keeper. A close search turns up a bag containing 12 GC, 42 shillings and 15 pennies. A trail of fresh blood leads from the door; any character examining this who succeeds in an **Int** test realises that a body has been dragged out of the building. However, no sign of a trail can be found outside thanks to the heavy rain and the mud.

•THE INN•

The Hooded Man is a small inn along a road that crosses the river here at the ferry. It is similar to the one in the **Warhammer** rulebook, but is not as grand. See the **WFRP** rulebook for basic details regarding inns.

At one time the inn's site was a meeting place for cultists, but they were driven from the area over one hundred years ago. However, the authorities failed to find a secret shrine to the Chaos God Tzeentch which was hidden under the cellar. Since then the inn's history has been forgotten by all but the Writhers in the Dark, a Chaos cult worshipping Tzeentch. Unknown to the current landlord, the ruins of the Chaos shrine are still there...



Tonight the Hooded Man has been successfully attacked by a group of mutants working in concert with Hans Jinkerst, a Chaos cultist. He has been sent to the area by the Writhers in the Dark to reconsecrate the shrine. Disguised as a Roadwarden, Hans entered the inn and at an opportune moment slipped kurtis (a sleep-inducing drug, see below) into the evening's food. Once the inn's staff and visitors fell asleep - or were too drowsy to resist - he opened the main gates for the mutants.

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

HANS JINKERST - CULTIST

Hans is a Charlatan and a master of deception. He can easily carry off his part of a Roadwarden. Unfortunately for him, however, his uniform has a bloodstain at the

base of his back where the original owner was stabbed. If this is noticed by the adventurers (a successful **Observe** test is required by someone in a position to notice it) Hans maintains that it happened earlier this evening when he was attacked by two bandits. On no account will he allow anyone to examine his 'wound' beneath.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	32	3	4	8	49	1	54	55	46	48	32	51

Skills

Acting
Blather
Charm
Disguise
Evaluate
Mimic
Palm Object
Public Speaking
Read/Write

Equipment

Dagger
Sword
Mail Shirt (1 AP on body)
34 GC
A glass phial containing
18 doses of kurtis (see below)

THE MUTANTS

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

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	25	3	3	6	30	1	29	29	29	29	29	16

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

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

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

Wilhem is the most repulsive and grotesque of all the mutants. He doesn't have a proper face, merely a skull. As a result, anyone viewing Wilhem for the first time must make a **Cool** test or become subject to **Fear**.

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

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

Grat, one of the mutants (see below for statistics), is in the hayloft. He is feasting on the body of one of the stable boys and will not hear the adventurers approach. He notices their presence as soon as the door is opened.

The six horses in the stables are terrified by Grat's presence and flee from the stables as soon as the door is opened. A character making a successful **Animal Care** test will be able to prevent this happening, but any other character runs the risk of being trampled by the leading horse. A successful **I** test allows the character to leap out of the way. Anyone who is trampled takes one **S** 3 hit in



the leg (modified by *Toughness* and armour) as the horses escape into the yard. The horses can only be persuaded or forced to re-enter the stables if they are calmed and lead by a character with *Animal Care* skill.

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

Water is dripping from the trapdoor leading up to the roof, and the ladder beneath is wet and smeared with blood. Once the trapdoor is open the adventurers are greeted by torrential rain. This has made the roof very slippery and anyone venturing onto it must make a successful *Dex* test or slip. A successful *I* test allows a character who has slipped to catch hold of the edge of the trapdoor and not slide off the roof (which results in falling 5 yards) to the ground below.

If Grat is discovered up on the roof (by a successful *Observe* test), he will fight until slain. His suckers allow him to move about on the roof with no danger of falling off. If the adventurers leave the stables without discovering him, Grat returns to his feast until summoned by Otto (see below).

The Coach House - The door to this building is locked (CR 30). Inside there is a coach belonging to Cartak Lines of Altdorf. This coach arrived before the mutants attacked. Its passengers and crew were drugged and are now either dead or tied up in the cellar.

The Inn & Bar Room - The main door to the Hooded Man is bolted and the curtains are drawn. Sounds of merriment can be heard coming from inside, giving the impression that all is well. As soon as there is a knock at the door, however, the laughter dies away and there are sounds of movement (scraping chairs and the like). After a minute or so the bolts are drawn and the door opened by a horrendously fat character. This is Otto, one of the mutants, who is masquerading as the landlord.

Otto is surprised to see the adventurers, as he believed the inn to be secure against outsiders. Making an ill-concealed attempt to hide his surprise, Otto invites the adventurers into the bar room. A fire burns in the

fireplace and sitting next to it is Hans, dressed in his (stolen) Roadwarden's uniform.

A loud thump directs all eyes to the back of the bar where a man with protuberant eyes appears and begins to mop up something on the floor. This is Fagor, who has come up from the cellar to mop up the blood from the floor. Unless the adventurers go to have a look at what he is doing, he finishes after a few minutes and then takes his bloodstained mop and bucket into the kitchen.

Otto the 'landlord' is nervous about the adventurers' presence (given what is to happen later) and this shows in his mannerisms. He constantly fingers the bottom of his apron, twisting and turning it with suppressed tension. He attempts to send the adventurers on their way as quickly as possible by claiming that the inn is full. Otto makes no effort to make the adventurers feel welcome. He has a coach party in residence, who have just retired for the night, and he "wants no 'gentlemen' of the adventurers' kind tonight, thank you".

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

Eventually Otto heads into the kitchen with a muttered "I suppose you want feeding as well..." He is actually leaving to organise the rest of the mutants, while Hans keeps the adventurers occupied.

Hans, in his guise as a Roadwarden, questions the adventurers in an attempt to find out who and what they are. Hans asks his questions in his 'official' capacity, using the excuse that he believes the adventurers to be bandits. If the adventurers mention the ferry, Hans claims it was attacked (and the ferryman carried off) by bandits. This, he explains is why the inn is so securely locked.

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

If the adventurers mention the mutant in the stables, Hans is surprised. He believes all the mutants to be hiding in the inn. He appears surprised when told of the body: "The landlord assured me that the stable boy had run off. No one bothered checking for him up there. Well, he can wait till morning to be buried."

If the adventurers mention either the body or Grat to Otto he looks very worried and shocked. His real fear, however, is that the adventurers have uncovered the mutants' business here. He changes the subject and looks to Hans to bail him out.

Once Hans is sure that the adventurers have no official connections, he excuses himself and goes into the kitchen. Adventurers who state they are watching Hans as he leaves will notice his 'wound' and the bloodstain with a successful *Observe* test.

By now the adventurers should be suspicious and be trying to find out what is going on. A character stood at the bar can overhear Hans and Otto in the kitchen. "Don't panic, Otto. They are only travellers. Tzeentch will be pleased to have their souls as well. Use the kurts in their food and we'll deal with them later." Hans then

passes Otto the phial containing the kurts. After this Otto has the phial in his possession.

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

A short while later Otto returns bearing bowls of hot stew. Each bowl contains two doses of kurts. Characters have a base 10% chance of noticing the drug in the food. This 10% is averaged with a character's **Int** to see if they notice its taste in the food. Characters with *Cook* skill have a 10% bonus to their chance of noticing the drug.

KURTS

Kurts is a drug made from the Gortsiete plant. It begins to take effect after half an hour. One dose induces drowsiness; two doses causes unconsciousness. Characters may overcome its effects by making successful *Toughness* tests (at +20) for each dose they consume.

•GOOD NIGHT, LADIES AND GENTLEMEN•

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

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

The common room is dirty and the bedding is soiled. If the adventurers comment on this, Otto is unsympathetic as this is "the best he can do". He then exits, looking like a man as keen to get away as soon as possible. The sound of Otto turning the key in the door lock (CR 20) is clearly audible.

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

The Bedrooms - There are only four bedrooms upstairs and all the doors are locked (CR 20). The landlord's room and two of the bedrooms are empty and unremarkable. However, the two beds in one room are bloodstained and the bedclothes are scattered about the room. The beds' occupants were obviously stabbed and then dragged from their beds. Trailing stains lead out through the door, but disappear at the sill.

The Kitchen - The kitchen is obviously designed for the inn's halfling cook. Fagor is in here unless the ceremony (see below) is in progress. The bucket used by him when mopping up the various bloodstains is also in here. The bucket is still full of blood-tainted water.

The door leading to the yard is unlocked.

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

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



A magical, two-foot-high statue of Tzeentch stands in the middle of the shrine in the centre of a strange moving pattern. The pattern constantly shifts between a symbol of Chaos and an octagon.

The statue is made from a pinkish stone which seems to flow and move when observed. Any character observing this and the shifting floor pattern must make a **WP** test or receive D6 insanity points. The image of Tzeentch can be smashed (it has **T5** and **W5**). However, unless it is destroyed in a single round the shrine's guardian daemon - a Pink Horror - appears to defend the statue. Once the daemon is destroyed, the statue can be broken easily and the lines on the floor will fade and vanish.

Against the wall is a locked (CR 30) wooden box containing 212 GC, 365 shillings and 26 pennies. A successful search of the room reveals a loose stone behind which is hidden a pouch containing a *potion of strength*.

The mutant Wilhem will be in here either participating in the ceremony or lurking at the foot of the stairs.

•THE CEREMONY•

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

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



As the ceremony begins Fagor sneaks up to the adventurers' room and listens at the door. Characters not suffering from the effects of kurts who make a successful *Listen* test hear him approach the door. If Fagor becomes suspicious that the adventurers are not unconscious or, for example, the common room door is open, he returns to the cellar and warns the other mutants, who close the trapdoor and continue the ceremony. If given the opportunity, Fagor hides somewhere in the inn and attempts to attack a lone adventurer from behind.

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

Unless the adventurers intervene the statue transforms into a Pink Horror. It is about 3' tall, and has its head set into its chest. Its arms are very long, and its huge hands are tipped with suckers and a vicious claw. Characters must make a *Cool* test or become rooted to the spot with *Fear*. Unfortunately, Hans is unaware of the binding ritual, and the Daemon immediately attacks him and the mutants. It is set upon slaying all it sees and pursues any fleeing characters after first slaying anyone near it.

PINK HORROR

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
Pink Horror	4	49	43	4	3	5	60	2	89	89	89	89	89	01
Blue Horror	4	33	25	3	3	5	70	1	89	18	18	18	18	01

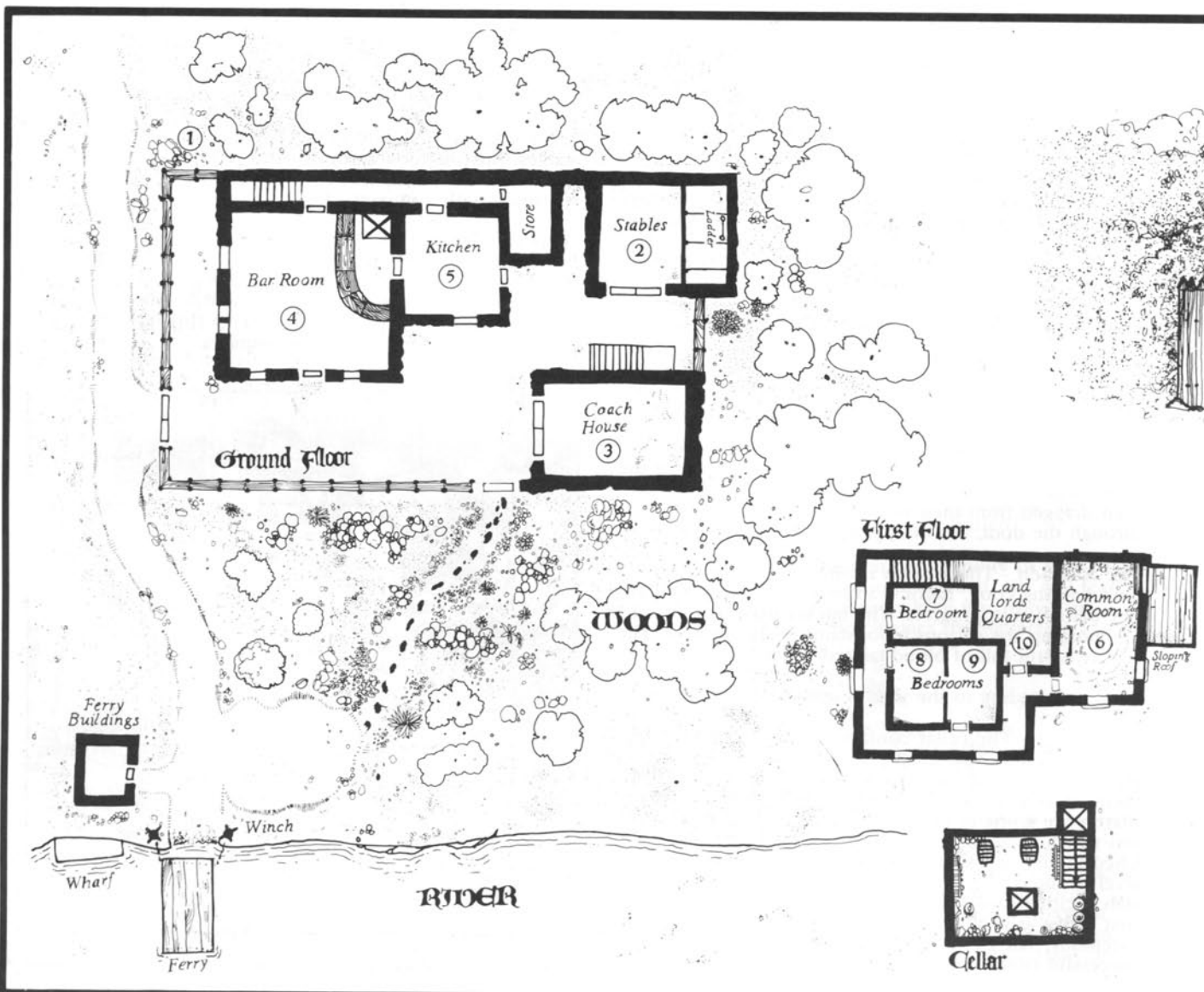
Once the Daemon leaves the shrine it becomes subject to *instability*. For every 100 yards that the Daemon moves away from the shrine, subtract 1 from the instability dice roll (treat rolls of less than 1 as 1).

If the Daemon reaches 0 *Wounds* it does not die, splitting instead into two Blue Horrors. Blue Horrors are similar in appearance to their cousins, except smaller and blue in colour. If a Blue Horror is killed it remains dead.

•THE ROADWARDENS•

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

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



4 ROADWARDENS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	3	3	7	30	1	29	29	29	29	29	29

Skills

Ride - Horse

Possessions

Crossbow and ammunition
Sword
Mail Shirt (1 AP on body)
Shield (1 AP on all)
Helmet (1 AP on head)
Horse
Saddle and Harness
Rope - 10 yards

•REWARDS•

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

30-50 points each for good roleplaying;
20-40 points each for dealing with the mutants;
30-50 points each for destroying the statue/daemon;
10-20 points each for dealing with the Roadwardens' suspicions.

Jim Bamba



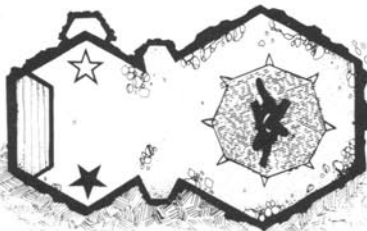
The Hooded Man

• MAP 1 •



Ladder
to Roof

Temple

**KEY**

	Door		Trapdoor
	Secret Door		Pillar
	Window		Column
	Ladder		Lock-up/Grille
	Stairs		Corpses
	Chimney		Captives
	Stockade Fence		

0 2 4 6 8 10 yards





CAMPAIGN NOTES



ON THE ROAD

Adventure Summary

The following piece details two encounters with unusual NPCs, neither of whom are presented to be fought! Both can set up interesting role-playing situations, and are especially suitable for integration into an ongoing campaign.

Emmaretta is an unusual young woman, a Werecat, who always travels with her feline friends never far away, and who may accompany the PCs (without hostile intent) for a while. If they react well to her, she asks for help in freeing her lover Klaus, currently held by the authorities for a trivial crime.

In *A Friend in Need* Johann the Ghost approaches the PCs and asks for help. Depending on how the encounter is used this can take a different form, as the notes below explain.

Enemy Within Campaign Notes

A Friend in Need can be set virtually anywhere along the road, during any journey the PCs have to make. In *Mistaken Identity*, you can have this encounter take place between Altdorf and Weissbruck, with Johann's family resident in Bögenhafen. An alternative is on the road to Middenheim in *Power Behind the Throne*, with Johann having relatives there who are acquainted with at least one of the major NPCs in that city. In *Death on the Reik*, Johann's Ghost could appear at night when the PCs are at anchor - along the banks of the River Stir on the way to Unterbaum (where Johann lived), is a good option.

Emmaretta's best value can be realised outside town settings. She will lend the PCs her aid in return for their help, although providing such assistance will prove difficult if the adventure is set in Altdorf or Middenheim, especially if you wish her to ask the PCs to rescue Klaus from jail. This encounter is best set in *Death on the Reik*, outside one of the many coaching villages and small towns the PCs will come across. The unnamed coaching stops and villages between Castle Wittgenstein and Grissenwald offer many possibilities, with Klaus being held in a cell by a local mayor awaiting the arrival of a Grissenwald magistrate. In *Power Behind the Throne*, if you use the *Grapes of Wrath* adventure later in this volume, Emmaretta could be heading for Pritzstock and meet the PCs on the Altdorf-Middenheim road. This would allow you to lure the PCs to Pritzstock where the mayor will release Klaus on bail if the PCs (and Emmaretta) are pleasant enough to him.

Restless Dead Campaign Notes

These two encounters need significant revision before you use them to follow *Night of Blood*, and develop the strands of the central plotline in this campaign.

Use the *Friend in Need* encounter shortly after the PCs leave the Hooded Man, heading west along the road for Volgen. Alter the appearance of Johann: he appears as a man of some 30 years, tall and muscular, with dark hair, wearing the uniform of a Road Warden (as it were). His right hand is missing, and there is only a bloodied stump where the hand should be.

Johann is quite different as a personality from the sketch in *A Friend in Need*. He is, in fact, quite amnesiac! He knows his first name, and that he has not been dead long, but he can't remember anything else. He pleads with the party to help him. He wants his body found so it can be laid to rest, and he wants the PCs to find out who he was in life.

What do the PCs get out of it? Johann points out that most living creatures are frightened by Ghosts (ie subject to *fear*) and that he could be handy to have around in times of battle to scare off enemies. There is a minor catch: Johann has only just become a Ghost, and can't control when he pops up and fades away so the PCs have to hope for the best, but Johann pleads desperately for their help...

Playing Johann the Ghost

If the PCs don't agree to his proposals, Johann will return to pester them again and again, causing *fear* each time he does so. He will literally haunt their lives until they agree to help him. When they do so, they will slowly get used to Johann appearing. Each time after the first when he turns up (appearing out of thin air), PCs make a *Fear* test with a cumulative +5 bonus until, finally, they become immune.

Johann himself is not subject to the standard *instability* rules, for he is very new to ghostliness, and does not have any area which he is bound to, neither can he control when he appears. This is all absolutely ideal, because you can have Johann pop up and disappear exactly when you want. Johann has not got the hang of walking through walls yet either.

When the PCs agree, where do they start? It is reasonable to assume that Johann must have been killed in the vicinity. Also, he is wearing the uniform of a Road Warden. Has a Road Warden gone missing? Why don't they travel to Volgen to find out? You can have Johann suggest this, but only after giving the PCs plenty of time to figure it out for themselves.

The other possibility is tracking the escaped cultist, Hans Jinkerst from *Night of Blood*, but this will not be easy, even for someone with the *Follow Trail* skill. It's been raining heavily, time has passed, and only a real expert could hope to pick up the trail. If one or more of the PCs attempt this, you can have them pick up the beginnings of a trail but be unable to follow it for more than a hundred yards or so as it heads slightly north of west, away from the main road.



Emmaretta

The second encounter, with Emmaretta, can take place after Johann has disappeared back into the aether. Emmaretta can join the PCs under the excuse of wanting protection, although she has a self-confident air and is clearly well capable of looking after herself. She will chat to the PCs about nothing in particular, but without being intrusive. She will then tell the PCs about her lover, currently imprisoned in Volgen, and ask them if they have seen a man she seeks, giving an accurate description of Johann. A *Fellowship* test allows PCs to detect an undercurrent of dislike in her voice. If the PCs ask why she is interested in this man, her simple reply is "personal reasons". If the PCs ask for details about the man, Emmaretta will only say that he is "a traveller on the road". She won't say more unless the PCs answer her question.

This may develop into a standoff with the PCs being unwilling to talk, likewise Emmaretta. It is up to the PCs to break the deadlock, after all, they are the ones who want to know who Johann is. If they say they have seen the man, and want to know who he is, Emmaretta will agree to tell them what she knows about Johann in return for their information. She will inform them that Johann was not a Road Warden - he was a Bounty Hunter, and put her lover in prison for stealing food from a farm. Unfortunately, Emmaretta does not know any details about Johann, only his profession, although she thinks that he comes from a wealthy family (this is actually untrue, but it is a great way of ensuring that greedy PCs try hard to find out all about Johann, hoping to get some fat reward for doing so).

Events in Volgen, when Emmaretta arrives there with the PCs, are dealt with in the campaign notes following these encounters and preceding the adventure *Eureka!*

ON THE ROAD

Two Encounters for Warhammer Fantasy Roleplay

by Graeme Davis

The two short encounters here can be used in *Warhammer Fantasy Roleplay* when the adventurers are travelling by road. They are more easily staged if the PCs are on foot, or on horseback, rather than travelling by coach. Both are role-play encounters requiring thought and observation, and discourage hack-and-slay mentalities!

EMMARETTA

Emmaretta is an NPC who can be encountered on any journey by road in The Empire. As the adventurers make their way along the road, they pass a young Human woman, apparently in her early twenties, travelling in the same direction. She is of medium height, and slimly built, with short, light brown hair and light brown eyes, and is travelling alone - unusual for any traveller, since the forests can be dangerous. 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 adventurers speak to her, she will answer courteously, giving her name, saying that she is a Hunter and telling them that she is heading for the nearest town, which may also be the adventurers' destination. She says that a friend of hers has got into trouble, and she is taking some money to bail him out.

Emmaretta will quite happily travel with the adventurers, and will be grateful if they offer her a lift. She cannot pay for a coach ride, as she needs all the money that she has for the bail. If the adventurers attempt 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 who has been imprisoned. His name is Klaus, and she will say that she needs to bail him out before a certain date; if any adventurer with *Astronomy* skill thinks to work it out, it will be realised that this date is the next full moon.

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 screams, and is answered by the snarling wail of a Wild Cat.

What she tells the adventurers about her journey is true, but she neglects to mention that both she and her lover are Werewolves; he has not yet learned to control his condition, and if he is still in jail when the moon becomes full he will change form in his cell 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 adventurers 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; she needs it for Klaus' bail, and will use any means at her disposal to get it back.

EMMARETTA (Human Form)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	41	4	3	7	41	1	31	31	31	31	31	31

Skills

Acute Hearing
Concealment Rural
Follow Trail
Game Hunting
Lightning Reflexes
Secret Language - Ranger
Secret Signs - Woodsman's
Silent Move Rural

Possessions

Outdoor Clothing
Sling Bag with 12 pieces of dried meat
2 throwing daggers
Purse with 12 GC
Short Bow
Quiver with 12 arrows

CATS (and Emmaretta in Cat form)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	41	0	4	3	5/7*	30/41*	3(5)	-	10	43	43	43	-

* The number before the slash is the value for Emmaretta in Cat form.

Special Rules: Attacks with 2 *claws* and 1 *bite*. If attacking from cover, **I** +20 for first round only. If Cat gains the first attack in the *first* round of combat, it may *leap* on its opponent; make one attack roll, if successful the Cat hits with 4 *claws* and 1 *bite*. *Night Vision* 20 yards.

If Emmaretta decides to travel with the adventurers, her two Cats will continue to trail her from the forest; they move stealthily, so that any character must make an *Observe* test with a penalty of -20 to spot them - and even then, all that will be seen will be a movement in the undergrowth. The cats will wait in the forest while she goes into the town, and once she has bailed Klaus out, the two of them will 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 she arrives at the town, a corrupt Watchman might take her money and then deny having received it, leading to her asking the adventurers to get Klaus out of jail as a favour. The party might be attacked by bandits, in which case she will fight alongside the adventurers, and her two Cats will come to the party's aid, melting back into the forest when the fight is over. If she is questioned about the Cats, she will answer simply: '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.

A FRIEND IN NEED

This encounter takes place at night on a lonely and deserted stretch of road. For some reason, the adventurers have found it necessary to travel at night, despite the warnings of the staff at the last coaching inn they passed. The road ahead is a terrible place, swarming with brigands and worse; it is even said to be haunted. Some of this may be true, the adventurers conclude, but the fact that the innkeeper wants them to stay because they will pay for room and board may have a great deal to do with it. However, the adventurers decide to press on despite his warnings. Perhaps it is vital that they reach the next town by daybreak, or perhaps a group of Roadwardens are approaching the inn and the adventurers are anxious to avoid them.

Whatever the reason, the adventurers leave the inn after a hot meal, and carry on down the road. The first few miles 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 penetrating drizzle that soaks through even the stoutest clothing and soaks everyone to the skin. It is impossible to light a torch, and lighting a lantern requires a successful **Dex** test, as the adventurers' 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 screams, and is answered by the snarling wail of a Wild Cat. The adventurers may regret their bravado now, but they have no choice but to press on; it is as far to go back as it is to go forward.

Blood oozes from dozens of small cuts all over his body. He raises his head to meet the adventurers' 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.

About midnight, the adventurers come to a small shrine; dedicated, appropriately enough, to Taal, the God of Wild Places. The shrine takes the form of a circular stone hut, about ten feet in diameter, with a conical thatched roof. An elk skull hangs over the doorway, and inside is a crude wooden statue of the god, standing about five feet high. There is room for up to five characters to shelter in the shrine, with some discomfort; the roof leaks, but the shrine keeps the worst of the weather out, and the adventurers can eat and perhaps snatch a couple of hours' sleep. It is impossible to light a fire in the shrine, since the tinder in the adventurers' tinder-boxes, and any kindling they might have with them, has been thoroughly soaked by the rain.

Whether or not the adventurers 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 adventurers have horses or any other animals with them, they will become nervous and skittish. The voice draws closer, and after several minutes the adventurers make out a figure dragging itself along the road towards them.

The figure is indistinct, and difficult to make out through the drizzle, but it is humanoid. It limps and staggers, as if on the verge of exhaustion, and yet it approaches surprisingly quickly. When the figure is within ten yards of the adventurers, it can be seen to be a male Human. 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 adventurers' 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 adventurers realise with a shock that the trees and the road can still be seen through his insubstantial body.

At this point, the adventurers should make a *Fear* test. They have encountered a Ghost.

GHOST

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	0	3	17	30	1	-	18	18	18	18	29

Special Rules: Subject to *instability* when outside bounded area (in this case, within 100 yards of the shrine). Immune to all psychological tests. Causes *fear* in living creatures. Im-

mune to non-magical weapons. Touch causes *fear*, (**Ld** test a -10 penalty or flee). May pass through solid objects.

If the adventurers do not flee from the Ghost, it will not make any 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 adventurers have just 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 adventurers can free Johann from his miserable condition by collecting his bones and taking them to the town for decent burial. He will show the adventurers where his body was dumped; the bones have been picked clean by wild animals, and are scattered over an area about ten yards in diameter.

The nearest town will have a graveyard, tended by a Cleric (Mörr; depending on its size, it may also have a Mourners' Guild, who undertake all arrangements to do with funerals. An individual grave and marker will cost 30GC, while a pauper's burial in the unmarked mass grave will be free. On the night after the burial, Johann's Ghost will appear to the adventurers; still 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 adventurers have had his remains buried in the paupers' grave, Johann will vanish, saying nothing more. If they have paid for a burial plot and headstone for him, 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 adventurers follow his instructions, the family will be puzzled, but will comply. In the package is a velvet pouch containing four rubies, worth 50GC each.





CAMPAIGN NOTES



EUREKA

Adventure Summary

In *Eureka!* the PCs are offered employment by Kugelschreiber, a highly eccentric inventor. He wants them to deal with a group of thugs who are extorting money from him. However, these 'thugs' turn out to be members of the local Watch! Even though they get the chance to look at some weird inventions, the PCs may have to make a highly hazardous and speedy exit using a hang glider!

Enemy Within Campaign Notes

Eureka! is a fairly light-hearted adventure which can be set in any small town (but not village) in the Reikland. The most suitable setting for this adventure is in Kemperbad as part of the *Death on the Reik*, in which case Luigi Belladonna can be responsible for hiring the heavies putting the squeeze on the unfortunate inventor Kugelschreiber. As far as the PCs are concerned, Kemperbad holds no special interest, being just a location on the river to Grissenwald, or somewhere where you can transfer to the River Stir. To entice them towards the town you can have their barge require running repairs for some minor problem, or a spell of bad weather unsuitable for river travel, for example.

Alternatively, you can relocate this adventure in Weissbruck and use it in the link between *Mistaken Identity* and *Shadows over Bögenhafen*.

The ending of this adventure may well require changing to make sure that the PCs do not end up as outlaws. It is not good for a campaign if key cities and towns such as Nuln (in the original script given here), Kemperbad or Weissbruck (as suggested alternatives in the *Enemy Within* campaign) are effectively off-limits. One-horse towns and

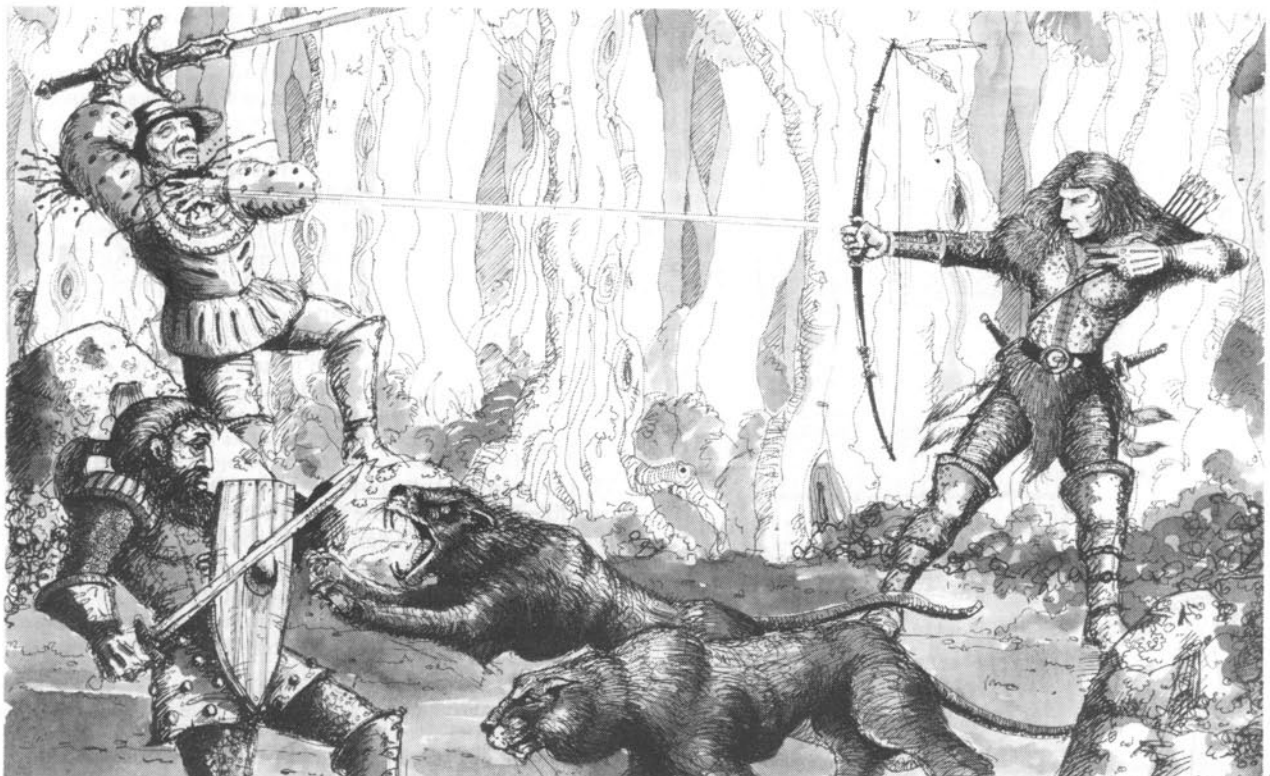
villages, yes; major locations, no. The Watch won't be able to see the hang glider land beyond the city, allowing the PCs to sneak back to their (repaired) barge at night. You can have the Watch challenge (and frighten) them at the docks, but let them pass, so after a few heart-stopping moments they are able to continue on their way...

Restless Dead Campaign Notes

Set *Eureka!* in Volgen, but not just yet. There is quite a lot of residual business with Emmaretta the Werecat and Johann the Ghost to be attended to first.

In Volgen, Emmaretta will go off to get bail for her lover, Klaus, and Johann will pop up in private to have a word with the PCs. He will be most interested to learn that he was once a Bounty Hunter, as he has no recollection of this. That he came from a wealthy family does seem to ring a bell... (false recollection, alas, but it keeps PCs interested and hopeful). This conversation seems simple enough until you remember that you have to make *Fear* tests for PCs when Johann arrives (with a +5 bonus this time). As he tries to have a quiet word with them in a shaded corner of town, some of them will be rooted to the spot, pale as the shroud (as it were). This may cause heads to turn and eyes to look, so townsfolk may be affected by *fear* as well - it's not so easy having a Ghost about!

Johann will immediately fade away after learning what the PCs have discovered. At this point Emmaretta returns, snarling in fury. The magistrate took her money and then refused to let Klaus free on bail, saying that the gold would pay for his food and transport, which is transparent nonsense. Emmaretta has been ripped off and she is furious. She now wants the PCs to help free Klaus from jail!



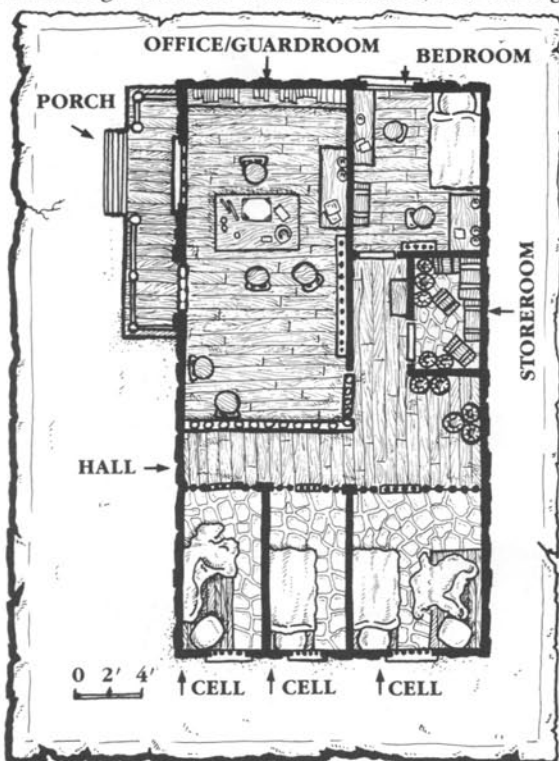
The PCs may well balk at this. Allow them time to refuse and then Johann reappears. Emmaretta is not afraid, and snarls her hatred of Johann, who looks back at her in surprise. He asks if she knows him. Emmaretta confirms her earlier story, and berates Johann with the story of her imprisoned lover who is being held unjustly. Johann considers the problem for a moment or two, allowing the PCs time to think about how to rescue Klaus.

One obvious possibility is that Johann could cause *fear* among the jailors, making them flee in panic, and allowing the PCs to get in and rescue Klaus. A quick reconnoitre of the militia house where the prison cells are shows the PCs that this is a very feasible possibility. Give them every chance to think of this plan for themselves, and only have Johann suggest it if they do not. He feels sorry for Emmaretta and is annoyed that she has been defrauded by the magistrate.

Johann will agree to scare off the jailors so that the PCs can rescue Klaus. Now Emmaretta feels sorry for Johann, it can't be much fun to be dead and not know who you were. How could anyone ever rest in such a state? Perhaps she could reciprocate the favour...

The crucial thing here is that Werecats are excellent natural trackers. The PCs may not know that Emmaretta is a Werecat yet, and even if they do, such a talent may not have occurred to them. The vital thing is that *someone* should have mentioned the escaped cultist (and his Road Warden uniform) to Emmaretta. If this is done, she will offer to track him if the PCs and Johann help her get Klaus out of jail. If necessary, you will have to use Johann and Emmaretta to extract from the PCs all the details they know which might be relevant to Johann's death until this key element comes to light, if it hasn't already.

Allow the PCs to go out and give the local jail a look over. It clearly isn't up to much; the guards and jailor are half-drunk, the building is small and in a state of general disrepair. However, it is important that the PCs don't get seen during their liberation of Klaus, so a night-time raid is suggested. Smart moves such as blacking faces, wearing disguises, and the like on the part of PCs will gain extra EP awards. If no-one in the party has the *Pick Locks* skill, they could scout the lowlife taverns to find and hire a thief. Even though this skill won't be needed, it is intelligent



planning to consider that it might be! Johann will appear at more or less the right time, the jailors will emerge galloping down the street too scared even to shout, and the PCs can get in through the front door. The guards have left the keys behind, and Emmaretta can locate Klaus by smell. The PCs can be in, out, and gone in less than a minute, before anyone sees them. Phew! Use the map to give the encounter a degree of authenticity and build up tension for the players.

The two Werecats will now leave town, heading east along the road, back towards the Hooded Man. Johann will fade away, giving the PCs a final wave; the PCs will be quite safe travelling by night with the four felines accompanying them. The Werecats will be back at the Hooded Man by dawn, and will pick up the scent. They track in an irregular path, generally slightly north of west, and then come across a campsite, some 3 miles away from the Hooded Man. By now, they will be in wereform. They snarl and spit at the place, which is a burned-out circle of ash from an extinct fire in a small clearing within the forest. Impaled on a tree is a severed right hand with a heavy arrow pinning it to the wood. The hand has a large bronze ring on the index finger. This is the same hand missing from Johann's Ghost, of course, which should be quite a giveaway.

The Werecats, changing back to Human form for a while, say that they cannot pick up the trail of the cultist beyond this area. However, the PCs should not be too bothered about this since they have some physical evidence at last. The ring has a characteristic design on its surface - three bars of black jet inlaid into silver.

As Emmaretta, Klaus, and their Great Cat friends bid farewell, Johann pops up again. He recognizes the hand immediately, and the ring's appearance stimulates a memory in him. "Open it up", he says, excitedly. The top of the ring is hinged and can be flipped open to reveal an amazingly intricate device. The device telescopes out and has a slim, ultra-sharp razor blade mounted on it capable of cutting through rope. There is also a lens which can be used for focussing light into a burning hot spot. Quite a useful device! Written along the razor blade is "Wfgng Kglschrbr, VOLGEN" (in amazingly small lettering, of course). So the PCs will have to return and find 'Wfgng Kglschrbr' - whoever he is. They will probably be pretty apprehensive about this, that's the general idea, after all! Finally, before he fades away again Johann pronounces that he would like the PCs to take his hand with them. He hopes that his body isn't too far away and would like the whole body buried together if possible!

When the PCs return they will get directed to the Misthaufen tavern in the Reikspatz as a good place to stay.

The PCs can thus begin the adventure for themselves by asking about anyone with the name of "Wfgng Kglschrbr", whom Uwe the barman will recognise immediately as Wolfgang Kugelschreiber, an eccentric local inventor. The PCs can then go to Kugelschreiber's house and enquire about the ring. Johann won't turn up during this time. Kugelschreiber will agree to tell them what he knows about the ring and the purchaser if they will do a little job for him....

This sets up the adventure, but the ending needs careful consideration. Check the suggestions for the ending in the *Enemy Within* campaign setting above, and try to get the PCs out without their becoming outlaws. Most importantly, Kugelschreiber will tell the PCs that he sent the ring by messenger to a man identified as "Johann Ostenwald", care of the Three Feathers Inn. The inn's location is shown on the *Campaign Map*, and Wolfgang will tell the PCs where it is. He does not know any more, but at least the PCs know where to go next. Of course, Kugelschreiber wants the agreed job done before he parts with the information!

EUREKA

An Inventive Adventure for Warhammer Fantasy Roleplay

by Paul Hargreaves

This adventure for **Warhammer Fantasy Roleplay** is set in Nuln. The resolution may involve the PCs becoming wanted 'criminals' and getting into trouble with the Watch, so the GM should read through this adventure carefully prior to running it!

Unemployed

The adventurers should be unemployed at the start of what is about to unfold, either between 'major' adventures or just starting out as newcomers to the hazardous profession. As such, they will be looking for jobs of some adventuring kind, and the way to find such work in Nuln is to go to the Reik's Platz.

The Reik's Platz is crowded with merchants, labourers, soldiers, sailors, and even press gangs! It is the hustle and bustle of ordinary, every day life. All the available jobs should be seen as tedious and boring by the adventurers.

However, the Deutz Elm holds the answer. Amongst the many messages nailed to the large trunk is one that the adventurers should find interesting. It reads: *'Capable persons needed to protect valuables. Well paid, food and board supplied. Contact Uwe the Barman at the Misthaufen Tavern.'*

The Tavern

If the players wish to go to the tavern (as they should) they will have no difficulty in finding it. Most people can give them directions. The Misthaufen Tavern is actually fairly close to the Reik's Platz, and after a short walk the adventurers will find themselves outside a shabby little beershop down one of the city's many backstreets.

The barman Uwe is a fat, good-natured man, and he even gives the adventurers free beers when asked about the job. Surprisingly though, for all his generosity, it is not Uwe who wants to hire some 'capable persons'. He will smile and reveal that he is only a go-between, then give the adventurers instructions on finding a house on the Gummisteifelstrasse. The house is Der Geflugesalat and it should not take long to get there. As the adventurers leave to find out who really wants to hire people, Uwe will shout after them 'Tell them Uwe sent you!'

Der Geflugesalat - See Map 2

It is about late afternoon when the adventurers arrive at the Geflugesalat house. Clouds are beginning to gather overhead and it looks like a storm is on its way.

The house is a fairly large one on the outskirts of the city and it has some very obvious and very unusual features. From the roof a large iron pole projects skywards and another part of the roof is flat, so that it could easily be stood on. Also built onto the roof is a tall, wooden tower-like structure supporting a wide platform. This is nearly as tall as the iron pole.

The large double door has a large rope hanging down at one side of it. A sign next to the rope reads, 'Pull this please.' If the adventurers take the advice of the sign a series of bells will play a merry little tune over and over again.

Suddenly, there is a loud bang from behind the door. One of them is opened by a halfling carrying a hammer. He mutters something about 'Damn bells' and then asks the adventurers what they want. 'But just what do they think they are doing, ringing bells like that? Hmmm? Well?'

If the adventurers mention that Uwe sent them then the halfling's attitude will change completely. Smiling he will beckon

The Inventor

The halfling is Fatboy Smallnose: the assistant, cook and housekeeper of the great inventor and renowned genius, Wolfgang Kugelschreiber.

Kugelschreiber is undoubtedly a genius and, unfortunately, an inventive one as well. In his secret cellar/workshop he has invented many amazing things, most of which don't work, but never mind... He has only been saved from destroying his house in various uncontrolled explosions by his faithful assistant, Fatboy.

The reason why Wolfgang Kugelschreiber has hired the adventurers is to protect some valuables, some very valuable valuables (to the parties involved). The objects in question are himself and his assistant, Fatboy. While slightly paranoid, Kugelschreiber does need protection from some thugs who are running a protection racket. Over the past week masked men have called at the inventor's house and have tried to extort money from him. Kugelschreiber wants to hire the players to do something about this problem.

Introductions

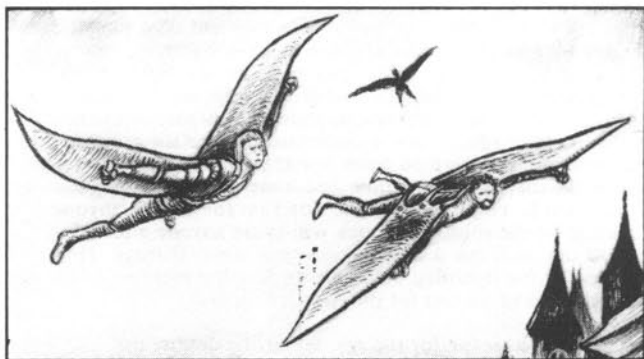
Fatboy will take the adventurers into the very neat and tidy house, but he cannot find the inventor. Muttering to himself about 'The old fool's down there again, I'll be bound...' he will take the adventurers out to a shed behind the house. Inside and down some stairs is the entrance to the secret workshop of Wolfgang Kugelschreiber...

Inside and down, the workshop (unlike the house) is a mess. Chemicals bubble in strange vats and bottles, and gurgle through twisty glassware. Obscure mechanical devices litter the floor in various stages of completion - or have they been partly dismantled? Bits of firearm are scattered about the place, along with small piles of gunpowder. It's a workshop, laboratory, smithy, alchemist's lair and smell factory crammed into a pint pot. Anyway, in the centre of all the confusion is a large object covered by a sheet. As the adventurers enter a man appears from under the sheet. His hair is grey and unkempt and his eyes are wide, bloodshot and have a manic look about them. This is Wolfgang Kugelschreiber.

On seeing the characters, Wolfgang beams at Fatboy and then says to the players, 'So Uwe has sent you. GOOD! FANTASTIC! VUNDERFUL!!' After Fatboy has calmed him down a bit, Wolfgang then goes on to say 'Ah, vell, my good fellows, do you want to work for me or not?'

As Fatboy will have filled the adventurers in on the details of the job, they should be able to answer him with a 'Yes'. As soon as they agree to work for him, Kugelschreiber takes an instant liking to them. He will grin from ear to ear, tell Fatboy that 'Ah, I told you zo!' and offer the characters 100GCs each, payment on completion of the job: 'Ven you haf rid me of zese troublezome fellows...' Kugelschreiber doesn't want to have any of his furniture broken, so he insists that the adventurers do not fight on the premises. Other than that 'minor' restriction, they have a free hand in the matter.

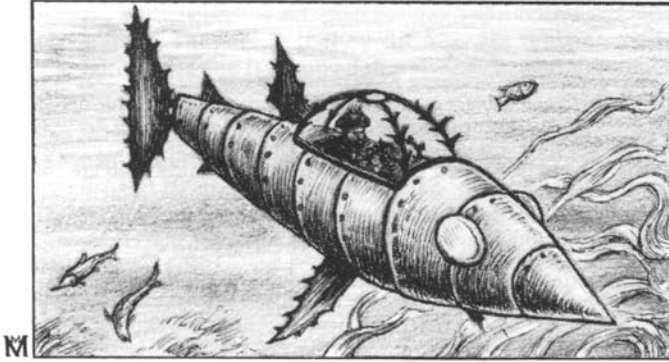
With business completed, and just as the adventurers are about



to leave and organise their rooms, Kugelschreiber will say, 'Vell now. You are in my employ, zo you can tell me what you zink of zis!'

With a flourish, the inventor pulls the sheet off the large object in the middle of his workshop. Beneath is Kugelschreiber's latest invention: a submersible! It is a large, bulbous, brass and bronze and iron construction. It obviously takes much of its design from the appearance of a fish. Paddles on either side of the submersible take the place of fins and it has glass port-holes in place of eyes.

However, it hasn't occurred to the absentminded genius that the 'untervatership', as he calls it, is much too large to get out of the doorway or up the steps...



Frying Tonight

After a late (but excellent) dinner cooked by Fatboy, the adventurers are shown to their rooms. The weather outside, which was showing signs of becoming stormy, has now broken. Kugelschreiber does not go up to bed because of this; the inventor is going to stay up and 'Ach. Experiment with ze elements, you know.' Kugelschreiber and Fatboy will be quite happy if the adventurers choose to mount a guard during the night, even though they think (and will say) it is unnecessary.

As the adventurers retire to bed the inventor returns downstairs to his study to set up his experiments which in main concern the harnessing and storage of lightning, hence the conductor on the roof. However, something else is afoot tonight. Perhaps, after all his meticulous work, his plans are about to go awry...

A spy has been sent by the government of the city to find out if the inventor is working on anything that has a value to the military. It will be well after midnight when the adventurers will be disturbed by a commotion on the ground floor. Between the rumbles of thunder and the pattering of the rain can be heard crashes and shouts.

As the adventurers reach the bottom of the stairs a shadowy figure rushes by them and run up the stairs. Kugelschreiber appears at the door of his study and shouts 'Stop zat man!' The chase is on!

Helmut Weishund, the spy, will try to escape at whatever cost. He was not expecting the inventor to be up and about, and he has found out little of interest to his employers. Finding no way out on the first floor he will climb the ladder to the roof. Outside it is raining (rather heavily) and there is a rumble of thunder and a flash of lightning. The storm is nearly at its height as it passes over Nuln.

The ladder leads to the flat part of the roof, which is wet but can be stood on in safety. As soon as the first adventurer emerges from the trapdoor Helmut will attack once and then jump up to the higher part of the roof and run past the lightning conductor.

The roof here is sloping, wet and very slippery. There is a 50% chance (each round) that anyone on this part of the roof will slip off and fall. There is an 8 yard drop to the ground. Furthermore, every round there is a 15% chance that lightning will strike the conducting pole and some of the lightning's power will be conducted via the water on the tiles to anyone standing on the roof. The shock will cause anyone affected to fall off the roof, but it doesn't cause any direct damage. Those affected by the lightning do, however, face the problem of having their hair stand on end for the next few hours!

There is no escape for the spy, even if he defeats the adventurers in combat on the roof. Fate (or, rather, the GM),

should intervene; perhaps Helmut could fall off the roof or maybe an innocent bolt of lightning could go astray? Incidentally, if the latter is the case then anyone touching the body will receive 1-3 Wounds and will fall unconscious for 6 rounds.

If Helmut is searched (possibly while the searcher is wearing some sort of insulating gloves) there is little to be found on his body. The only item of interest is a tiny tattoo of the Griffon of Nuln on his chest, just above his heart.

The adventurers should be properly mystified by all these happenings. This is as it should be, as this incident is mainly to stop them getting bored. That Helmut was a government spy is something that the players could not realise or find out and they should be puzzled by his appearance and the reason for the break-in. On the other hand, the characters have been instrumental in Helmut's death. Governments - especially the secret parts of governments - have long, long memories...

The dead, tattooed body of the man can provide no answers and neither can Kugelschreiber, so the adventurers should retire to bed tired, disgruntled and wet.

The Morning After

The morning after the adventurers are awoken by the smell of frying bacon and eggs. This morning, if asked about the events of the previous night, Kugelschreiber will admit to knowing nothing about the man. He will reveal, however, that thanks to the fact that he was in his study, the 'Svinehund' took nothing of value.

Kugelschreiber will help tend any wounded characters from the previous night. He will also inform the adventurers that the extortionists will return for their money tonight.

Inventions Galore

For the rest of the day Kugelschreiber will demonstrate some of his many inventions to the adventurers. These include the infamous *Kugelmatic Turkey Plucker*, the *Kuglematic Mobile Fire Extinguisher*, the *Kugelmatic Underwater Breathing Device*, the *Kugelmatic Fast Draw Scabbard* and several others. Some of Kugelschreiber's inventions are detailed at the end of the adventure as they might be useful in some situations.

Feel free to add a few extra Kugelmatic devices. The sillier an invention, the better. The adventurers can have fun experimenting with the items, or equipping themselves with various wierd and wonderful gadgets. Kugelschreiber will be only too happy to help with any 'field testz you vant to carry out.'

Messing around in the workshop can easily take all day (with meals provided at the appropriate times by Fatboy). This is fine, as the extortionists are due to arrive this very night.

Extortion is a dirty word...

Night falls in Nuln. Just after 8pm the door of the Geflugelsalat house bursts open. Framed in the doorway are five men; all are cloaked, hooded and masked.

Two of the men are carrying loaded crossbows, while the others carry clubs. When they enter the house, they will spread out and cover the occupants. Kugelschreiber will turn on any adventurer who shows signs of fighting and remind them of their obligations as his employees: 'Behafe yourself! Zis is my house und zere vill be no fighting here!'

Shortly, a sixth man enters the house, attired in the same fashion, but carrying a drawn sword (he likes to look dramatic). This is the leader of the extortionists, Manfred Kessler. He will demand the 'fee' from Kugelschreiber and tuck it into his pouch when it is handed over. With an elaborate and sarcastic thank you, he and his men will withdraw.

Denied the opportunity to fight them here and now, the easiest way for the adventurers to deal with the extortionists is to follow them back to their base and discover their identities. The identities of those involved can then be reported to the authorities. As a small added bonus, the characters may find out where the extortionists hide their money!

If this plan doesn't occur to the players the GM can suggest it through Kugelschreiber. After all, he is a genius and following the criminals is essential to the plot... 'Vell! Vat are you waiting for? Get after zem! Ach! Haf I employed dumpkofs? Zmallnose! Zmallnose! Bring me drink und zupper! Go on, zen, you. AFTER ZEM!!!'

Shadowing

The criminals will take the money (75GCs) and vanish into the night. They have several more calls to make tonight and following them could be dangerous. Skills such as *Shadowing*, *Silent Move Urban*, *Concealment Urban* and even *Night Vision* will come in useful.

It will be easier for the criminals to spot the adventurers if they stay in a group so they should spread out or have intervals of a set distance between them. If anybody thinks of doing this they should be awarded a couple of EPs just to keep them happy. *Hide* tests need be made only once as the extortionists are confident that nobody will dare to follow them.

It will take the criminals approximately 1 hour to return to their base. They will make two stops along the way: one at an inn and another shortly afterwards at a merchant's house.

Finally, to any watching adventurer's amazement, the criminals arrive at their base of operations. With a last casual look around, the six men open a door and enter the City Watch barracks in this area! This is truly something for the characters to think about: corruption in the ranks of the City Watch, upholders of the law.



If the players attempt to rush the small barracks then an alarm will be raised by one of the extortionists, who are, of course, now the City Watchmen attached to this barrack block. The players will have to be forced to flee as the hue and cry is raised.

If the adventurers report these bent Watchmen to their superiors - or any other Watchmen - they will simply not be believed. Try to make it clear that adventurers are suspicious wanderers in the eyes of the Nuln law and perhaps have them arrested. Whatever happens, if it is possible get the players into a chase. They will be the would-be hunters who have become the hunted.

Manfred Kessler will do his best to outlaw the adventurers in Nuln. Once this has happened the adventurers can reveal any criminal activity they like, but no court in Nuln is going to believe the word of a bunch of scruffy adventurers in preference to that of trusted and respected Watchmen...

A Chase is Always Fun

A chase is always a good way of inducing good roleplaying and inspired thinking in players, thanks to the pressure of trying to get away from trouble! The adventurers will, in all probability, want to return to Wolfgang Kugelschreiber's house. They should report what they have found to him at the very least, and warn him that the City Watch may also be after him.

The actual chase back to Kugelschreiber's home could be a game of hide and seek between the players and their pursuers, who are quite a lot of the Watch garrison. Alternatively, it can be run as a straightforward chase with the Watchmen, led by Manfred Kessler, hot on the heels of the adventurers who are now 'wanted for questioning'.

If the first situation is the case then *Hiding* tests are the order of the day. Players can easily be helped in working out what is going on and where they are by being given general descriptions of the immediate area: 'You are in a narrow back lane, with houses set close together' and the like. This should help players think of places to hide such as roofs, shadowed doorways, alleyways, or in canals, hay wains, empty wagons, underneath tramps or whatever. EPs should be awarded for ingenious thought at this point.

If a simple chase occurs, the adventurers should not get caught just yet, but they should be frightened and run ragged by the Watchmen. After all, there's nothing like being chased by a horde of screaming Watchmen to get the adrenalin going.

Eventually the players must return to Kugelschreiber's house, if only to collect any belongings they have left. They may also be forced to return to Der Geflugelsalat because the City gates are guarded by Watchmen who are on the alert.

Escape

When the adventurers return to the house and inform Kugelschreiber of what is happening he will get very excited. He will shout all kinds of things about the need for fast escape, but will do little but run around and pull out most of his hair. The Watchmen will arrive shortly after the adventurers tell Wolfgang that they are coming.

To be exact the Watchmen will arrive at the house of the inventor 2 turns after the arrival of the adventurers. They will start shouting and banging on the door.

By the time this is happening, Kugelschreiber and Fatboy will have run out of the back door and down to the cellar. As they leave, Kugelschreiber will turn and shout at the characters: 'I vill escape in meine Untervatership. Don't worry, ve vill meet again!'. If the adventurers scoff at this, perhaps it might be a good time to remind them that the wall of the cellar workshop is also the wall of the canal. Kugelschreiber also happens to have a good stock of gunpowder down there...

Unfortunately, there is only room enough for two people in the Underwatership, and Kugelschreiber and Fatboy are the only ones who can operate it properly. The adventurers will have to think of something else to do. The main doors of the house can be bolted but it will not take long for any Watchmen to break through. (The door has *Toughness* 3, *Damage Points* 12).

There are several alternatives for the players to consider at this point - that is, apart from a battle to the death against the entire city Watch garrison! Escape is a distinct and interesting possibility. Escape out of the back door is unlikely to succeed, because the streets are patrolled and also the Watchmen will try to get in through the backdoor when they arrive. It has *Toughness* 3, *Damage Points* 6.

Another, and far more interesting escape route, is over the rooftops. If the Watchmen are delayed by locked doors and other barricades the adventurers will have a good start in any ensuing rooftop chase. However, there is a problem: the Nuln city wall. There is no conceivable way the adventurers can get over the city wall without a great deal of fighting. This might be feasible if the adventurers are experienced, strong fighters and slightly insane. But to save the characters from any suicidal, pitched battles there is a third option...

On top of the tall tower-like platform on Kugelschreiber's house are some fascinating devices that he has developed: hang gliders! These primitive and potentially lethal inventions of Kugelschreiber provide some unusual possibilities for any would-be pilots amongst the adventurers.

There are hang gliders of varying sizes but similar performance, covered by a tarpaulin. Piloting one of the hang gliders is relatively simple: the character straps himself into the hang glider (which takes 3 rounds) and then jumps off the platform. Then there's just the problem of flying...



A roll must be made immediately to determine whether the pilot (using the word in its loosest possible sense...) manages to control the glider. To gain control the adventurer must roll under the total of his *Dexterity* plus half his *Initiative* scores. Adventurers who are over-encumbered suffer a penalty of 5 on the control roll for every 50 encumbrance points they are over their limit.

If the pilot loses control, roll a D6 and consult the following table.

Die Roll	Result
1,2	Descend 15 yards
3,4	Descend 10 yards
5,6	Descend 5 yards

After rolling on this table the character must re-roll for control of the hang glider - always assuming that he has not crashed into the ground! Damage when hitting the ground is calculated as a fall from the appropriate height. Keep a note of what height each hang glider is at the end of each turn.

To begin with the characters will be on the platform which is 20 yards above the ground. When they jump off the platform they will immediately descend 5 yards before they can gain level flight.

After the initial roll, rolls for control should be taken whenever the pilot of the glider wishes to control it in some way. Whenever a player rolls for control and gains it he can choose to either ascend 5 yards, descend 5 yards or bank to the left or to the right.

It is possible to turn into the wind (which just happens to be blowing from the direction of the nearest bit of City Wall), which means that the hang glider will rise by 5 yards rather than fall, but it may very well stall and crash to the ground at the end of the turn. Re-roll for control to avoid this, with a bonus of 10. As the adventurers will be flying toward the City Wall, it is likely that they will be quite high when they pass over it. Stalls from great heights do give a chance to recover, as a hang glider will only drop 25 yards (maximum) in a single round.

In flight the glider can cover 30 yards per round and so it should take only approximately a turn to escape over the city wall which is 25 yards high.

If the GM is slightly sadistic then it is easy to introduce houses, towers and other things that the players would have to manoeuvre around during their flight from the city. 'Flak' from the Watchmen below can be introduced such as arrows, stones or even the odd catapult or ballista shot could be used.

Once the players are beyond the walls, the City Watchmen will not pursue them, as they are no longer within Nuln. Landing, and subsequent events, can be a whole new set of adventures.

Epilogue

Award the following experience points to PCs:

- 30-60 points each for role-playing;
- 20-30 points each for dealing with the spy;
- 10 points each for following the extortionists, a bonus 10 points for the first PC to suggest this;
- 10-20 points for getting back to Kugelschreiber's;
- 30-50 points for the escape.

If the adventure is played in roughly the way it is designed the player characters will probably end up as outlaws in Nuln. This doesn't have to be case, as the final events of the adventure take place at night: obtaining accurate descriptions of the adventurers is going to be hard for the Watch. If the characters do become outlawed, though, they might be hunted by the odd bounty hunter or two. This can easily create storylines for any short fill-in type adventures... If, on the other hand, you want a more satisfactory conclusion to the adventure it is, as always, possible to change any of the details given here.

Kugelschreiber should survive the climax of the adventure. He is an interesting character, and other adventures could certainly feature him. Finding obscure ingredients and materials for his experiments or spying on other inventor's secrets are just a couple of possibilities for this character.

The characters might not have much monetary reward for this

adventure, but if nothing else they could get jobs in a travelling fair as death-defying fliers.

Appendix 1: Kugelschreiber's Inventions

Any interesting inventions you can think up can add colour to any adventure, but most of them simply should not work. Anything too like high technology would ruin the atmosphere of the game, and it is important to remember this. Items such as machine guns or robots should be avoided, but if you've got to have them make sure that they are cumbersome, dangerous to the user and rarely work!

Kugelmatic Fast Draw Scabbard

This is a scabbard (for standard swords only) with a kind of spring device in the bottom of it. When the device works correctly (50% chance) then the user gains +10 on his *Initiative* for the first round of combat, providing the sword was in the scabbard. When the *Kugelmatic Fast Draw Scabbard* malfunctions then the sword shoots out of the scabbard and lands 1-10 yards away.

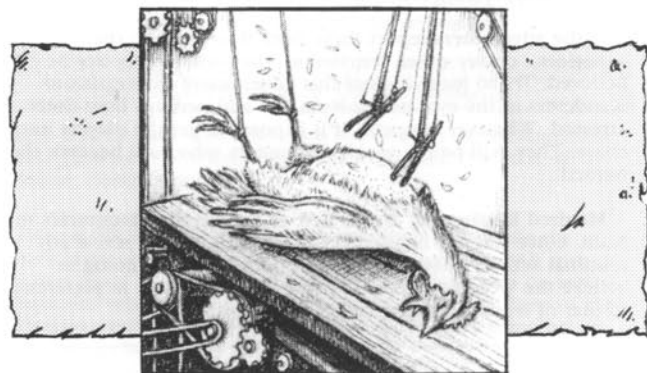
Kugelmatic Mobile Fire Extinguisher

This is a wheeled trolley with a key, a pump and a hose attached. When the pump is used, brown and smelly chemically-treated water shoots out of the hose. This will extinguish any fire it comes into contact with in exactly the same manner as ordinary water. The gloop will also stick to anyone it hits and reduce their *Initiative* by 15. It has a range of 4 yards, and won't wash off properly for 2 hours. The mobile fire extinguisher requires two operators (one to pump and one to point the hose).



Kugelmatic Underwater Breathing Device

A primitive snorkel, which does actually work quite well. This could be useful to anyone who wishes to escape by swimming.



Kugelmatic Chicken Plucker

Just don't ask.

Kugelmatic Turkey Plucker

A bigger version of the above...

Underwatership

Details of this are not really necessary as the adventurers should not get to use it, or even see the inside of it.

Gliders

Information on the gliders is given in the last section of the adventure.

Appendix 2: Characters

Wolfgang Kugelschreiber

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	29	24	2	3	8	46	1	59	24	97	30	67	37

Skills: Astronomy; Cartography; Engineering; Luck; Metallurgy; Chemistry; History; Heal Wounds; Heraldry; Super Numerate; Speak Additional Language: Classical.

Notes: Tends to be scruffily dressed and never cares how he looks; slightly absent-minded which is why many of his inventions don't work - he usually forgets a component.



Fatboy Smallnose

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	29	36	2	2	6	52	1	43	20	37	23	43	43

Skills: Cook; Sing; Animal Care.

Notes: Tends to mutter to himself a lot.

Helmut Weishund the Spy

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	45	3	4	9	50	2	46	39	49	69	29	49

Skills & Trappings: As Spy (see the **WFRP** rulebook) plus sword.

Watchmen-Extortionists

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	37	40	3	3	9	36	1	29	29	29	29	29	29

Skills & Trappings: As Watchman (see the **WFRP** rulebook).

Notes: When the Watchmen are masquerading as extortionists their trappings are as described in the adventure text. When they are acting as Watchmen their trappings are the same as in the rulebook.

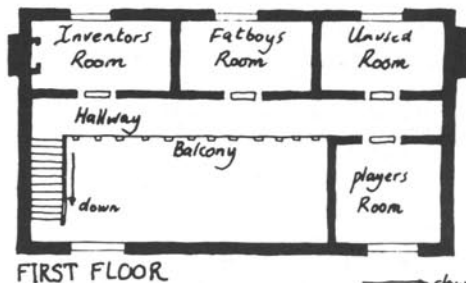
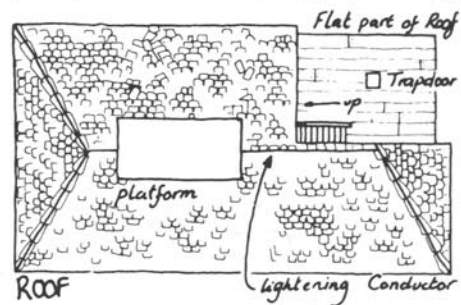
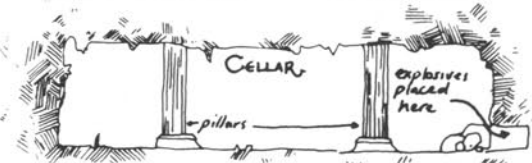
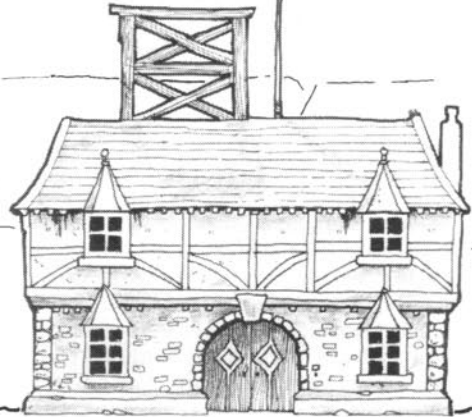
Manfred Kessler - the leader of the criminals

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	30	3	4	9	39	2	29	40	29	29	29	29

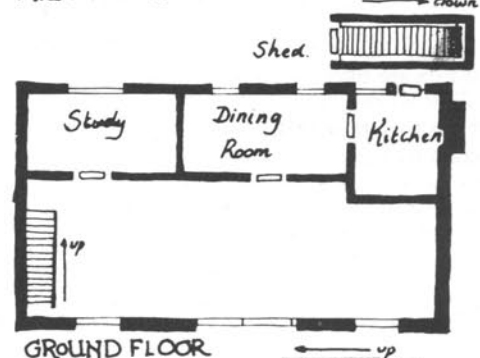
Skills & Notes: As his henchmen above.

Paul Hargreaves

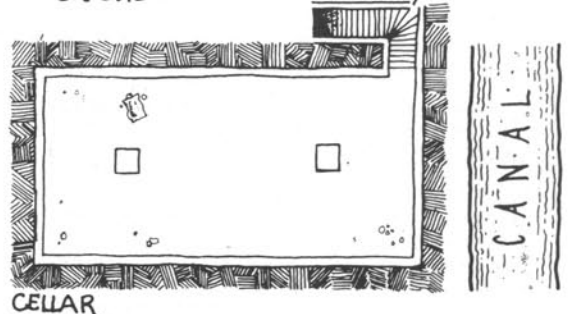
MAP 2



FIRST FLOOR



GROUND FLOOR



CELLAR



CAMPAIGN NOTES



A ROUGH NIGHT AT THE THREE FEATHERS

Adventure Summary

The PCs stay for a night at the Three Feathers Inn, where the Gravin, a minor noble, and her retinue are staying. Other notable guests include the Bounty Hunter Ursula Kopfgeld, some 'initiates' who are actually cultists, a couple indulging in a secret affair, and still more. The complicated set-up and multiple plotlines of this adventure can't be done justice in a short summary. Players will love trying to figure out what's going on here!

Enemy Within Campaign Notes

If you are playing *Power Behind the Throne* set the encounter along the Altdorf to Middenheim road, and make the Gravin a minor noble of an area close to the City of the White Wolf, where she is bound. She will prove a useful contact to the PCs, both as a friend and someone who can introduce them to the high life in Middenheim. She will be too busy and distracted (the legal matter) to help them directly, so makes an ideal NPC. By making her a friend of a noble, but fairly useless character like the Knight Eternal, you can introduce the PCs to upper-crust society without putting them directly in contact with anyone influential or helpful; a desirable state of affairs.

In *Death on the Reik*, this adventure can either be set somewhere between Grissenwald and Kemperbad, or along the lengthy southern stretch of the Reik between Castle Reikguard and Kemperbad. Both fit with the encounter as written, in that Kemperbad will be the Gravin's destination. For inclusion in *Mistaken Identity* you can have this frantic night happen at the first stop between Altdorf and Weissbruck, keeping a high level of tension in the PC party as they flee from Altdorf!

Restless Dead Campaign Notes

The location of the Three Feathers is shown on the *Campaign Map*, between Volgen and Schoppendorf.

The PCs are likely to make enquiries about the ring (and show it to the landlord) and ask about the man called Johann to whom it was sent. Of course, the landlord is amazingly busy with a noble visiting, and he can barely stop to help the PCs. When he does get a little time, he will explain that he has only just taken over the premises since the old landlord died of Spotted Green Brainpox a month ago (after the ring was delivered). However, the landlord says that he does have regulars, and he will show the ring to them and ask if any of them know about it. If the PCs do this themselves, they won't get anywhere as none of the NPCs here will admit that they know of the ring. They have to leave it up to the landlord while they just have a drink or two with the folk in the bar...

This leaves you free to run the complicated adventure here as scripted, and Johann won't turn up to spoil the fun. The Gravin will be on her way to Altdorf, and will stop at Schoppendorf to catch a river boat there. The precise backgrounds and homes of the other NPCs are not important, and so do not need changing, the PCs will be very unlikely to find out where they hail from in any event.

The ending needs careful revision to keep the campaign on track.

First, you should not have the Gravin insist that any PC accompany her to Altdorf, although staying with her until she reaches Schoppendorf is fine since the PCs will want to go this way in any event. This also allows the PCs to acquire a small sum of money for helping her.

Second, the PCs have to find out more information about Johann here. The easiest way for them to find out about this is for the landlord to discover from Ursula that she has seen the ring and knows of its owner. Ursula, as a Bounty Hunter, knew Johann and indeed worked with him on a couple of cases in the past. As she is only passing through, the following information will be passed on to the PCs by the landlord the next day after all the trouble has died down. This is again perfect, since the PCs don't get to interrogate the primary source of their information, and so can't ask overly-awkward questions.

Ursula confirms that the ring was bought by a Bounty Hunter, whom she knew only by his first name, "Johann". She will give a brief description of him which tallies closely with the appearance of the Ghost. She will say that Johann was careful, accomplished, and sometimes operated from the Three Feathers, although he had no close friends in the area. She doesn't know who he worked for. She says that he was hunting a famous outlaw last time she saw him, which was two weeks ago, and was working in disguise. She thinks that he used the uniform of a Road Warden at the time to put people off the scent. Finally, she also gives the information that Johann was single, a teetotaler, not one to spend time with ladies of doubtful virtue, and, all in all, quite a decent bloke. Ursula doesn't say anything about Johann's background, family, or past, so this picture isn't totally satisfying to the PCs or Johann, but it's not bad.

Johann will appear shortly after this time and confer with the PCs. He perks up at the mention of an important case, pointing out that there could be good money in it for the PCs. While he discusses some minor point of the information given above, he suddenly winces and waves his stump about. "A real twinge there", he says, "I suppose it's what they call phantom limb pain", smiling sadly at this dodgy pun. However, at this stage the hand crawls out from wherever the PCs have put it (backpack, bag, etc), dragging itself along by livid blue fingers. The index finger slowly, terribly slowly, describes a circle in the air: viewers must make a *Fear* test or be compelled to watch it paralyzed by horror. Then the finger points west, makes stabbing movements, and the hand falls inert again. Anyone still affected by *Fear* will recover at this time. When the hand animates and repeats this in future, you can have PCs make *Fear* tests with a cumulative +5 bonus as in the case of Johann.

The hand of Johann has now taken on life of its own. The reason for this is explained fully in the campaign notes for *The Ritual*, but the effect in game terms is that the hand now points unerringly to the town of Delberz. Wherever the PCs travel (and it will be mostly straight towards Delberz from now on), the hand will periodically animate and point towards the same place. It is pointing to Johann's body, although the PCs will almost certainly not realize this immediately. The hand is the guiding light from here on, this will be picked up in the next set of notes.



This **Warhammer Fantasy Roleplay** adventure is set in a river or roadside inn, situated almost anywhere in the Empire. It involves the PCs in several plot lines simultaneously and the GM will need to check through the adventure carefully prior to play.

GM'S INTRODUCTION

The main thing to remember about this adventure is that an awful lot of things are happening at once. There are several separate but interwoven plots going on - it's a busy night even for a bustling inn! You will have to keep track of a lot of unrelated events and make sure that the right things happen at the right time. The *Events* section will help you, but you should read through the adventure a couple of times before running it to make sure that you know what's happening - how the players unravel what is going on is their problem.

Needless to say, some of the events from different plots may well end up clashing with each other. Also, things will be changed by what Our Heroes decide to do at any particular time. The plots are presented below, and in the *Events* section, as they *should* happen, assuming nothing goes wrong - when things *do* go wrong, use your imagination to work out precisely what happens. It looks a bit daunting at first, but it's no problem once you start. Honestly.

Of course, you may decide to run each plotline separately as an individual mini-adventure. There's nothing to stop you doing this if you want, and you will get a number of adventures for the price of one - it's completely up to you.

PLAYERS' INTRODUCTION

It's been a long day's travel, and the sun is just beginning to go down as you see an inn in the distance. As you draw closer, you see the sign of three feathers hanging outside, and notice that the place is unusually busy. There is a large and ornate coach pulled up outside, and lackeys - some in livery - are busying themselves with various trunks and chests as liveried men-at-arms look on.

Inside, the inn is bustling. Servants are hurrying to and fro, and the innkeeper is engrossed in conversation with a scribe who carries a visibly bulging purse. It is fully ten minutes before you are able to attract his attention.

'Welcome,' he says at last, 'I'm sorry to have kept you waiting for so long, but as you can see, we have a distinguished guest tonight - the Gravin Maria-Ulrike von Liebewitz of Ambosstein, no less - and there are so many arrangements to be made. I hardly know whether I'm coming or going with it all. Now, then - you want a room? What am I saying, of course you do. Ah - excuse me again, I'll only be a moment.'

You wait for another few minutes as he directs a train of servants to the Gravin's rooms.

'So sorry,' he says as he returns to you, 'It really is mad this evening.'

THE INN

The notes on the plan should be self-explanatory - if in doubt, refer to the notes on the example inn in the *WFRP* rulebook.

Rooms *a-f* are double rooms, while rooms *k-s* are singles. Note that the Gravin has taken over an entire wing, so that room *d* will be kept empty at her orders. If the adventurers book a double room, they will be given *g* or *f*.

The Three Feathers has ten single rooms and ten double rooms. At present five of the double rooms, (*a-e* on the plan), are being occupied by the Gravin and her party. The whole corridor has been sealed off, with two men-at-arms posted at the point marked *x* to make sure that the Gravin is not disturbed.

The other rooms are all free - the adventurers have arrived fairly early in the evening, and the inn has not yet started to fill up. A single room costs 1GC per night, a double room costs 35/-, and a place in the dormitory costs 5/-. All prices include supper and breakfast. It is possible to cram one extra person into a single or double room, but they will have to sleep on the floor and a surcharge will be made for them equal to half the cost of the room.

PLOT SUMMARIES

As noted above, there are several things taking place at once tonight. The following plot summaries should help you to keep track of things.

Plot 1 - A Matter of Import

Part of the inn has been taken over by Gravin Maria-Ulrike von Liebewitz of Ambosstein, a niece of Countess Emmanuelle of Nuln, and her retinue - half-a-dozen men-at-arms, a lawyer, a judicial champion, and various servants. She is on the way to Kemperbad for a trial, having been accused of immoral behaviour and complicity in the death of a guest at one of her aunt's legendary parties. The Gravin intends to exercise her ancient right of trial by combat, but agents working for Baron Otto von Dammenblatz of Wissenburg, her accuser, are out to disable Bruno, her champion. How they go about this will be seen.

Plot 2 - Compromising Positions

Gravin Maria-Ulrike is not the only noble in the inn tonight. Also staying there - but incognito - is the young Graf Freidrich von Pfeifraucher, the third son of Count Bruno of Wissenland. He is accompanied by Fraulein Hanna Lastkahn, a daughter of one of the wealthy boatbuilding families of Grissenwald; the two have been conducting an illicit affair for some time, and have taken a room in the inn under the name Herr and Frau Johann Schmidt. Unfortunately, they have been recognised by one of Gravin Maria-Ulrike's servants, who was once employed in the Pfeifraucher household. A blackmail attempt will follow.

Plot 3 - A Face from the Past

Gustaf Rechtshandler, the Gravin's lawyer, is a graduate of the University of Nuln, where he was briefly a member of a secret society known as the Ordo Ultima. The Ordo was a front for a Chaos cult following Slaanesh, and Rechtshandler left when he discovered that it was not simply an innocent secret society. However, he never progressed far enough to discover the link with Chaos. Rechtshandler went on to great professional success, leading to his current position of favour with the von Liebewitz family, but now the cult wants something from him, and one of their agents approaches him in the inn.

Plot 4 - Creating a Scene

Fraulein Hanna Lastkahn (see plot 2 above) is betrothed to Herr Thomas Brahmhandler, the heir to another of Grissenwald's wealthy boatbuilding families. He has been informed of her affair with Graf Friedrich by a servant in the Lastkahn household, and will burst into the inn, very drunk and accompanied by four hired thugs. He intends to catch them in the act and horsewhip the young noble, regardless of the consequences.

Plot 5 - Ashes to Ashes

All this is happening on the very same night that a group of smugglers have an important cargo to put on a waiting boat. The boat, unfortunately, isn't waiting. It scraped a lock downriver, and has lost half a day being repaired. This means that the smugglers must hide their cargo in the inn and wait for the boat to arrive in the morning. With an ordinary cargo, this wouldn't be a problem, but their contraband is human. He is Josef Aufwiegl, an agitator from Altdorf, wanted for inciting rebellion. He was treated with a coma-inducing drug, and the smugglers are disguised as Initiates of Morr, ostensibly taking him home for burial. The drug was timed

to wear off once he was safely on the boat, but because of the delay he will wake up during the night.

Plot 6 - A Fistful of Gold Crowns

Ursula Kopfgeld, a bounty hunter, is following the smugglers. She was very close to Aufwieglar when he 'died', and is convinced that something fishy is going on. She has followed the smugglers to the inn, and is waiting for the chance to act.

Plot 7 - You've Got To Pick A Pocket Or Two

To add to the confusion further, Glimbrin Oddsocks, a Gnome thief, is visiting the inn, and will attempt to steal anything he can during the night. Some of his movements are set down in the *Events* section, but any time you don't know where he is, he's all yours to use...

EVENTS

This is roughly what will happen during the night. Remember, though, that the course of events laid out here can be disturbed by what the adventurers do and where they are at any particular time.

And, of course, they will also be disturbed by what *you* want to happen. Feel free to tweak, bend, stretch, or mutilate these plots as much as you want. After all, who's going to know?

9:00pm

The adventurers arrive at the inn.

Bruno is seated at table *a*, arm-wrestling with one of the men-at-arms. Others are gathered round the table, drinking and shouting encouragement. Bruno defeats his opponent easily, and will accept a challenge from anyone for stakes of 1GC or higher. Rules for arm-wrestling are given at the end of the adventure.

There are a few of the Gravin's men-at-arms and servants generally milling about in the bar-room, and they may be persuaded to talk to the adventurers by a few drinks or a successful *Fel* test. They know that the Gravin is going to Kemperbad to deal with some legal matter; any servant or man-at-arms who fails a *Ld* test will further reveal that the matter has to do with the death of a guest at a party held by the Gravin's aunt, the Countess Emmanuelle von Liebewitz of Nuln.

The adventurers are permitted an *Int* test to have heard of the Countess' legendary parties; Nobles and characters with *Etiquette* skill make the test at a +10 bonus. If the test is made by 30 or more, the adventurers will already have heard some gossip about the incident, which took place about a month ago. The deceased was Baron Sigismund von Dammenblatz, an elderly minor noble from the Dunkelberg area. He was found dead, face down in a punch-bowl, and now his son, Baron Eberhardt von Dammenblatz, is accusing the Gravin of causing his father's death through poisoning or witchcraft.

Nobody in the Gravin's party believes the accusation - the general consensus of opinion is that the Baron drank himself unconscious, and then slumped comatose into the punch-bowl, where he drowned.

Also in the bar-room is a grinning Halfling, who sits at table *b* toying with a pack of cards. He will be willing to play with anyone who offers, for stakes of a shilling a game.

9:10pm

Three travellers come in out of the rain. They take off their heavy cloaks and hats and hang them up by the fire to dry, then book a double room for the three of them and order three hot meals. They go and sit at table *c*, and keep to themselves, trying not to become involved in conversation with anyone. These are the cultists of the *Ordo Ultima* (see *Plot 3* above).

9:15pm

A Gnome arrives, books a single room, and sits down to play cards.

9:20pm

A servant in the Gravin's livery comes downstairs and speaks to Bruno, telling him that the Gravin wants him to stop the arm-wrestling in case he injures himself. Anyone at the same table or an adjoining table can overhear what he is saying, and characters with *Lip Reading* skill and a clear line of sight can also 'overhear'. Bruno stands up abruptly, towering over the servant, and tells him in no uncertain terms to mind his own business. The servant retreats upstairs.

9:25pm

The Gravin comes downstairs, accompanied by three servants. She goes to Bruno's table, and orders him to his room (room *d*). He obeys sulkily. A servant orders supper for the Gravin's party. The troops and the bulk of the servants eat in the bar, and meals for the Gravin, the champion, and half-a-dozen servants are sent upstairs.

9:30pm

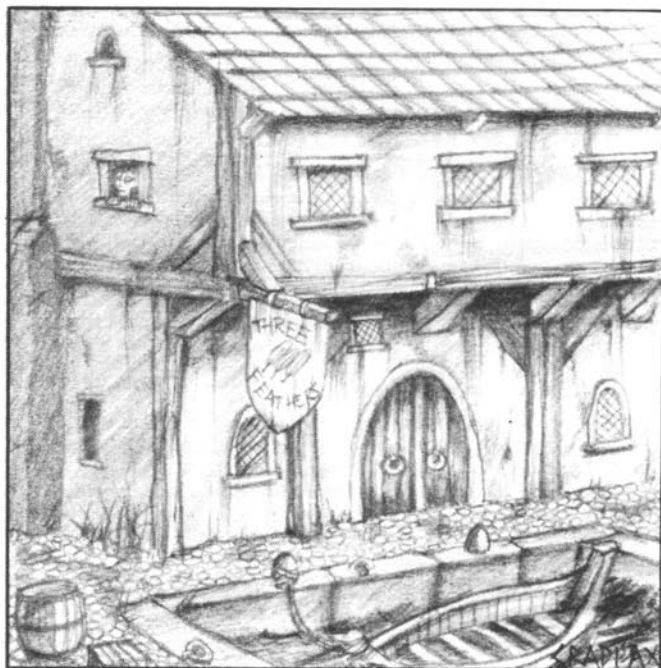
A small boat arrives, carrying four people: a well-dressed couple in their early twenties, and two boatmen. A room (room *f*) is booked in the name of Johann Schmidt, and the crew of the boat are put up in the common room. The couple disappears upstairs without supper or even a drink; it is clear that they only have eyes for each other. The boatmen stay in the bar, sitting at table *a*, and will be happy to chat and swap yarns with anyone. If questioned about their passengers, they will say that they are Herr and Frau Johann Schmidt, a newly-wed couple from Grissenwald. The boatman are aware of the couple's real identities, but have been well paid to keep quiet; they will reveal the truth if successfully *Bribed*, but they have a +20 modifier to their *WP* to resist bribery, and will require an offer of at least 10GCs.

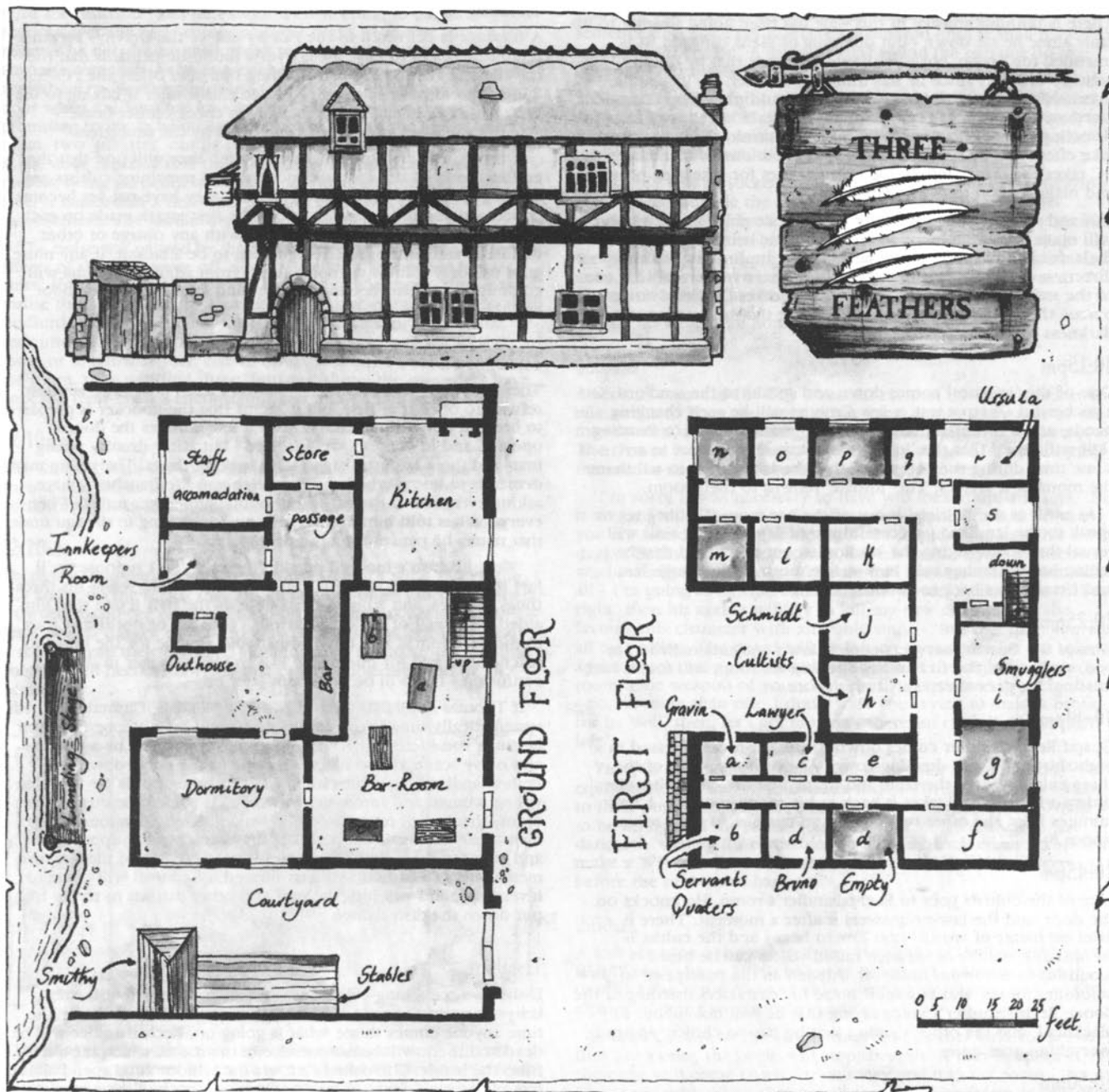
9:35pm

A coach arrives from the north, bearing the livery of Cartak Lines of Altdorf. It has three passengers, all in the black robes of Morr, who ask for a double room (room *i*) for themselves and their charge. They are conveying a body for burial, and ask to be allowed to keep it in their room. The barman is uncertain, and calls the landlord. He doesn't like the idea, but some gold discreetly changes hands and they get a secluded room, well away from the Gravin's party. They head for their room immediately, carrying a coffin and telling the landlord not to worry if there is any noise from their room, as they are required to pray over the body from midnight until dawn. The two coachmen stay in the bar-room for most of the evening, before retiring to the dormitory; their keep is paid by the coaching company, which has a regular arrangement with the inn.

9:50pm

Ursula Kopfgeld arrives at the inn on horseback. After seeing her horse stabled, she enters the bar-room and books a single room (room *r*) for the night. Despite her appearance, she seems friendly enough, and will converse happily with anyone. If she is questioned about her business, she will claim to be working for the Kemperbad town council, taking a message to Nuln. She will not reveal any details about her supposed mission, saying that it is confidential.





At some time during the early part of the evening, you might have one of the minor male NPCs - a servant or man-at-arms - make an improper suggestion to her. She flattens him quickly and efficiently, and the landlord steps in to prevent a brawl taking place. If one of the adventurers makes an improper or insulting comment to her first, she will react in the same way, using all of her skills which relate to unarmed combat. She will not draw a weapon, and the landlord and staff of the inn will step in after D4 rounds, aided by as many of the inn's other patrons as are necessary.

10:00pm

A liveried servant comes downstairs from the Gravin's rooms, and orders all her party to retire for the night, since they will be starting at first light tomorrow. Reluctantly, the various servants and men-at-arms finish their drinks and drift off to the dormitory.

At about the same time, 'Schmidt' comes down to the bar-room for a bottle of wine. As he is on his way back to his room, he is approached by one of the Gravin's servants. A heated but inaudible exchange takes place, and Schmidt hurries back upstairs, looking very angry. The servant heads off to the dormitory. Characters with *Lip Reading* skill may be able to discover that the servant is threatening to tell someone something about 'Schmidt', but that is all.

10:10pm

Bruno Franke returns to the bar-room, grinning broadly and looking around with exaggerated caution to make sure that none of the Gravin's party is still there. He orders a mug of ale, telling the barman to 'keep 'em coming', and sits down at table *a* with the two boatmen, who are still there. After a few minutes an arm-wrestling contest starts again. Ursula watches for a while, and then challenges Bruno, putting five Crowns on the table.

Bruno demurs for a few moments, but then accepts the challenge. A small crowd gathers as the contest begins. First, Bruno's arm begins to go down - he was being gentle with the lady - but he quickly applies more of his strength and the contest begins in earnest. Neither contestant moves - a sheen of sweat breaks out on Bruno's forehead, but it is an even match. Then Ursula's arm wavers, and Bruno - no longer the gentleman - pours on the power and forces her arm slowly but surely down to the table.

Although he has won, Bruno looks at Ursula with a new respect, and the two of them spend some time talking and drinking together. Bruno will not accept any more arm-wrestling challenges tonight.

A few minutes later, a tray of fresh drinks is taken to Bruno. There is nothing unusual in this - ale has been going steadily to his table since he sat down - but one mug of ale is drugged. It is intended for Bruno, but you should take care that he doesn't actually drink it, since he has things to do later on. Instead, a minor NPC or one of the adventurers should pick it up. The ale is laced with 3 doses of Oxleaf, giving a base 15% chance of detecting the poison. If an NPC takes the drink, all three doses take effect and he suddenly slumps unconscious over the table. If a PC takes the drink, follow the normal rules for detecting poisons, and make *Poison* tests normally.

If and when the victim of the drugged ale passes out, Bruno will make some comment about people not being able to hold their drink, and if any of the adventurers are looking in the direction of the bar, a successful *Observe* test will reveal that one of the staff suddenly looks worried and leaves. If the adventurers pursue this individual, you should ensure that he gets away in the darkness of the courtyard.

10:15pm

One of the 'initiates' comes down and speaks to the landlord. On a successful *Observe* test, a few Crowns will be seen changing hands, and a successful *Int* test by a character with *Lip Reading* skill will reveal that the 'initiates' are expecting a boat to arrive at some time during the night, and that the landlord is to tell them the moment it arrives. The 'initiate' returns to their room.

As soon as the 'initiate' is out of the bar-room, Ursula goes to speak to the landlord - successful use of *Lip Reading* skill will reveal that she is asking the landlord about them, and that he is telling her what they told him. A few more coins change hands, and Ursula goes back to Bruno's table.

10:25pm

One of the Gravin's servants comes down and orders Bruno to bed, saying that the Gravin has checked his room and found him missing. He goes sheepishly to his room.

10:40pm

Gustav Rechtshandler comes down to the bar-room, dressed in a nightshirt and a silk dressing-gown. As he does so, one of the three cultists leaves the table and heads upstairs. Rechtshandler orders a brandy, and takes it back to his room (room c). A few minutes later, the other two cultists go upstairs to their room (room b).

10:45pm

One of the cultists goes to Rechtshandler's room. He knocks on the door, and the lawyer answers it after a moment. There is a brief exchange of words - too low to hear - and the cultist is admitted. A minute or so later, raised voices can be heard (counting as a *normal* noise for listeners in the passage or in adjoining rooms, and as a *loud* noise for characters listening at the door): Rechtshandler's voice saying that he will not submit to blackmail, and the other's saying that he has no choice. Abruptly, everything goes quiet.

10:50pm

Rechtshandler opens the door of his room quietly, and looks outside. If there is anyone in the passage, he will remark that he thought he heard something outside, and close the door, checking the passage again five minutes later. If the coast is clear, he will drag the cultist's body into the passage. If the PCs are not in their room at this point, he will deposit the body there - completely by chance - if not, he will leave it in the store cupboard.

11:00pm

'Schmidt' comes downstairs, looking drawn and worried. If the PCs are still in the bar-room, he approaches them, and asks one of them to take a message to the dormitory for him, offering 10GCs for the character's trouble. The job is to tell one of the Gravin's servants - a Hans Erpresser - that Schmidt wants to see him. If the PCs are not in the bar-room at this time, 'Schmidt' will hire one of the boatmen or coachmen to carry the message. Having paid the messenger, 'Schmidt' returns to his room.

11:05pm

Erpresser goes to see 'Schmidt'. He knocks on the door, and is admitted straight away. There is a single *thump* from within the room (counting as a *normal* noise for listeners at the door, or a *soft* noise for listeners in the passage or adjoining rooms) as 'Schmidt' kills the servant. A few moments later, 'Schmidt' cautiously opens his door to see if the passage is clear, and will attempt to dispose of the body in the same way as Rechtshandler (see 10:50pm above).

11:15pm

A message is delivered to the PCs by one of the Gravin's servants, requesting them to visit the lawyer's room. He explains that the travellers in room b are blackmailing him, and offers the PCs 250GCs to dispose of them. While Rechtshandler is talking to the PCs, Ursula Kopfgeid leaves the bar 'to check on her horse' - actually she is spying out the room used by the smugglers.

If the PCs accept Rechtshandler's offer, they will find that the cultists' room is not locked, since the two remaining cultists are waiting for their companion to return - they have not yet become concerned about his long absence. The first attack made on each cultist is at a +10 bonus (cumulative with any *charge* or other bonuses), since they are not expecting to be attacked. If any noise goes on for 3 rounds or more, guests from adjoining rooms will come to investigate, spending one round knocking on the door and then entering the room to see what is going on.

11:30pm

There is a great hammering on the inn's main door. The landlord refuses to open it at first, but it seems that the knocker is prepared to break it down if necessary. After a few minutes the door is opened, and in comes a well-dressed - but fairly drunk - young man and three large and aggressive-looking thugs. The young man demands to know whether a Friedrich von Pfeifraucher is here, asking everyone in the bar-room in loud and angry tones. When everyone has told him that there is no-one staying in the inn under that name, he pauses for a moment.

'Well, his boat's moored outside,' he says, 'So I suppose we'll just have to go and look for him. Gentlemen?' He waves his three thugs upstairs, and a brawl breaks out as the staff try to stop him, aided by several of the inn's patrons. Whether or not the PCs are in the bar-room at this time, you should arrange for the brawl to reach them, and for one of the PCs to lose a dagger in the confusion - this will be important later on.

If Thomas Prahmhandler - for it is he - makes it upstairs, he will systematically break down every door until he is stopped or until he finds von Pfeifraucher. If he succeeds, there will be a terrible and noisy scene as two of the thugs hold the noble down and Prahmhandler horsewhips him. The third thug holds the weeping young woman and forces her to watch. At some time during this event, Ursula will return to the bar-room. She will automatically investigate any disturbance. If the brawl reaches the upper storey and lasts for more than three rounds up there, D6 of the Gravin's men-at-arms (unarmed and unarmoured, of course) will come to investigate, and will join the staff and other patrons in trying to put down the disturbance.

11:50pm

If the two remaining cultists are still alive, they will visit the lawyer's room, where a violent argument will take place. By the time anyone comes to see what is going on, Rechtshandler will be dead and there will be no-one else in the room, which is bolted from the inside. The cultists left via the window, and spend about five minutes on the roof making their way back to their own room.

Meanwhile, Ursula Kopfgeid goes to her room, locking the door.

Midnight

There is a tremendous shouting and scuffling from the smugglers' room. The landlord tries to prevent anyone going in, explaining



what the 'initiates' told him about their needing to conduct services over the body throughout the night. However, after a few minutes he decides he must speak to them, and will be glad of anyone's company. As he approaches the door of the room, everything suddenly goes quiet. One of the 'initiates' opens the door when the landlord knocks, and apologises for the noise, promising to try to be quieter during the rest of the night. In the room, two 'initiates' can be seen sitting firmly on a third. The one at the door explains that their brother sometimes has these spasms, being particularly sensitive to vibrations on The Other side. It makes him a first-class priest of Morr, but can be inconvenient. The landlord goes away, puzzled.

The noise was caused by the smugglers' charge waking up as the effects of the drug wore off, and their efforts in keeping him quiet. If the PCs accompany the landlord to the room, they may realise that there are now *four* 'initiates'! If they mention this, the landlord will tell them that they must be mistaken, and will be very unwilling (-20 modifier to any *Fel* tests) to go back to the room or to allow anyone else to do so. If anyone does go back to the room, they will find three 'initiates' there; the smugglers have knocked their charge unconscious and hidden him under a bed.

2:10am

The Gnome heads for the dormitory, and the Halfling asks if anyone else wants to play cards. If not, he also heads for the dormitory. The boatmen and coachmen also retire.

2:20am

There is a loud female scream from the Gravin's wing. When the PCs arrive on the scene, they find a number of servants and others crowded round the door to Bruno's room - he has been found dead, with a dagger embedded between his shoulders. Everybody aroused from their beds and summoned to the bar-room - at this point, it will become obvious that other people are dead or missing.



The innkeeper, by this time, has managed to convince himself that there is a murderer on the loose, and advises everyone to lock themselves in their rooms and not move until daylight, when he will send for the Roadwardens and/or the River Patrol.

Before everyone goes back to bed, the Gravin displays the dagger with which Bruno was killed; it will look strangely familiar to the adventurers, since it is the one which was stolen from one of them about 20 minutes earlier. If the owner of the dagger does not own up straight away, one of the inn's staff (the one who stole naturally) will say that he remembers seeing an identical dagger in the character's possession. The PC will then be challenged to produce the weapon, but will, of course, be unable to do so. An ominous murmur develops in the room, and you should do your best to convince the player that his character stands a good chance of being lynched. If the character tries to talk his way out of trouble by claiming that the dagger went missing during the brawl at midnight, make the usual *Fel* test, with modifiers for *Public Speaking* or any other skill that you judge to be relevant, but impose a penalty of -20 - people prefer the simple explanation that a character murdered Bruno.

After all the accusation and protestations of innocence have died down, the Gravin rises.

'I am authorised by my aunt,' she says, 'To exercise her Imperial right of dispensing common justice, and it seems as well that I should do so here, especially since I am the most prominent member of the party. Therefore, I rule that this group shall be locked in their room until the morning, when I shall decide further. All weapons and equipment shall be removed from the room, and I will post a guard at the door and beneath the window. You,

however,' - she points at the stoniest-looking warrior-type PC - 'I sentence to replace my murdered champion until it shall please me to decide otherwise.' A murmur runs round the bar, but no-one questions her ruling.

The body is handed over to the 'initiates' by the Gravin, who requests them to look after it until dawn. They agree to do so, and it is taken to their room, wrapped in a blanket, as are any other bodies that have been discovered so far.

The PCs will be locked in their room, with two of the Gravin's men-at-arms outside the door and another two beneath the window. You should make it clear that there are too many people in the bar for them to be able to escape at this stage. All their weapons and other equipment are removed by the Gravin's men-at-arms. The character whom the Gravin has chosen as her new champion is taken to Bruno's room (room *d*) and locked in.

After about half an hour, everyone goes back to bed.

1:20am

A servant comes to the PCs' room to say that the Gravin wants to talk to them. They are taken to her room (room *a*) by four of the men-at-arms, stopping along the way to collect the new champion. The Gravin is waiting for them, still fully dressed. After ordering the men-at-arms to wait outside, she speaks to the PCs.

'I'm sorry it was necessary to have you locked up,' she says, 'But it seemed to be the only way to calm everyone down. I believe you are innocent - no-one would be so stupid as to leave his own dagger behind as a clue. Anyway, we have until dawn to discover who actually killed Bruno. I'm sure that Dammenblatz is behind it all - I'm going to Kemperbad to fight a lawsuit against him. If I'm right, then his agents will try to kill my new champion' - she favours this character with an ironic smile - 'But this time you will all be waiting. The guard will be left on your room for the sake of appearances, but you will spend the rest of the night in Bruno's room. One weapon of your choice will be returned to each of you - no, no more than one. I don't want you trying to make a break for it. Well, then, let's get moving - there isn't much of the night left.'

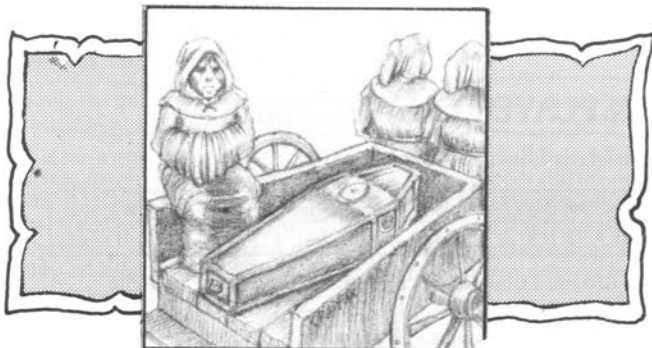
The PCs are each given one item from their weapons and equipment, and locked in Bruno's room. The men-at-arms return to their posts guarding the PCs' room and Bruno's room. There is to be no light in the room, so the PCs are obliged to sit in the darkness, waiting for something to happen. Each character should make a *WP* test. Each character who fails the test falls asleep before the next event happens.

2:00am

A soft scraping noise comes from the chimney. Any character who is still awake has a 30% chance of hearing it, with the normal modifier for *Acute Hearing* skill. Sleeping characters have a 10% chance of being woken by the noise.

If the PCs rush to investigate or give any other indication that they are awake, the noise will stop abruptly. If they keep quiet, someone will come down the chimney and into the room. Characters with *Night Vision* will recognise the figure as one of the inn's serving staff. The servant, who can barely see in the darkness, will creep carefully towards the bed, relying on memory and care to avoid falling over anything. If he is attacked, the servant will attempt to escape through the window or up the chimney, and the two guards posted outside the room will come in at the first sound of any disturbance. Characters who are asleep when the servant enters the room can do nothing during the first round, and suffer a -20 penalty to all dice rolls.

If the servant is captured, the guards will bind and gag him, to await the Gravin's pleasure in the morning.



4:30am

Dawn breaks. The Gravin calls everyone down to the bar-room again, but there is no answer to the landlord's knocking on the door of the smugglers' room. The door is forced open, and a scene of carnage is revealed. All three 'initiates' are dead, and the coffin with which they entered the inn has been broken open and contains a freshly-dead, headless body. Ursula Kopfgeid is also missing, and her horse has been taken from the stables.

Once everyone has assembled, the Gravin brings out the servant captured by the PCs, and explains that he was in the pay of Baron von Dammensblatz, and is responsible for Bruno's murder as well as the attempted murder of her newly-appointed champion. She rules that the servant is to be locked up and handed over to the Roadwardens or River Patrol at the first opportunity, and then everyone goes on their way. It's been a busy night, and one that no-one will forget in a hurry.

CONCLUDING THE ADVENTURE

Experience points should be awarded for the following:

- 30 points each for any PC who actively helps catch Bruno's murderer;
- 10 points for each character who helps dispose of the cultists;
- 5 points for beating Bruno at arm-wrestling;
- 10 points for each PC who takes direct action to stop Prahmhandler before he reaches Pfeifraucher.

There are many other things the PCs can do to bring the adventure to a satisfactory conclusion, far too many to list here. For the remainder of the adventure, allow 10-50 points for quality of role-playing per individual PC (intelligence, wit, amusement value, diplomacy and tact, etc.) and 30-70 points per PC for group attainment of goals in the adventure.

What Next?

If you want to get on with the main adventure, the Gravin might allow her new 'champion' to go on his way, explaining that he was only intended as bait to trap the murderer and she can do a lot better for a champion anyway... She will, however, give the party 50GCs each for their assistance, and might prove to be a useful contact in the future.

On the other hand, you could develop the adventure by having her insist that her new champion accompanies her to Kemperbad. He will be paid 5GCs per day plus keep, with a bonus of 250GCs if she wins the case. The rest of the party can join her escort, being paid 1GC per day plus keep. They can travel in their boat while the Gravin's party take the riverside road. The journey to Kemperbad will be uneventful - unless you want to have another of Dammensblatz' agents make an attempt on the champion's life at another inn - and the Gravin's presence will ensure that the adventurers are not troubled by the River Patrol or other officials.

When they arrive at Kemperbad, the 'champion' will be placed in the arena with one weapon and one suit of armour of his/her choice, to face von Dammensblatz' champion (use the profile for a Pit Fighter). The combat is to first blood, so the first character to lose **W** points loses the bout - and the case. As soon as one combatant is wounded, the soldiers overseeing the trial will rush to separate them. If the adventurer wins, Gravin Maria-Ulrike will be delighted, and will buy him anything he asks for on the day after the trial. If the PC loses the Gravin will be fined, and the adventurers will be dismissed from her presence. A swift exit from Kemperbad may be a good idea...

NON-PLAYER CHARACTERS

Gravin Maria-Ulrike - Noble

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	31	31	3	3	8	41	1	41	51	31	41	31	41

Skills: Charm, Etiquette, Luck, Public Speaking, Read/Write, Ride, Wit.

Possessions: too numerous to mention.

Bruno Franke - Judicial Champion

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	61	31	4	4	10	51	2	31	31	31	41	31	31

Skills: Disarm, Dodge Blow, Ride Horse, Specialist Weapon - Fencing Sword, Specialist Weapon - Fist Weapon, Specialist Weapon - Flail Weapons, Specialist Weapon - Parrying Weapon, Specialist Weapon - Two-handed Weapon, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun.

Possessions: Horse, full plate armour, sleeved mail coat, normal sword, two-handed sword, left-hand dagger, rapier, flail.

Gustaf Rechtshandler - Lawyer

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	31	31	3	3	8	41	1	31	41	61	51	51	41

Skills: Etiquette, Law, Public Speaking, Read/Write, Secret Language - Classical, Secret Signs - Lawyer.

Possessions: Wig and gown, jewellery worth 250GCs, 750GCs in cash.

Servants

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	31	31	3	3	7	41	1	31	31	31	31	31	31

Skills and Possessions: as you see fit. The Gravin's servants all wear her livery.



Men-at-Arms

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	41	41	3	3	8	41	2	31	41	31	31	31	31

Skills: Disarm, Dodge Blow, Street Fighting, Strike Mighty Blow.

Possessions: Spear, dagger, mail shirt, shield.

Coachmen

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	41	41	3	3	8	41	1	31	31	31	41	31	31

Skills: Animal Care, Drive Cart, Musicianship - coach horn, Ride Horse, Specialist Weapon - Firearms.

Possessions: Blunderbuss, sword, dagger, mail shirt.

Boatmen

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	41	31	3	3	8	41	1	31	31	31	41	31	31

Skills: Fish, Orientation, River Lore, Row, Sailing.

Possessions: Passenger boat (see *Death on the Reik*), leather jack, sword.



'Initiates of Morr' - Smugglers

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	41	41	3	3	8	41	1	31	31	31	31	31	31

Skills: Secret Language - Thieves' Tongue, Silent Move Rural, Silent Move Urban.

Possessions: Robes of Initiates of Morr, dagger, 3D6 GCs.

Ursula Kopfgeld - Bounty Hunter

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	41	41	4	3	8	41	1	31	31	31	41	31	31

Skills: Follow Trail, Marksmanship, Shadowing, Silent Move Rural, Silent Move Urban, Strike Mighty Blow.

Possessions: Crossbow and 20 bolts, sword, leather jack, 50GCs.

Baron Friedrich von Pfeifraucher ('Johann Schmidt') - Noble

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	41	41	3	3	8	41	1	41	41	31	31	31	41

Skills: Blather, Charm, Consume Alcohol, Etiquette, Luck, Read/Write, Ride Horse, Specialist Weapon - Fencing Sword, Wit.

Possessions: Rapier, jewellery worth 250 GCs, 200 GCs in cash.

Thomas Prahmhandler - Merchant

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	41	31	4	4	8	51	1	41	31	41	31	31	31

Skills: see the *WFRP* rulebook; none of his skills are particularly relevant to this adventure.

Possessions: Horsewhip, dagger, 56GCs.

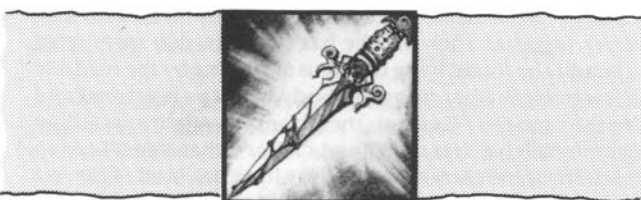


Thug

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	51	31	4	3	8	41	2	31	31	31	31	31	31

Skills: Street Fighting, Strike Mighty Blow, Strike to Stun.

Possessions: Leather jack, sword, club.



Dammenblatz's Agent - Bounty Hunter

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	41	31	3	3	8	41	1	31	31	31	31	31	31

Skills: Follow Trail, Shadowing, Silent Move Rural, Silent Move Urban.

Possessions: Dagger, 3 doses of Manbane blade venom, 6 doses of Oxleaf.



The Staff of the Three Feathers

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	31	31	3	3	6	31	1	31	31	31	31	31	31

Skills and Possessions: As you feel appropriate.



Fraulein Hanna Lastkahn ('Frau Schmidt')

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	31	31	3	3	6	31	1	31	31	31	31	31	31

Skills and Possessions: As you see fit.

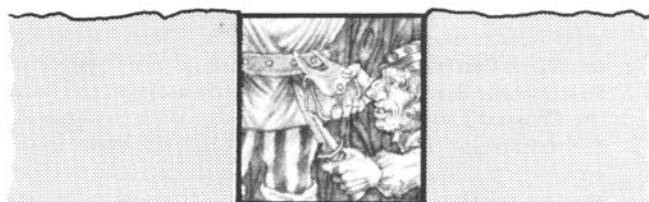
Cultists of the Ordo Ultima

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	31	31	3	3	6	31	1	31	31	31	31	31	31

Skills and Possessions: As you want; few will come into play here. All the cultists have the symbol of a letter O enclosed within a letter U tattooed on the left breast.

Josef Aufwieglar - Agitator

This NPC will probably not take any active role in the adventure. If necessary, refer to *WFRP*, p21.



Glimbrin Oddsocks - Gnome Thief

M	WS	BS	S	T	W	I	A	Dex	LD	Int	Cl	WP	Fel
4	31	41	3	3	8	41	1	41	31	31	31	31	41

Skills: Concealment Urban, Pick Lock, Pick Pocket, Secret Language - Thieves' Tongue, Secret Signs - Thieves, Silent Move Rural, Silent Move Urban.

Possession: 2 daggers, lock picks, leather jack, sack, 150GCs in jewellery (stolen), 25GCs in cash.



ARM WRESTLING RULES

Since the PCs have the opportunity to try a bit of arm-wrestling in this adventure, here is a simple set of rules.

Arm-wrestling is a feat of strength, so both characters make a *Strength* test once per round. If one character succeeds and the other fails, the successful character has won the match. If both succeed or fail, neither has won, and the match proceeds to a second round. Optionally, if both characters make successful *Strength* tests in a round, they add the amount by which they made the test as a bonus in the following round only.

Graeme Davis

Illustrated by Jamie Sims



CAMPAIGN NOTES



THE AFFAIR OF THE HIDDEN JEWEL

Adventure Summary

The PCs find posters advertising excellent rewards for capturing brigands which direct them to the Crossed Lances inn. There they meet Lauengram, agent of Count van Drakensberg, and the Count himself. They are offered the job of bringing back, dead or alive, the infamous villain The Black Arrow (Annalisa Kessler). However, this requires travel to the Castle of the Black Arrows, and the brigands could be forewarned, since Lauengram is their agent and rides over to warn them of the PCs imminent arrival. Bombs, dodgy bridges, and desperadoes are just some of the perils the PCs have to face!

Enemy Within Campaign Notes

This is best set in *Death on the Reik*, where there are two options. First, the adventure can be set along the River Stir well before the Narn flows into it. There is enough unmapped territory in this area to allow you to place the Castle of the Black Arrows to the north, and you can locate the Crossed Lances and the toll bridge on a road parallel to the Stir itself. The alternative is to place this entire setting somewhere along the Altdorf to Middenheim road in *Power Behind the Throne*; this road is many scores of miles long, and there is plenty of room for these locations.

Restless Dead Campaign Notes

The Crossed Lances is located on the Delberz-Schoppendorf road on the *Campaign Map*. The Castle of the Black Arrows is also shown, but the scale of the distance is slightly truncated from the original adventure - otherwise the castle would be improbably far into the Howling Hills, a hideously dangerous and grim place indeed. Not even the desperadoes in the Castle would be likely to live there!

The poster is best displayed at the Crossed Lances itself, with a second nailed to a tree a mile east along the road, so that the PCs can't miss it. The first reaction of the PCs to seeing the Count's poster may be one of "so what, we've got other stuff to do". Whether or not this is the case, Johann will appear again and clap his hand to his brow (insofar as an ethereal creature can do such a thing). "The Black Arrow! Of course! I was on the trail of the brigand!" You can now role-play one of those "win one for your poor dead friend" scenes with a nice corny edge to it - this is a rather corny adventure after all, and this is in keeping with the atmosphere of it. *The Affair of the Hidden Jewel* gives the PCs a last chance at having a little fun and merriment (although they will have some fighting as well) before the oppressive horror of *The Ritual* and *The Haunting Horror* to come.

The scenario gives no rules for whether the PCs can catch Lauengram on horseback without going over the Chasm Bridge. Their chance of doing this is 50%, minus 2% per minute they set off after Lauengram. So, if they started 10 minutes later, they have only a 30% chance of catching up with him. If they do catch him, they will do so some way along the road. That distance will be (100 - pursuit chance)% of the way. For example, if the PCs set off 15 minutes late, they have a 20% chance of catching up. If they do catch up with Lauengram, it will be 80% of the way along the road to the Castle. The *Campaign Map* will

allow you to approximate where this is. If the PCs go over the Chasm Bridge they will automatically apprehend Lauengram unless they set off at least 30 minutes later than he did.

Later, when the PCs are in the close vicinity of the Castle of the Black Arrows, Johann's hand (from which small gobbets of flesh are beginning to flake away by now) will animate, emerge, and point towards Delberz - but now, of course, Delberz is almost south-west as opposed to almost due west before. It should be clear that Delberz is the location the PCs seek after they have concluded their business in the present adventure.

Finally, you should give Annalisa Kessler a magical weapon: a *Sword* +5, +1 *Damage* is suggested here. The user of this sword can claim a +5 bonus to *WS* when using this weapon, and a hit from the weapon adds +1 to any *Wounds* inflicted. A PC with *Magical Sense* will know this weapon is magical if he or she touches it, and a *Detect Magic* spell (see *Arcane Mysteries* later in this volume for new spell details) will also reveal the item to be magical. Having a magical weapon will be very important when the PCs come to *The Haunting Horror*, and Annalisa - as the leader of a bandit group - is a good candidate for possessing one!

An Additional Meeting

After this adventure has been concluded, you may consider having the PCs meet someone they have seen before on the road heading west: Ursula Kopfgeld, the Bounty Hunter from the inn of the Three Feathers. She will be polite, a little cool, but will ask the PCs if they are still looking for Johann - she has a slight soft spot for him, they did once work together after all. She has heard an odd story from a bandit she found lying delirious and dying by the roadside a few miles further along (his body will have been removed by the time the PCs get to the place). The delirious fellow rambled about "rat men" and claimed that a small group of them were carrying a corpse along the road. They set upon the bandit viciously, then suddenly ran off after their leader towards Delberz, leaving the bandit for dead, and taking the body with them. The bandit noticed that the body was of someone who had died some time ago, had one hand missing, and that there was a marked forearm scar (just like Johann's, which is what made Ursula think of him). The story puzzles Ursula, but it seems to her as if Johann is dead, and she does not much fancy following rat-men. Anyway, she has work which is taking her back east, and cannot accompany the PCs, but wishes them well before she leaves.

Johann's hand will animate and go through the routine of pointing towards Delberz shortly after this. If anyone mentions "rat men" while the hand is animated, it will suddenly break into a frenzied high-speed tattooing, drumming out an angry rhythm with the fingers, sending small fragments of decaying flesh in all directions - a distasteful and disturbing sight. Then it will quieten down, and become inert once more.

However, before the PCs get to find all this out, and close in on the mystery in Delberz, they have to deal with the adventure of the Black Arrows - one which is light-hearted in tone but still dangerous!

THE AFFAIR OF THE HIDDEN JEWEL

A Melodrama with a Thick Plot by Lewis Page

The *Affair of the Hidden Jewel* can be played in a setting along any long stretch of road running through the forests of the Empire, although to make best use of the maps the northern side of the road should be bare of major towns, important villages, etc., for some 30 miles or so. It is best to run this adventure when the player characters are travelling without any element of time pressure forcing them onwards, since they may well need to make a significant detour from their intended route.

heroes wanted

Wherever the PCs are, they should be looking for a job (or probably looking for easy money, knowing most PCs, but that's just tough). And have we got a job for them! Intrigue, blood, fear ... but we mustn't get ahead of ourselves.

The GM should arrange for the PCs to see the two notices given 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 at 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 - but *how* is immaterial.

The first notice reads as follows:

"Reward! Three hundred crowns to whoever can bring the head of the dastardly brigand known as the Black Arrow to His Grace the Count Amadeus von Drakensberg. His Grace has means of detecting substitutes."

Any PC passing an *Int* check will remember that the Black Arrows are a band of outlaws who have been plaguing the countryside for some years; so called due to their habit of using only black arrows. The Black Arrow is their leader. If the test is passed by 20 or more (10 if the PC is noble) the PC will also recall that Count von Drakensberg's holdings are far from the Arrows' area of depredation.

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."

If the PCs are able to *Gossip*, they will discover 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 PCs 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 horde of Beastmen or Goblinoids if things get too quiet, but no human reavers - the PCs may think that they are Arrows and get sidetracked). They will most probably arrive in the evening. Use the plan and notes at the end of the adventure to describe the place to the PCs.

The bar, at this hour, will hold the usual mix of customers for a coaching inn - travellers, coachmen and teamsters, a Roadwarden or two, perhaps a gambler or a Raconteur, and maybe a Pickpocket if you feel mean.

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

wolfgang and the blue flame

If the PCs 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 PCs explain that they came about the job, a voice will call 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. Behind this are sitting two men, one fat and bearded and the other muscular and with an air of command - and a wooden peg where one foot should be. The room's shutters are closed and bolted.





Lauengram shuts the door after the PCs and stands behind them. Then the one-footed man speaks again. "I am Wolfgang Kellermann," 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 of it to be made public. Therefore I must insist upon the utmost secrecy." He pauses to let this sink in.

"The job involves finding and bringing to me a certain gem, a diamond named the Blue Flame. This was stolen more than twenty years ago and has not been seen since, but I have information that would enable you to find it. I would pay you 200 crowns each for its recovery. Do you want the job?"

If the PCs say yes, and they should, he goes on. "Very well. I will tell you how the stone may be found, but first a little background is necessary.

"The man who stole the Blue Flame was a thief called Otto Kessler - now deceased. 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 recently captured one of Otto Kessler's oldest companions. Bruno interrogated him - but he did not pass the information on to the good Count. And it seems from what the wretch said that Otto Kessler had a daughter called Annalisa, to whom he passed the location of the Blue Flame. Nowadays she is better known as the Black Arrow.

"And this is why Bruno came to me. Until this happened," Kellermann gestures toward his missing foot, "I led the band now known as the Black Arrows. And so I know exactly where their hideout is, and how it can be entered in secret.

"The place is an old castle, deep in the forest; nobody knows of its existence except myself and the Black Arrows. But what even they do not know is that there is a secret passage into the keep from the outside which you, my friends, will use to gain entry. Once inside you will find out from the Kessler girl where the Blue Flame is - she probably keeps it somewhere in the castle. You will then recover the jewel and bring it to me here, when I will pay you.

"The castle lies thirty-five miles north of here. There is an old stretch of road leading to it, which begins a few miles before you get there. The entrance to the secret passage is in a hollow oak a hundred yards from the gates, and it emerges on the dungeons. You can have a room here tonight. I wish you every chance of success."

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

the plot thickens

What Kellermann doesn't know is that Bruno did not defect from his master. He was sent. Von Drakensberg in fact had all the information from Otto Kessler's erstwhile crony, including the somewhat bizarre method that Otto used to pass on the location of the Blue Flame. This was to tattoo it on his daughter's scalp when she was a baby, without telling her about it later. He would just tell her to use her head when she asked where it was.

Odd, yes? But fun!

We, of course, being GMs and thus omnipotent, know that where old Kessler actually hid the jewel was in the cellar of the Crossed Lances. But nobody else does, at least not yet.

The ex-crony also knew that Annalisa was the Black Arrow, and even that Kellermann was the man she had replaced after his injury. But he knew nothing of how she might be found.

So the Count had a problem. He didn't know where the Black Arrow was, or how to catch her. He tried posting a bounty (thus the notice the PCs saw - attached to one of the bounty hunters). So he decided to let Kellermann believe that she had the location of the gem - he was sure to come up with something.

Bruno reports to the Count soon after the PCs leave the room. The wily Count, perhaps a bit too fond of a cunning scheme for his own good, decides to let the PCs go ahead. When they find that Annalisa doesn't have the faintest where the gem is, they'll decide to make the best of a bad job and bring the head to him to get the bounty. However, 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 PCs 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 the front of 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'm travelling incognito, but I'm sure you won't 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'd acquaint you with an opportunity to make some money. There's an outlaw band in this area known as the Black Arrows, and their leader, rather unoriginally I thought, is known as the Black Arrow.

"I am offering a bounty of three hundred crowns for this person, but if you people undertake the job, it is raised to five. I want his 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 PCs. "Just remember," his voice turns cold and hard and he stands. "Bring me the head of the Black Arrow!"

Dramatic, huh? Anyway, with that the interview is over and the men-at-arms show the PCs out. (The platter is solid silver and worth 50 GCs, with encumbrance 15).

The Plot Becomes Unpleasantly Sticky

What even wily von Drakensberg doesn't know is that the Black Arrows also have an agent on the scene - none other than the scar-faced and suspicious Kaspar Lauengram, Kellermann's bodyguard/bouncer.

After Kellermann lost his foot in a fight with the Roadwardens and Annalisa took over, he (Kellermann) obviously could not continue with the band. So he bought the Crossed Lances and settled down.

But Annalisa and the Arrows knew that he knew where their hideout was; and although he'd sworn never to reveal it, they didn't feel happy staying there unless they could keep an eye on him. They sent Lauengram to infiltrate himself into Kellermann's household and act as their watchdog, as well as a general spy to inform them of coach timings and so forth.

Lauengram, having heard Kellermann's briefing of the PCs, has decided to report to the Arrows as soon as possible - he will leave two hours before sunrise. He has also decided to see if he can't eliminate the PCs first, or at least slow them down.

things that go kaboommm!!! in the night

Very early next morning, Lauengram will bring his horse from the stables and leave it at the front of the inn. He will then climb onto the roof and scramble up to the chimney of the PCs' room to which he will tie a rope. He will then drop a lit bomb down the chimney, with a cry of "Ha ha, my friends, your time has come!"

After this he will abseil down the rope onto his horse and gallop off. Note that the GM should alter this plan if for some reason the PCs have a fire burning.

The shout is a Loud noise and thus has a base 80% chance to awaken each sleeping PC. If Lauengram misses his Hit roll use the normal rules for missed bombs, but if the die roll indicates that the bomb moves through the wall it remains in the fireplace. The bomb is fused to go off 1 round from when it hits the fireplace.

The PCs are likely to be in a state of confusion, but even if the room is completely dark they will be able to see the bomb due to its sputtering fuse. It will require an *Initiative* test for a PC to reach the bomb before it goes off (+10 if the PC was not asleep); what the PC does then is up to her or him. Pinching the fuse out will require a test against *Dex* +20; throwing it is handled as though the PC had Bomb skill but with a -20 to *BS* unless the PC does have that skill. Ignore misfires; if that didn't occur when Lauengram rolled, it won't now.

If the bomb goes off and blows up the PCs, remember that use of a Fate Point allows a PC to escape unharmed. If all the PCs within the blast radius use Fate Points, the bomb doesn't go off; otherwise such PCs will stand up amid the wreckage after the explosion and dust themselves off, unharmed, or find themselves draped over the inn sign, equally unscathed.

The inn will be somewhat dented if the bomb goes off inside. The place should not burn down, however; the main effect will be the wrecking of the room the PCs were in.

the pursuers?

One way or another, the PCs will now be headed for the Black Arrows' castle. They may well be pursuing Lauengram, particularly if they have *Follow Trail* skill or were quick off the mark. If they are close behind him, or if they checked who had left the inn, they may know who he is. Lauengram will not expect pursuers unless the bomb failed to go off; in that case he will be alert. He will hurl bombs freely to hinder followers.

The woods through which the PCs will be travelling count as Difficult Ground for mounted travellers but not for those on foot (though there are Obstacles if such folk Run). They are impassable to wheeled traffic. They also give soft cover to missile-fire targets at nearly any range, and sometimes hard cover (as when hiding behind tree trunks).

Thirty miles north of the inn a great chasm crosses the PCs' route, carved by the river flowing along its bottom. It is 50 yards deep and 12 yards wide, and bridged by a very old single-arched stone bridge built by who knows whom. An old, paved road leads from here to the Castle.

The bridge will take the weight of up to three characters afoot, but has a 50% chance to collapse each time that heavier weights (such as a horse and rider) are placed upon it. It will take 1 round to do so, and so those who went across at speed, or passed *Initiative* tests when it began to crumble, get off it in time. Note that there is sufficient room for a run-up to attempt Leaping the chasm on horseback.

It is possible to go around the chasm to either side, travelling an extra 6 miles. Lauengram will do this unless the PCs are hot on his trail, in which case he will gallop his horse over the bridge, dropping a bomb as he goes. This will destroy the Bridge unless the bomb misfires.



at the castle

Whether the PCs catch Lauengram or not, they will eventually wind up at the castle. They will presumably try to enter the place in order to speak to Annalisa Kessler, but their success will depend a good deal on what has already happened.

If Lauengram reached the castle before them, he will have warned the Arrows about the secret passage, and they will have discovered the exit and set up an ambush in the dungeons. If the PCs found out that the bomber was Lauengram, however, they will hopefully not be silly enough to use the passage. What happens will depend on what they do do. If they get caught, they will probably be seized by the outlaws. If not, they will probably seize Annalisa. In either case Annalisa should reveal to them that she doesn't know where the Blue Flame is; all her father would say was that if she used her head she could find it.

The PCs will eventually be flung into the dungeons if captured, pending a decision by the outlaws about what to do with them; if they seem to be stuck here (although most parties will be resourceful enough to escape somehow) the outlaws' captive halfling cook, Sleeves, will free them. As he will have to tell the guards that the Arrow wishes to speak to them when she doesn't, the alarm will soon be raised. Furthermore, the GM may care to reduce the PCs' EP awards if this becomes necessary.

The Pursued?

Presumably the PCs will eventually leave the castle and make for the inn. They may have discovered where the Blue Flame lies, 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 give up the chase a few miles from the inn, if they are still with the PCs by then.



so, count, we meet again

Back at the inn however, things have been going on. Count von Drakensberg decided that Kellermann's usefulness is at an end, and had him killed by Bruno, who then departed. The inn staff are as yet unaware of the murder. The Count is now waiting for the PCs to arrive. Unless they come stealthily, he will know of their arrival and be watching them.

If they come to his room, with a head for him, he will ask them to wait outside while he checks it. A brief shave, and if the head has directions tattooed on it, he lets them in, pays them and sends them on their way.

However, if the PCs go to Kellermann's room they find the door unlocked and the occupier lying dead on the floor. Moments later, the Count, along with his men-at-arms, will come on the scene.

The Counts and his boys will also appear dramatically if the PCs go to get the gem without being suitably circumspect, stepping out of the shadows with appropriate comments just as the PCs unearth their prize.



wrapping up

Award the following experience points to the PCs:

20 points for any PC stopping the bomb going off;
20 points each for stopping Lauengram reaching the Castle;
40 points each for capturing Annalisa;
20 points each for discovering the location of the Blue Flame;
20 points each for getting the bounty from the Count;
20-40 points per PC for good role-playing.

Treat these awards as maximums. If the PCs are captured by the bandits and have to be released, EP awards should be reduced by around 25%.

Note: If the PCs manage to get their paws on the Blue Flame, you might decide to make a further EP award, since this is no easy task. Its value is some 400 Gold Crowns per surviving PC, but they will probably get no more than a third of this, since the item is 'hot' and will have to be fenced. Even finding a fence ready to buy the item could be an adventure in itself. In short, the PCs really are better off just telling the Count where the thing is and collecting their bounty.

the castle of the black arrows

The Black Arrows' castle stands in a roughly circular clearing approximately 100 yards across. This entire clearing is visible to the outlaw lookouts 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 whose trunk is a shaft leading to the secret tunnel into the castle (see No 4 below). Standard doors (as shown on the map of the castle) have *Toughness* 5, *Damage* 12 and (if locked) *Lock Rating* 20. Non-standard doors have *Toughness* 8, *Damage* 22 and are always bolted. Walls are solid stone. The chandeliers marked on the map are wagon-wheel type affairs each mounting 15 or so candles, which cast light as a Torch. There are 5 yards between floors.





the key

1 THE GATEHOUSE

This area of the castle is devoted to the security of the main gates. Two guardrooms flank the main gates, and each holds 2 outlaw guards. The room above the gates contains the winch controlling the portcullis (which is normally raised but can be lowered with a crash from here), as well as a murder hole (a trapdoor) useful for dropping things into the space between the first and second gates. On the nearby table D8 Incendiaries are placed ready.

2 THE STABLES

Each of these rooms is furnished with 6 horseboxes, and a loft above holding a good supply of fodder. Normally each stable holds 4 Riding horses which are occasionally used by the outlaws. Lauengram's horse will be here as well if he has arrived. Also kept here are saddles, bridles etc.

3 THE KITCHEN AREA

The three rooms in this section of the castle are the pantry, kitchen and well. The pantry and the well are just what they seem (the pantry holds 10 Iron Rations among its stores; the well is 30 yards deep). In the kitchen there are numerous Knives and several Hand Weapons (cleavers and such), as well as Sleeves, the outlaws' captive halfling cook. He sleeps on the floor.



4 THE DUNGEONS

This room is equipped with six barred cells (bending the bars is a -20 *Strength* feat, and the locks are Value 30) into which our heroes may well be thrown, bound hand and foot and disarmed. If this happens they will have two outlaw guards sitting at the table outside the cells; otherwise the place is unoccupied, except for a hungry Carnivorous Snapper. This lives in an 8' deep pit set in the floor, with a hinged grating over it (the grating's bolt is accessible to a character in the pit, and it is easily lifted). One of the 2' x 2' flagstones of the pit's floor can be pushed/lifted up, to reveal the Secret Tunnel beneath.

Carnivorous Snapper

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
7	33	0	4	5	17	10	2	-	10	5	66	89	-

5 THE STAIRCASES

These are regular staircases, except for one thing; they have red stair-carpets on them.

Swashbucklers may wish to pull the carpets in order to upset enemies who are on them; this requires a check against twice the character's *Strength*, minus 10 per person on the rug. All those on the rug must then check against *Initiative* or be felled and only able to parry for D4 rounds.

6 DORMITORIES

These long barrack rooms each hold six beds, distributed among which will be found 12 sleeping outlaws, weapons and equipment lying 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, revelling round the long table. Two of those may be posted to guard the PCs in their dungeon. The room's pillars and gallery create useful shadows.

8 WATCH TURRETS

Manned by archers in the event of an attack, normally most of these small, arrow-slitted towers are empty. The upper four, however, always contain solitary outlaw lookouts.

9 THE ARROW'S TOWER

Accessible from the Hall (No 7), this tower is ascended by clockwise spiral stairs (an extra -10 to *WS* for right-handed fighters battling someone higher up the stairs than they; ditto for left-handers fighting down). Two guards are posted at the bottom of these stairs. The locked room at the top is the residence of Annalisa Kessler, the Black Arrow. It holds a double bed with a feather mattress (x2 cost and encumbrance) and a table. Under the table is a chest holding the equivalent treasure of a Large Hoarding Monster (see *WFRP* page 110). The chest is locked (same lock as the doors) and weighs 600 enc. An interesting feature of the room is the curtained-off shaft down which runs a slope which supports the central chandelier in the Great Hall (No 7). Annalisa may slide down the rope if she needs to escape.

10 THE BATTLEMENT PATROLS

The areas of battlement indicated are patrolled each by a single outlaw following the dotted line. The guards take 1 turn and 1 round to complete 1 circuit.



non-player characters for the affair

ANNALISA KESSLER The Black Arrow

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel"
4	46	66	3	3	8	57	2	26	52	40	40	35	42

Skills: As Black Arrow outlaw below, plus: Follow Trail, Marksmanship

Trappings: Leather Jerkin, Black Hood, Sword, Knife, Normal Bow and Quiver (20 Black Arrows)

Annalisa can be run a number of ways. She might simply be another enemy - an Outlaw Chief pure and simple. She might be a Robin Hood type, fond of a laugh and an intriguing situation. She might fall in love with one of the PCs with or without effort on the PC's part.

BRUNO The Double Agent

Bruno does not interact much with the PCs and so his stats are not given; run yourself up a quick Torturer if you feel the need. He is best played as a dour, taciturn type.

COUNT VON DRAKENSBERG The Rakish Villain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel"
4	65	25	3	3	10	54	2	39	66	57	59	37	50

Skills: Blather, Charm, Etiquette, Read/Write, Evaluate, Luck, Ride, Disarm, Dodge blow, Specialist Weapon - Rapier

Trappings: Best quality clothes, Rapier, Knife (hidden), 200 GCs

The Count is a character everyone knows; smooth, suave, with a sinister rakish elegance. He is as swift and deadly as the rapier at his side. Run him as a Basil Rathbone type arch-villain.

LAUENGRAM The Single Agent

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel"
5	47	45	3	3	9	38	1	41	28	32	34	27	26

Skills: As Black Arrow Outlaw (see below) plus: Specialist Weapon - Bomb, Flee!, Read/Write, Silent Move Urban

Trappings: 2D4 Bombs, Tinder Box, 10 yd Rope, Large Black Cloak, Dagger (under cloak), Black Mask, Tall and wide-brimmed Black Hat

Lauengram should be viewed as a kind of crazed Guy Fawkes. He is given to prowling, suspicious stares, evil chuckles, lurking, and best of all, sputtering bombs. During the night before he bombs the PCs you may like to have him indulge the former tendencies, perhaps when they visit the Count. There may be chances for him later at the castle, as well.

THE MEN AT ARMS The Count's Spear-Carriers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel"
4	25	25	3	3	4	30	1	29	29	29	29	29	29

Skills: Dodge Blow, Strike Mighty Blow

Trappings: Mail shirt, Helmet, Shield, Spear, Sword

These boys, too, are well known. They are the chaps who materialise in droves when the Count snaps his fingers at opportune moments, and are cut down by the heroic PCs, while their master heaps scorn upon them.

Unsurprisingly (for they seem to have divined their lot in life somehow) they are a surly lot. It is suggested that the Count have 12 of these men with him. (Such fellows traditionally have weight of numbers).

THE BLACK ARROWS Outlaws

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel"
4	33	35	3	3	8	30	1	29	29	29	29	29	29

Skills: Concealment Rural, Dodge blow, Scale Sheer Surface, Silent Move Rural, Strike Mighty Blow, Strike to Stun, Ride.

Trappings: Leather Jack, Black Mask, Hand Weapon, Normal Bow and Quiver (3D6 Black Arrows).

The way these characters are to be played will depend upon the way in which Annalisa is. They may be Merry Men, they may be a wild and savage crew of cutthroats, or they may be ice-cool professionals. In any case, they are not pushovers. If the PCs are outnumbered by them, they will probably try to stun the PCs, not kill.

SLEEVES The Captured Halfling Servant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel"
3	27	32	2	3	7	43	1	29	24	30	30	43	43

Skills: Dodge Blow, Cook, Etiquette

Trappings: Depending upon circumstances.

With Sleeves, the GM has a number of paths open to him. He may not, of course, come into the adventure at all. He may be an impeccably-polished butler, a chef who has spent many years abroad (and acquired an entertaining accent) or any character the GM feels is called for. He will be at his best if played for comic relief.

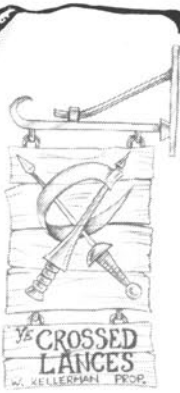
WOLFGANG KELLERMANN The Man With A Past

Kessler should not interact too much with the PCs so his stats are not given. He is basically a source of information, plotwise, but as regards character he is probably best done as a brooding, angry sort o' chap.

The astute reader of this section will have noted that all the characters are stereotypes. Well, so what? This is a melodrama, you know. Ham it up!

AT THE
SIGN OF

The CROSSED LANCES



KEY

~ Curtain

Stairs (arrow goes up)

Ladder

F C Floor/Ceiling Trapdoors

Torch in Bracket

C Chandelier

Door (Standard)

Window

Arrow Slit

Door (non-standard)

Winch

Bed

Table

Area with no floor

Bars/Portcullis

Chimney (with fireplace)

Chimney (no fireplace)

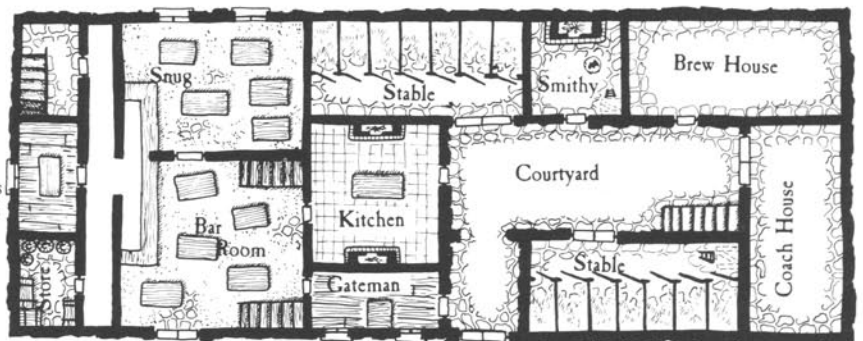
Battlement/Balustrade



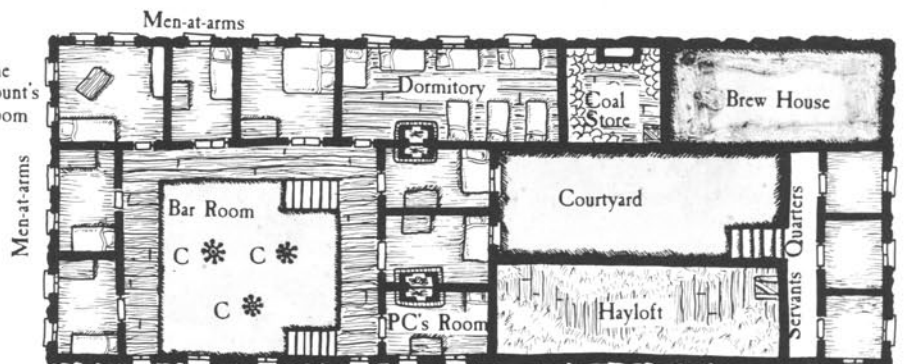
The Cellar

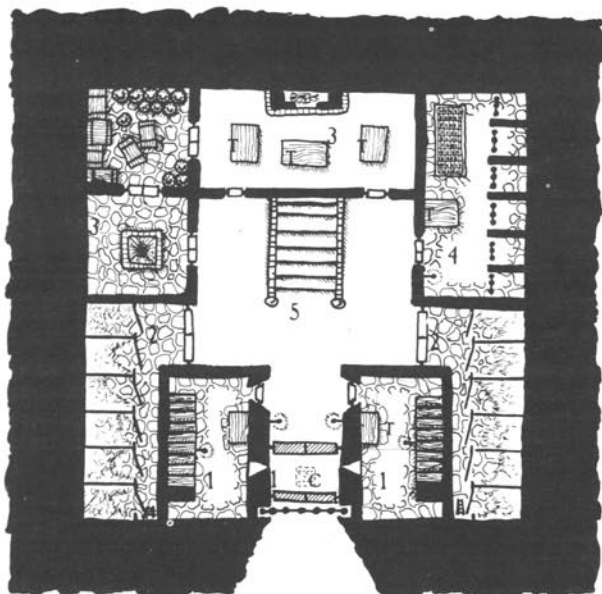


Kellermann's Office

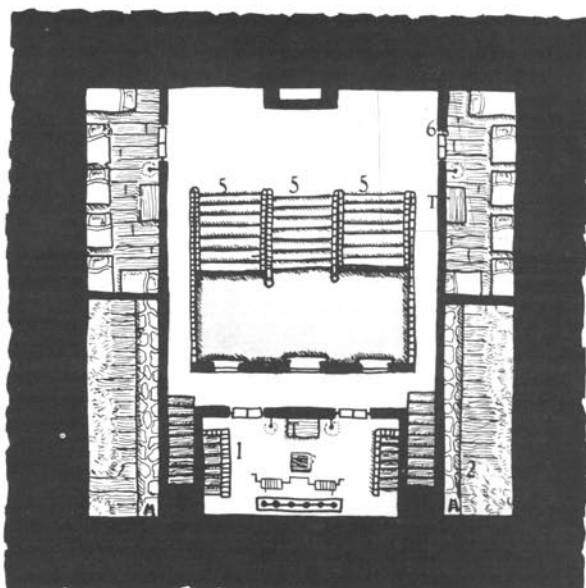


The Count's Room

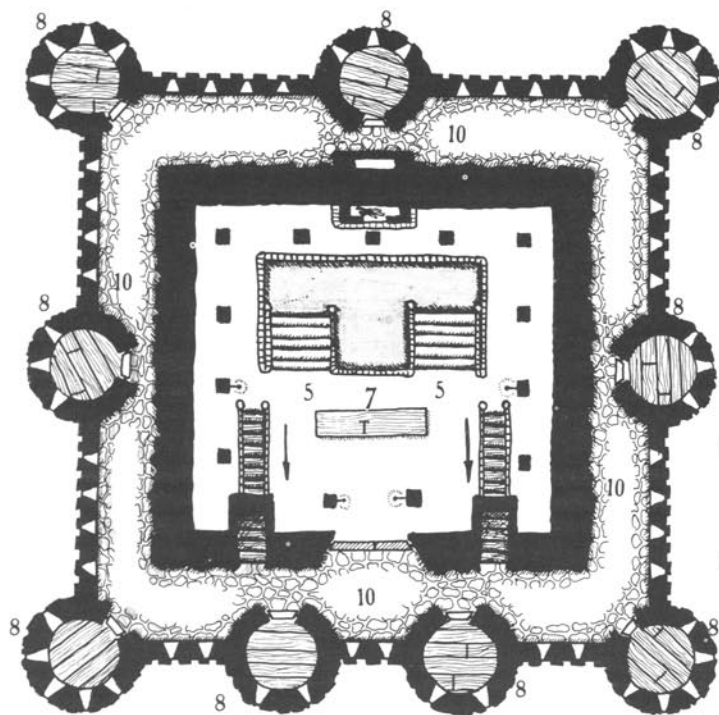




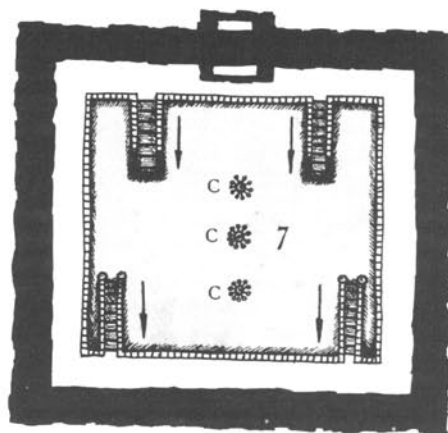
GROUND FLOOR



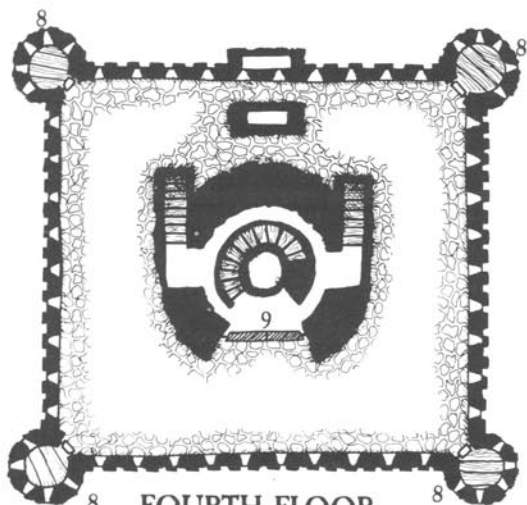
FIRST FLOOR



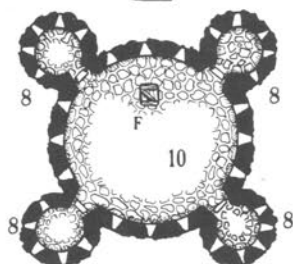
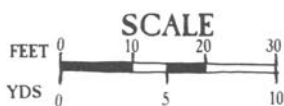
SECOND FLOOR



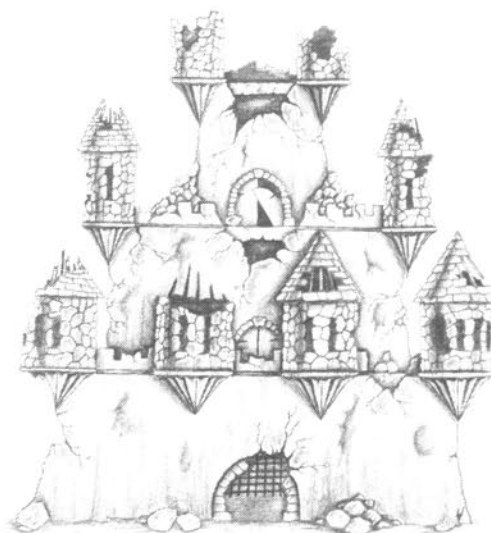
THIRD FLOOR



FOURTH FLOOR



THE UPPER TOWER



THE CASTLE



CAMPAIGN NOTES



THE RITUAL

Adventure Summary

The PCs witness a cultist, Peter Tavelli, chasing and seemingly trying to kill a young man, who begs for their help. Pursuing Tavelli leads the PCs to a dangerous underground complex where a band of Skaven, led by Skretth - an unusually dangerous specimen - have joined forces with a group of human cultists. Can the PCs prevent the terrible ritual these groups are planning, and save themselves into the bargain?

Enemy Within Campaign Notes

Retaining this adventure in Delberz, as written, allows it to be played easily in *Death on the Reik* while the PCs are looking for Heironymous Blitzen, Wanda Weltschmerz's tutor. He can be out of town for a couple of days, leaving the PCs time to get embroiled in this adventure. In *Power Behind the Throne*, Delberz can again be used as the setting if the PCs are given some definite reason for going there. Since they are heading for Middenheim there must be a) a good reason for the detour and b) no time pressure for them to get to Middenheim quickly. A good reason for the detour could be something as simple as a rumour that old Blitzen is dead, which will make Wanda want to find out if this is true (it isn't, he just had a spot of Burning Purple Pucepox and is now fully recovered). In *Shadows over Bögenhafen*, the adventure would best be set in Weissbruck as the PCs are heading for Bögenhafen.

Restless Dead Campaign Notes

Although the PCs will be led relentlessly to Delberz by the hand, it is not operative all the time. When they get to Delberz, it will become inert for a while, which allows you to spring Ernest Dralst's appearance and Tavelli's attack on them while they are walking back from a swift snorter in the local hostelry.

The hand will become very agitated when the PCs enter the house, and will direct them to the secret trapdoor in the basement once Tavelli has been overcome (saving time looking for it), although you can allow the PCs the chance to look for themselves before the hand points unambiguously to the trapdoor. There are also various modifications you might consider making to this scenario.

If the PCs are unable to use the bombs, you may choose to reduce the strength of the opponents in the sewer system. The number of cultists in area 4 should be reduced to 3, and the number of Skaven present is as follows: two in area 7, two in area 9, one in area 12, and Skretth himself in area 9, for a total of six. If the ritual is in progress, all the Skaven will be in area 12 when the PCs enter. These changes allow the PCs a better chance of overcoming their opponents. Also, you should not have any of the Skaven anoint their weapons with *Black Lotus* - their own saliva is bad enough! On the other hand, Skretth should be given a magical weapon - a simple sword +10 will do (adding +10 to the WS of the sword user, but nothing to damage caused). Again, a second magical weapon is going to be very useful indeed for the PCs fairly shortly.

One of the bodies in area 12 of the sewer complex is Johann's - significantly decomposed, admittedly, but clearly his. When the dust settles and the PCs enter this chamber,

Johann appears (infuriating how he is never around to help out with the fighting!) and is absolutely delighted that the PCs have found his body. He asks them to take it (and his hand, now finally at rest) to the nearby cemetery. He says that he will go and have a word with the Cleric of Mórr personally, so the PCs will not have the problem of explaining how they have come to be in possession of an old, one-handed corpse when they visit the Priest.

Johann also alerts the PCs to the existence of a secret door located in the middle of the north wall of area 12. Johann says that there is something unpleasant and cold on the other side of it, a cave complex which contains presences, but also magic (or so Johann thinks, all he can say is "it feels magical in there"), and treasure. Johann can't say any more - he hasn't been behind the door, and he doesn't know exactly what the presence is.

At this stage, though, the PCs will almost certainly have other business to attend to. It is virtually certain that one or more of them will have contracted *Tomb Rot* or *infected wounds*, or may even have both. For this reason, a strategic retreat is in order. At the local Temple of Shallya, PCs who have contracted these disorders can have them cured. Of course donations to the Temple will be expected; a rule of thumb is 5 Gold Crowns for *Cure Light Injury* and 10 for *Treat Illness*. Donations made in excess of these sums will put the PC in good standing with the Temple in future - not something to be treated lightly!

The PCs can also go to the temple of Mórr with Johann's body and have it buried, the resident Priest will charge 8 Gold Crowns for the service. Shortly afterwards Johann will appear for the last time. He will say that he enjoyed his own funeral and found it rather a moving occasion. He is not nearly so worried about who he was now he is at peace, with the last case he was working on resolved. He is going to rest now, and doesn't expect to be back for a while. He thanks the PCs for all their kindness to him, and for paying for his burial. He wishes them farewell, and says he hopes to see them again sometime. After this, with Johann buried and at peace, you can award each PC 1 Fate Point for their efforts. However, if they think that Johann was the only member of the Restless Dead around they have another think coming....

What Did Happen to Johann?

The PCs might possibly find out something about this in *The Haunting Horror*, but if they don't return for this adventure they'll probably never know; Johann was hunting Hans Jinkerst, the cultist at the Hooded Man. As Jinkerst escaped, Johann pursued him, but a lucky bowshot pinned Johann's hand to a tree. Jinkerst fled, leaving Johann to the mercy of Skretth and his band of Skaven who were close by foraging. The Skaven attacked the defenseless Johann, killing him and cutting off his hand to make taking his corpse away easier - Skretth wanted Johann's body for animation as a Zombie. The hand became animated from the effects of proximity to Skretth's last fragment of warptime, and something of Johann's determination infused the animated body part - explaining its pointing to the corpse.

So, one dead person is laid to rest. However, after this adventure, if the PCs survive, other dead entities will not be so ready to accept quietude....

INTRODUCTION

This **Warhammer Fantasy Roleplay** adventure is suitable for inexperienced or beginning player characters. It is set in Delberz, but could be used in any town setting. It pits the PCs against Skaven and their human friends, and the GM should be aware that one or more PCs may end up with infected wounds from this adventure and require the attentions of a skilled healer!

This is an adventure in which PCs are put up against significant combat opposition, and at the very least the PCs should include two capable Warrior/Ranger types - three would be a better option.

GM'S BACKGROUND

Skreth is insane: a renegade Skaven with an impossible goal. He controls a small group of loyal but misguided Clan Skryre warriors. Recently, he and his patrol have exited from the web of tunnels that riddle the Empire into the sewers beneath Delberz. The map said no such exit existed. Skreth looks upon it as fate.

His last mission involved close association with a necromancer. Skreth became too heavily involved. Constantly hallucinating from the effects of Black Lotus (*WFRP* p82), the young Skaven became fascinated by experiments he could not have hoped to understand. For bodies to be re-animated, there would have to be warpstone present. It was the stuff that sparked life into everything. If it was there, it could be extracted. And if he found a way to extract it, he would be able to return to his clan and take control. So went his warped reasoning.

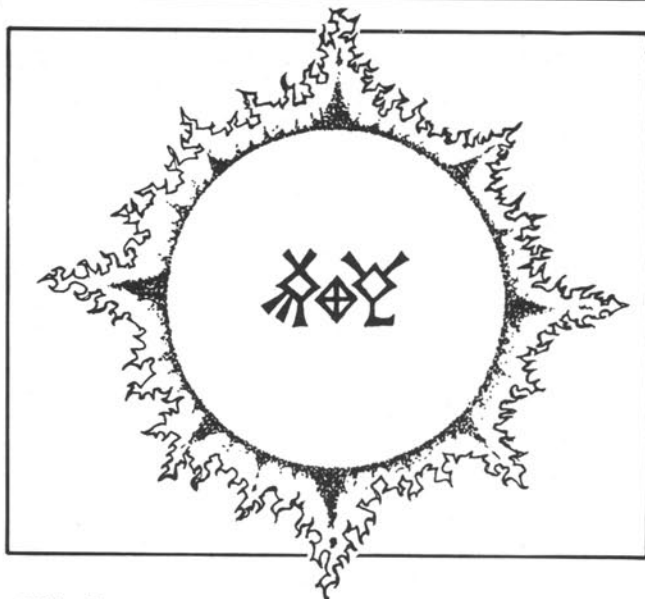
The Delberz sewer network has provided him with an opportunity to collect specimens and practise rituals for his flawed quest. Human cultists in the town, members of the Horned Rat worshipping Poison Claw cult, have been made aware of the group's arrival and are aiding Skreth in his unofficial mission.

This adventure leads the players into the maze of sewers which riddle the ground beneath the city. They will discover that a band of Skaven have recently taken up residence down there, and, with the aid of their human servitors, are carrying out bizarre rituals and sacrifices to their deity, the Horned Rat. The players must try to eradicate (or at least drive out) the Skaven, whilst attempting to save a wealthy citizen from their clutches in the process. As the Skaven presence is significant, the players will need to have their wits about them. Repeatedly choosing to fight will lead to a swift and bloody demise...

CLAW MARK

The following encounter should occur as the PCs are walking back from a late-night drink one evening at their local tavern. Note, however, that they should have a good deal of their equipment with them, certainly a weapon at least, as they will not have time to pick up anything if they left it behind at their place of lodging. If they have *Handout 1* from *Mistaken Identity*, they could be preparing to leave the town for Altdorf and adventure. How are they to know that adventure may be closer than they realise?

As they are strolling through a particularly dark and quiet street, a door suddenly bursts open from one of the expensive houses lining the road. A young man, dressed only in nightclothes, rushes out yelling, 'Help me, someone, please!' As he catches sight of the characters, he turns and races towards them. A large bruise covers one side of his face. As he races over, gasping for air, a dark shape appears, silhouetted in the doorway of the house. The man gasps one last sentence, 'They've got my father... Don't let them take him... Hurry...' before an audible twang comes from the doorway, followed by a much closer thud. The unfortunate young man collapse into the arms of one of the characters, choking and coughing up blood. A crossbow bolt is buried in his back. He is dead.



GM's Notes

The crossbow quarrel landed in the back of Ernest Dralst, son of Klauss Dralst, a wealthy townsman. Both lived in the rather plush house from which Ernest just emerged. Ernest was asleep in his upstairs bedroom when he was awakened by a sound of someone moving about below. After waking his father, the two of them went to investigate, but were leapt upon by three intruders in the kitchen. Klauss was swiftly overpowered. Ernest, however, being younger and fitter, managed to break free and rush out into the street.

Peter Tavelli (a Poison Claw cultist), raced after Ernest in an effort to prevent him from alerting anyone, after having first ordered his companions to take Klauss back to Skreth by way of an old, forgotten, stone passageway which travelled right up into the house through a flagstone in the cellar. Meanwhile, Tavelli has succeeded in shooting Ernest with his crossbow, but not before he managed to reach the PCs.

As soon as Tavelli fires the bolt, he retreats back inside the building and waits to see the adventurers' reaction through the hall window. If they decide to pursue him, he will lead them into a trap in the house before trying to get back to the cellar and into the secret passage. If he is caught or cornered, rather than give any information away, he will immediately seize a capsule of Manbane from around his neck and bite into it. This Manbane capsule is carried by all the humans serving the Skaven, and contains the equivalent of 4 very powerful doses of the drug - the *Poison* test to resist its effects is made at a -20% penalty for each dose. It is possible that a capsule may not kill, but the GM should make sure that this does not happen very often. The use of the capsules is accepted by all the human servitors, and even if the poison does not work, torture will be necessary to extract any information from them, such is their loyalty to Skreth.

The adventurers will probably decide to chase Tavelli into the house and try to apprehend him. However, should they hesitate for whatever reason, you should remind them that in his last words, Tavelli's murder victim expressed the need for speed. If the PCs still refuse to enter the house at once, and insist on returning to their place of lodging, then the adventure can still be brought back on line. The Skaven will be very interested in capturing them, as they are the only (living) people who know what happened to Klauss. They may be grabbed during their sleep and thrown into the cells in the sewers (see *Into the Sewers* below) to await sacrifice. The players will then have to escape - Klauss will have been sacrificed by then, so they won't have to worry about rescuing him any more.

UPSTAIRS, DOWNSTAIRS

If he sees he is being followed, Tavelli will race up the stairs in the hall, making sure the PCs have seen him. If they pursue him up the stairs, he will manoeuvre a decorative wine barrel which stands on the landing to the top of the stairs and send it crashing

down towards his pursuers. Any characters on the stairs at the time must make a successful *Initiative* test at a -10% penalty to avoid the barrel. Anyone standing at the foot of the stairs must still make a successful *Initiative* test, but this time there is a +10% bonus to the roll.

Anyone hit by the barrel will take one S 3 hit, and anyone on the stairs will be knocked down, taking falling damage as the GM judges fit (depending on how far up the stairs the character got). Tavelli will then come back down the stairs, leaping over the banister half way down (a distance of 3 yards). From there he will rush back to the cellar and enter the sewers via the secret passage. Should any characters have avoided the barrel and be able to go in pursuit of him, he will turn and fire a couple of bolts from his repeating crossbow. If they start to get too close for comfort, he will just make a straight run for it, abandoning any attempt to kill the characters. Tavelli's actions, should he be caught or cornered, have already been dealt with - don't forget that he will use the Manbane capsule in preference to being captured. His profile is as follows:

PETER TAVELLI, FOOTPAD, CULTIST

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	32	29	3	3	6	36	1	36	29	32	33	32	28

Skills: Silent Move Rural, Silent Move Urban, Strike to Stun.

Trappings: Club, Repeating Crossbow (9 quarrels), Face Mask.

Tavelli is a tall (6'3"), angular man, with a hooked nose, small beady eyes, and black hair. He is wearing a black, wide-brimmed hat that covers most of his face (though he wears a dark blue neckerchief as a mask as well), and his flowing midnight blue cloak is fastened by a cloak clasp identical to the one lying in the kitchen (room 3 - see below). His dark grey trousers are neatly tucked into a pair of leather boots. He is also wearing a pale blue tunic and black gloves. Most of the other humans serving the Skaven dress similarly when involved in night missions, but are indistinguishable from any other upright citizen when going about their business during the daytime.

The House

Only brief descriptions of the rooms in the house are given below as it is not anticipated that the players will be spending much of their time there. All the rooms may be illuminated by lanterns hanging from the ceiling, but only the ones in rooms 1, 7, 11 and 12 are currently burning.

1. Hallway. The hallway is opulently furnished with hunting trophies and tapestries which hang from the walls. A plush blue carpet covers the floor. An elaborate staircase spirals upwards to a balcony overlooking the hall in the south-eastern corner. There are three tapestries in all, each worth 25GC, but you should discourage the players from taking them, reminding them of where they are and what they are supposed to be doing. The hunting trophies are not especially valuable.

2. Dining Room. This room is currently in a total mess. Two bodies are sprawled across on the floor. The table is upturned and shattered glass lies everywhere. What must have been an expensive wooden cabinet has been smashed in along its front, and the drawers, together with their contents, have been scattered across the room. The two bodies are those of the servants who tried to oppose Tavelli when he was pursuing Ernest. The ensuing fight succeeded in completely devastating the whole room, leaving nothing of value unbroken.

3. Lounge. This is where Klauss used to entertain his guests while they relaxed after a meal. The room hasn't suffered the same fate as the dining room. Several luxurious armchairs, a large decorative fireplace and an elaborate sideboard provide grand furnishing. Four paintings hang on the walls, each worth 40GC, but again, looting should be discouraged.

4. Kitchen. This large room has a flight of stone stairs leading down into the cellar in one corner. Two clubs rest in a puddle of

blood, evident to anyone entering the room. Any character making a successful *Observe* test or searching the room will also find a ornamental cloak clasp with the Horned Rat's symbol on it - three crossed bones forming the shape of an inverted triangle in the middle. All the items were dropped during the scuffle between Klauss, Ernest and the men, and the clasp may serve to tell the players just what they are really up against. Any Cleric or Initiate in the party will immediately recognise the symbol as the Horned Rat's - if the player does not know, you should inform him of the fact together with the associated knowledge of his connection with the Skaven.

5. Corridor. This corridor connects the hall to the kitchen. As it is part of the house that guests do not normally see, it is merely stone flagged, showing none of the splendor seen elsewhere in the house.

6. Storeroom. This is where all the food and other domestic requirements of the household are kept, under lock and key. However, when Klauss and Ernest went to investigate the sounds, they armed themselves each with clubs kept here, and Klauss forgot to lock the door in his hurry. Thus the door is slightly ajar, the keys still in the lock.

Inside are several sacks of grain, stacked neatly against one wall along with many other items of food - you may add specific items at your discretion. Also kept in this room is what amounts to a small armoury - a wooden crate marked 'DANGER! EXPLOSIVES', sits innocently in the corner (it contains four bombs - *WFRP* p129). There are usually two more clubs, but as mentioned above, Klauss and Ernest each took one, and both are now lying in the kitchen where they were dropped in the scuffle. In addition, there are two lanterns here, three spare flasks of oil, and a tinderbox. The bombs will be very useful to the players in the latter part of the adventure, should they decide to take them now.

7. Balcony. The stairs from the hallway spiral upwards onto this balcony which overlooks the hall below. The floor here is also



covered with the blue carpet, but there are no adornments on the walls except for a large, decorative wine barrel situated in a small alcove at the top of the stairs.

8. Guest Chamber. Visitors to the house are normally accommodated here. A large four-poster bed set against one wall, a set of teak drawers and a large wardrobe provide the main furnishings. There is nothing of real value here, however.

9. Servants Quarters. This large room contains four beds, only two of which have been occupied recently (by the servants now lying dead in the dining room). The room is not as well furnished as the rest of the house, but still represents very good servants' accommodation.

10. Corridor. This corridor separates Klauss and Ernest's bedrooms off from the rest of the house, providing them with more privacy. As with the hall and balcony, the floor is covered with blue carpet. Two paintings also hang on the walls, worth approximately 70GC each.

11. Master Bedroom. This is the largest bedroom in the house, and is where Klauss usually sleeps. An ornate rosewood cabinet is set against the wall opposite the four poster bed, together with an equally ornate set of drawers and a spacious wardrobe. The drawers are all filled with personal belongings and clothes, but the wardrobe has a false bottom, concealing a secret compartment which contains 200 Crowns, 67 shillings and 300 brass pennies.

12. Ernest's Bedroom. This isn't quite as luxurious as the master bedroom. It's relatively sparsely furnished with a single bed, a wardrobe and drawers.

13. The Cellar. This stone flagged room is filled with barrels and casks containing a wide variety of fine wines and ales. A flight of stairs leads up into the kitchen in one corner, whilst in another corner, concealed beneath one of the flagstones is the entrance to an old, long-forgotten tunnel. This tunnel leads into the sewer

system, and is the way Tavelli and company gained entrance to the house. Neither Klauss nor Ernest knew of the existence of the passage. The flagstone has not yet been replaced over the hole, as Tavelli has not yet rejoined his companions. When (or if) he manages to do so, he will pull the flagstone back into place behind him, time permitting.

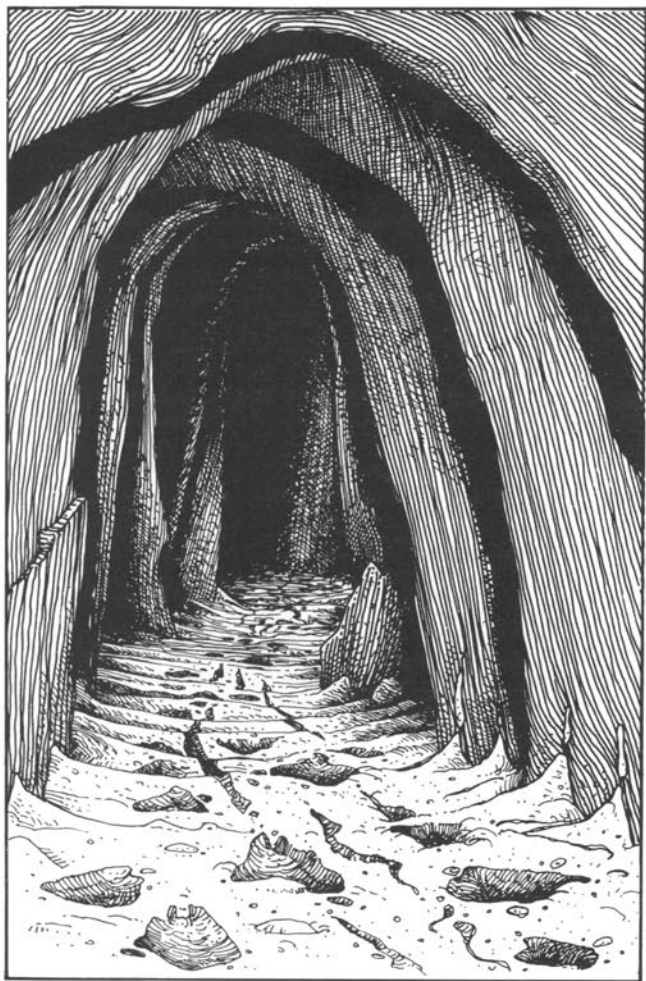
INTO THE SEWERS

Beneath the hole, a rusty, iron-runged ladder leads down a narrow shaft for 10 yards or so, finally emerging in a rough-hewn stone corridor. The course of the adventure from this point depends very much on what has happened to Tavelli. If he has successfully managed to escape down the shaft he will return to Skreth immediately and report what has happened. However, he will only mention the PCs if they are pursuing him. Thus, the Skaven will be ready for the characters and will step up their guard around the sacrificial chamber, so that when the time for the ritual sacrifice comes (at midnight), it will be much harder for the players to stop it from going ahead, as if it isn't going to be difficult enough as it is!

If Tavelli was killed by the characters (or if he killed himself), then he will not be missed for some time, as the Skaven have more important things to worry about with the impending sacrifice. Skreth's experiments have not been going well. He really has no idea of how to achieve his goal and is increasingly worried that his followers will soon lose patience. Apart from anything else, he is constantly under the influence of Black Lotus and the capacity for rational thought (if such can ever be truly grasped by Skaven) is far beyond him.

The guard around the sacrificial chamber will not be stepped up, and consequently the players' task will be made a little easier. Any attempt to impersonate Tavelli (by wearing his clothes) will probably be successful (make a *Bluff* test each time a character makes the attempt), but remember that there are several areas of the complex where humans are not permitted, and trying to gain access to these areas will arouse suspicion. The cultists know where they can and can't go.





From this point onwards, the action is totally dependent on where the players go, but don't forget they are racing against the clock, so keep a careful record of elapsed game time.

The rock corridor in which the players are now standing is pitch dark. Characters must provide some means of illumination to see anything at all. *Night Vision* (except that possessed by Elves or Dwarfs) is useless. The corridor is also quite low (about 6' high), so some members of the party might find themselves having to duck down to avoid hitting their heads against the ceiling. The floor is covered with a shallow layer of mud (any character moving faster than *Cautious* rate should make an I test or slip and fall over), and footprints clearly mark the path taken by the cultists. The PCs needn't possess *Follow Trail* skill to see which way they have gone. In all the branches leading off from the corridor, the mud is undisturbed. However, a character who does have the skill will be able to identify two continuous, roughly parallel tracks as being made by Klaus's heels as he was dragged through here.

The corridor and branching passages are rather frightening, as the players will be able to hear strange, far-off noises and grunts echoing down them. The walls glisten with moisture - a greenish slime being evident in places - and the air is distinctly cool. GMs should try to create an atmosphere of foreboding down here.

Should the party decide to take any of the side passageways, they will soon get lost, as each leads gradually downwards into a terrifying, twisting maze which works its way for miles in every direction. No further details of the side branches have been given - if the players really do wish to investigate them, you should create the details yourself. The further into the tunnels they get, the more dangerous they become: all manner of pitfalls and wandering, mutated creatures could await the unwary... The party could wander endlessly, slowly dying of starvation, lack of water, and their wounds.

The tracks eventually lead to a dead end - a wall of moist, smooth stonework. Any character with *Secret Signs* - Thieves will notice

a marked stone on a successful *Observe* test. Otherwise, a successful *Search* test will reveal the mark. Pushing the marked stone causes the wall to swing outwards, providing an entrance to the sewers. The door may be closed by pushing the stone as it protrudes from the other side (the stone merely repositions the counterweight that operates the door mechanism).

The major encounter areas in the sewers and the branching passageways are keyed on the map, and the corresponding descriptions given below. As the whole area below the cellar has been taken over by the Skaven and their servitors, there is a 10% chance per turn of the characters encountering someone or something. If an encounter is indicated, roll a D4 and consult the following table. Note, however, that if, during combat, a Critical Hit is scored, the victim should make an *Initiative* test immediately. Failure means he has been knocked from the walkway and will fall into the effluent as described below.

Die Roll Encounter

1. One of the cultists on a routine errand for the Skaven. Use Tavelli's profile if a fight develops, but remember that raising the alarm will be the cultist's main priority.
2. A patrol of D3+1 cultists armed with swords. Use the following profile for each of them:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	32	3	3	5	32	1	29	24	25	31	30	22

3. A single Skaven, going about its business. It will use its knife (WFRP p226) in combat, and has the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	7	40	1	24	24	24	18	29	14

4. A small band of two (or more, at your discretion) Skaven returning from a routine reconnaissance patrol elsewhere in the sewers. Each may be treated as identical to the one detailed above.

DAMP, DARK AND DEADLY LOCATIONS

1. Entrance To The Sewers. The secret door in the wall leads through into the sewers proper. The walls are made of dull grey stone and glisten with moisture (although there is no slime). Rules for adventuring in sewers are given in *Shadows over Bogenhafen*, but a brief summary of them is necessary here. The sewers, like the corridor that leads to them, are pitch dark, and even characters with *Night Vision* (except Elves and Dwarfs) cannot see unless some source of light is carried. The portion of the sewer network being explored by the PCs is classed as a Major Sewer, and as such, passages are roughly 10 feet wide in their entirety, including narrow stone walkways about 2½ feet wide on each side of the effluent channel, which is 5 feet deep, and filled to a depth of D3 feet.

The walkways are only wide enough to permit movement in single file, and, as they are also wet and slippery, anyone attempting to move faster than *Cautious* rate must make an *Initiative* test each round or fall into the effluent. The effluent, not surprisingly, emits a terrible stench, and anyone falling in will lose half their *Fellowship* until they have the opportunity to clean up. Additionally, any Dwarfs or Halflings falling in must make a successful *Risk* test, or start to drown after a period of time equal to their *Toughness* in rounds. After this period, drowning characters lose 1 Wound per round, until they reach 0 Wounds (in which case they die), or they are rescued by their companions. If the character is swept 'underground' at any of the points on the map where the channel disappears into the rock, they are assumed to have drowned. Characters wishing to leap the effluent channel will only have room for the 2 yard run-up if the character runs diagonally across the channel - a leap of 4 yards (WFRP p75). If the test is failed, the character falls into the effluent. Wading characters must make a successful *Initiative* test every turn to avoid slipping and falling over.

An unpleasant and unsettling atmosphere pervades the sewer system, and as a result all characters lose half their *Cool* and *Will Power* scores whilst they are in them. However, it should be noted that *Magic* tests are still taken on the character's normal *Will Power* score. As they are a dirty and generally unsanitary environment, all wounds suffered whilst in the sewers, apart from those gained by falling, have a 10% chance of becoming infected. Sound also carries for twice as far than normal, and there is a +10 modifier to all *Listen* tests.

The characters should realise that, although it is possible to leap or wade the 2 yard (5 feet) gap across the channel, for two men dragging an unconscious person, this would be practically impossible. Thus, it is highly likely that their quarry has kept to this side of the sewer. As the channel goes deeper 'underground' after a short distance to the left, the only possible way onwards (barring the existence of further secret doors, of course) is to follow the walkway round to the right. If, after much pondering, they still haven't figured this out, you should drop a few subtle hints.

2. Ghoul. At the point indicated on the map, the adventurers can see a humanoid body slumped face down over the walkway, one arm dangling over the edge. When they first see the figure, only the fact that it is dressed in rags and lies unmoving will be evident. The figure is, in fact, a Ghoul (*WFRP* p248), who could smell the far off stench of dead human flesh (see below). It began to explore but came across a Skaven patrol who attacked immediately.

The Skaven soon overpowered the miserable creature and have left it for dead. However, it has merely been reduced to a single wound and is currently on the verge of regaining consciousness. It will not come to unless one of the characters tries to turn it over or lift it, when it will lash out in dazed panic (*WS* -10). It will fight until either a character kills it, or moves out of range - it is too badly wounded to follow up any attack.

3. Entrance to the Skaven Den. At this point a secret door opens into a rock corridor branching off to the right. This corridor is inclined upwards at a steep angle (evident to anyone entering it), levelling out when it reaches room 4. Half way along, just before the bend in the passage, is a trip wire (normal chance of being triggered - *WFRP* p79 - but any character making a successful *Observe* test will see the wire immediately). If the wire is not seen or avoided, and is triggered by one of the PCs, two things happen. Firstly, a bell rings in room 4, alerting the guards there to the presence of intruders, and secondly, a yellowish gas seeps through concealed vents in the roof. From the bend, it floods a two yard radius, spreading down the corridor at the rate of 1 yard per round for D4 rounds. Anyone caught in the gas must make a successful *Toughness* test each round at a -20% penalty or collapse unconscious for 2D6 turns.

After the gas has dispersed (this takes as many rounds as it took for it to fully spread out, ie 2-5 more rounds) the guards from room 4 will take any unconscious characters and throw them in the cells in room 6. If any characters have managed to shrug off the effects of the gas, the guards will try to beat them into unconsciousness with their clubs, using their *Strike To Stun* skill. They will not want

to kill the characters because of Skreth's intentions (see below). If the PCs end up being subdued by the guards, refer to *Captured!* below.

4. Cultists' common room/guard chamber. This roughly-hewn cavern serves as both the common room and guard chamber for the cultist servitors of the Skaven. There are a couple of tables and some chairs in the north-eastern area of the room, two sets of bone dice, and a pack of cards lying on the tables. Illumination is provided by four torches mounted on the walls. Should Tavelli have escaped, this is where he will be now (unless the adventurers were hot on his trail, in which case he would not have had time to complete his report to Skreth and would therefore be in Skreth's chamber - room 9). At any time there are 2D4 off duty guards in the room, each with the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	34	34	4	4	3	33	1	35	23	28	37	31	30

Skills: Consume Alcohol, Strike to Stun, Concealment Urban

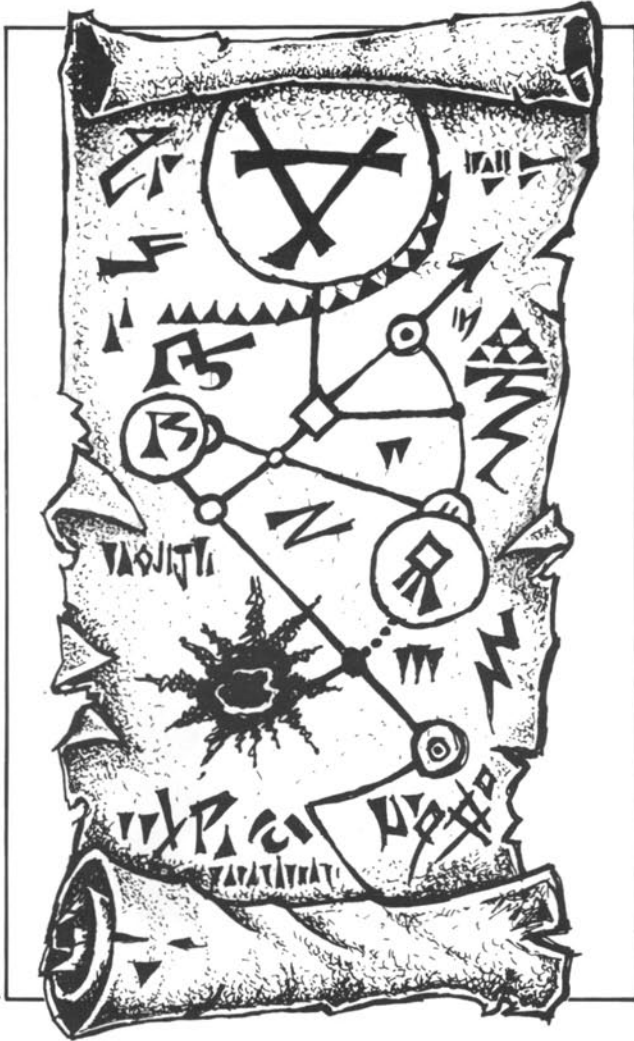
Trappings: Leather Jack (0/1 AP - body & arms), Sword, 1-6 GC each

The guards' actions are dependent upon whether the party triggers the trap wire or not in room 3. If they don't, the guards will be sitting at the tables having a game of cards, and the players are either going to have to think up a convincing story and try to *Bluff* their way through (these guards are naturally suspicious, so any test is made at a -10% penalty), or they will have to fight. These guards knew Tavelli: if one of the PCs has donned the cultist's outfit, they will immediately recognise the character as an imposter. Note also that the noise of fighting will alert the Skaven sentries at location 7, who will attempt to ambush and capture any intruders into their area as described under the entry for room 7.

5. Armoury and Storeroom. This small cave serves as a makeshift armoury and storeroom for the guards in room 4. It contains 5 swords, 6 daggers, 3 hand axes, 2 flasks of oil, 2 tinderboxes and 11 torches. The weapons are all arranged in wooden weapon racks set against the walls, and the torches, oil, and tinderboxes are stacked neatly in another corner.

6. Corridor and Cells. This long, dismal corridor is accessible from the guard room by a sturdy oak door. There are a total of nine cells in the corridor. Each has a wooden door with a small barred window in it (*Toughness* 3, *Damage* 9, *Lock Rating* 30%). Only seven of these cells are actually used as such, though. The western-most cell will be used to store any possessions captured characters may have had, and will always be locked if there is no-one inside. The easternmost cell is the jailer's 'den' - the current incumbent being Tigrati Parvisch. He is about 5'10" tall, and wears a permanent layer of stinking sweat and dirt. He is dressed in a filthy white, sweat-soaked vest, and equally disgusting black trousers. He always carries the ring of keys to the cells around his belt, making them difficult to get hold of, but he is immensely stupid and easy to trick (making him eminently qualified for the job).





TIGRATI 'HEAD' PARVISCH

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	32	4	4*	6	29	1	37	26	22	25	36	22

Skills: Immunity to Disease, Immunity to Poison, Palm Object, Silent Move Urban, Very Resilient (*).

Trappings: Club, Ring of heavy keys, Fleas

Tigrati's room is crudely furnished with a makeshift table and chair, a bottle of cheap Estalian wine standing on the former. The cells are rat-infested hell holes with damp straw on the floor and not even a bed to sit or sleep on. They are poorly illuminated too, the only light coming from a single lantern in the corridor.

7. Junction. The north-running passageway from the guard room splits into two at this point. Standing at the junction, in the positions marked on the map, are two brown-furred Skaven sentries. Humans are only allowed past them if they have been sent for by Skrethth, so again, the players will either have to *Bluff* or fight their way past them. However, yet again, fighting will only serve to alert Skrethth if he is in his chamber.

If profiles for the guards are required, use the same profile for the Skaven patrol listed earlier.

8. Shrine. Skrethth turned this chamber from a rough-hewn cave into a shrine for worship of the Horned Rat. It consists of an altar flanked on either side by two large (8' tall) statues representing the Horned Rat (these are crudely sculpted and may not be recognisable for what they represent). A large representation of his symbol - the three bones forming the inverted triangle in the middle - has also been chiselled into the rock wall opposite the altar. The roof is supported by four plain stone columns, and there is a small pit in the altar where any offerings to the deity are thrown by his worshippers. This pit is natural - a narrow shaft about 3' in diameter

which disappears downwards out of sight, and is effectively bottomless.

9. Skrethth's Chamber. Two brown-furred Skaven guards (same profile as above except knives are also envenomed with Black Lotus) guard the entrance. Unless the PCs arrive during the ritual (where the victim will be Klauss Drast), Skrethth will be here. The contents of the room are scattered all across the floor. Skrethth's mental state has deteriorated through his addiction to Black Lotus and the constant failure of his experiments. He spends more and more time isolated from the rest of the group in 'thinkthink time'. The only contents of the room are some foodstuffs, a jar of Black Lotus leaves and a shield.

SKRETHTH

Skrethth leads the small band of renegade Skaven in a search for power. His leadership is unquestioned but his drug-taking habits have led to increasing paranoia concerning his position. He is now riddled with self-doubt. If sacrificing Klauss fails, he intends to quietly leave the scene.

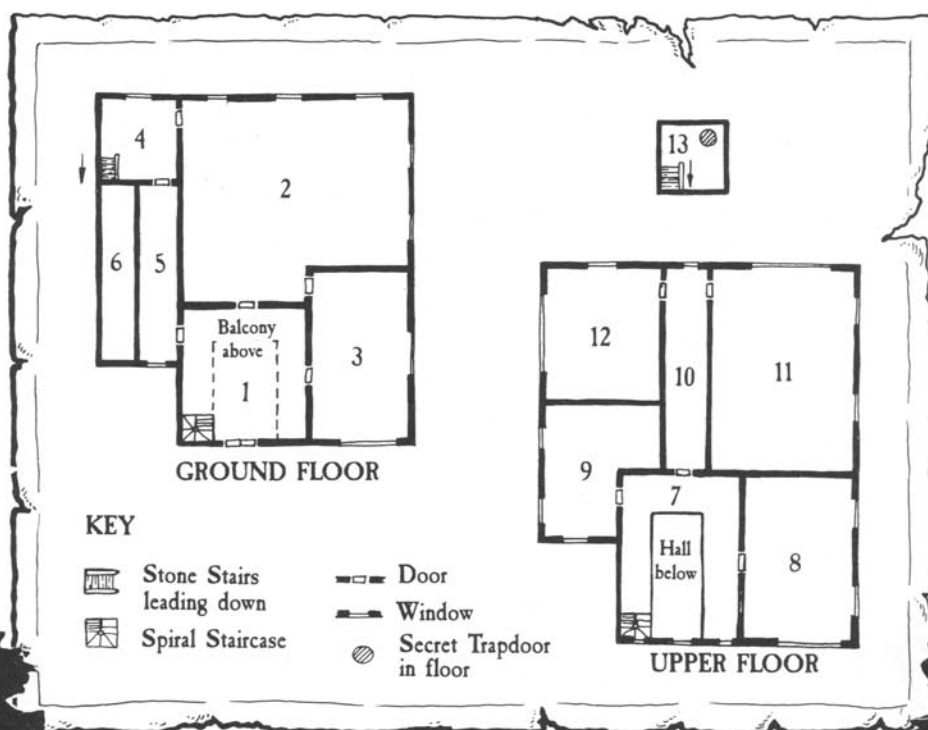
His most powerful possession (indeed, the only one of note) is a ring that he 'obtained' from his old necromantic colleague. This is a spell ring for which Skrethth knows the trigger word. With it he can cast *Summon Skeletons* (WFRP p176) twice. After that, the ring will have run out of magic points. If his life is in danger, Skrethth will use the ring on the corpses in the Sacrificial Chamber. These will be animated as *Zombies* (WFRP p251) and will be ordered to attack anyone representing a threat (ie: the characters). Skrethth will try and make his escape while the group are engaged in eliminating the *Zombies*.

SKRETHTH, SKAVEN LEADER

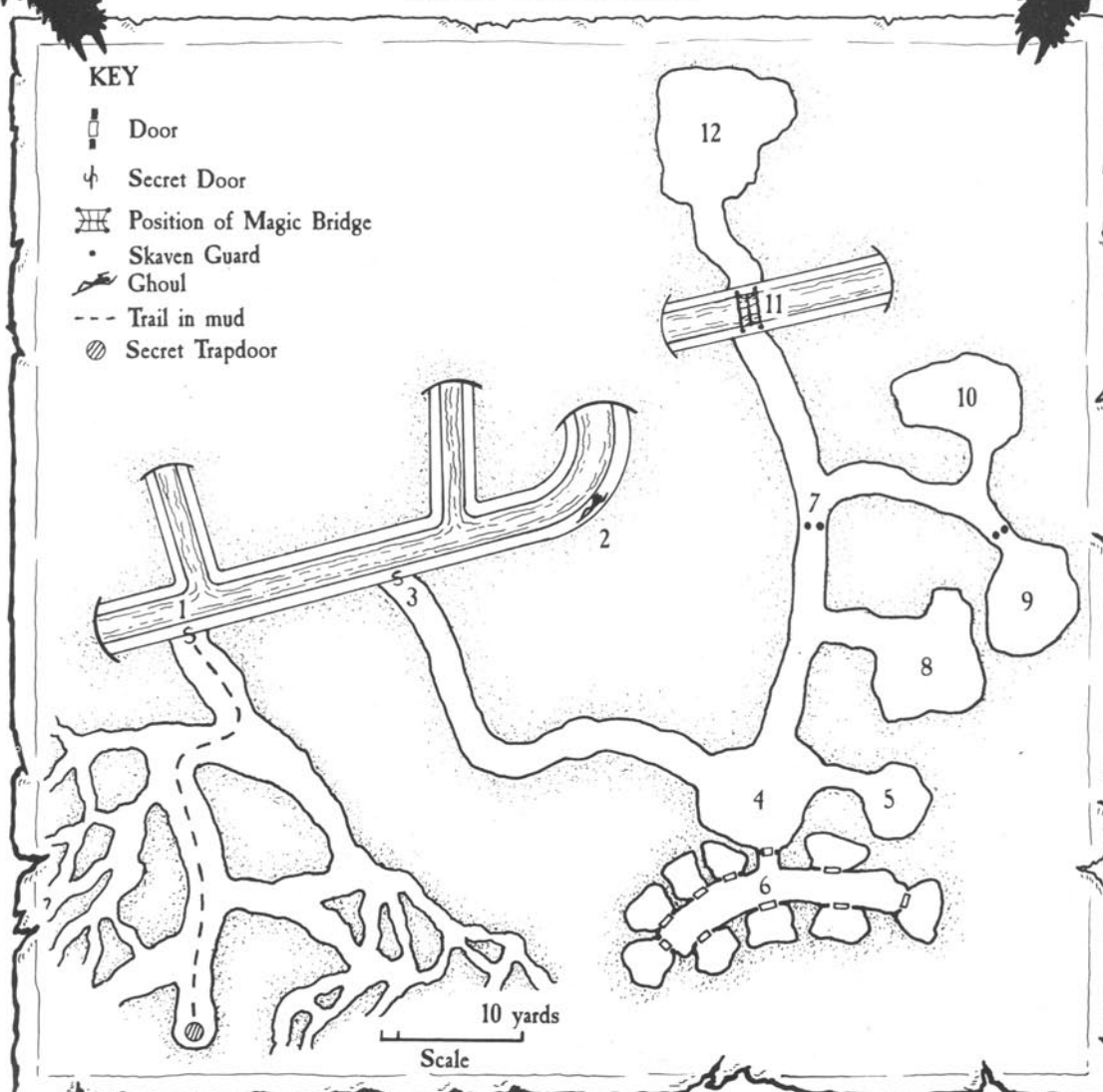
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	25	3	3	6	40	1	24	34	34	18	29	14



THE HOUSE



THE SEWERS



Notes: Insane. Skrethth suffers from *Dementia* and *Drug Addiction* (WFRP pp84-85).

10. Robing Chamber. Skrethth uses this room to prepare himself for the rituals. Two robes hang from pegs which have been driven into the stone walls. One is black with red lining. This is the robe worn by Skrethth when he conducts his futile warpstone extraction ritual. The other is white, torn and bloodstained. Victims are dressed in this just prior to the ceremony. A sacrificial dagger is left on a natural shelf in the cave wall (unless a ceremony is underway).

11. End Of The Tunnel. The tunnel ends at this point, dropping away to the sewer roughly 7 yards below. A rope bridge spans the chasm, ending in another tunnel mouth which leads away into the darkness. A rough staircase has been carved into the rock on the southern side of the gap, to allow the Skaven to get into the sewer system by their own route (they prefer to avoid contact with the humans whenever they can).

12. The Sacrificial Chamber. This huge natural cavern is dominated by a carving of the visage of the Horned Rat that has been chiselled out of the stone in the north wall. At the northern end of the cavern is a solid granite, bloodstained block with an iron ring set into it. The southern portion of the chamber is bare, except for two pillars supporting the entrance from the tunnel. This is where all the Skaven attending the ritual assemble. Torches in wall brackets provide illumination.

When everyone is in place (all the Skaven attend rituals), Skrethth stands at the head of the block and leads the group into a chant (a noise so loud it can be heard as far away as room 3). This lasts for about a minute, increasing in volume and speed until the Skaven are worked up into a frenzy. Victims are killed at this point. Immediately afterwards, the Skaven fall into silence, waiting for something (they're not quite sure what) to happen. Invariably, it doesn't, and the body is dragged away to a corner (the six most recent victims of Skrethth's horrific rituals still lie here).

If the adventurers arrive at the chamber before the ritual has begun (at midnight), Klauss will be bound to the block by a piece of rope tied around his wrists at one end, and to the ring at the other. He will be dressed only in the white robe from room 10, and too exhausted to cry for help. He will be unguarded.

If the PCs have to interrupt a ritual to save Klauss, they are likely to find the odds set against them. First of all, there may be as many as a dozen Skaven in the cavern, more than enough to overpower the characters. If the party have to deal with half a dozen Zombies (and possibly pursuing cultists) as well, they face certain defeat.

Unless... Remember the bombs? Exactly how the PCs use these devices is up to them to figure out and you to adjudicate. They could end up killing everything and everyone in the cavern, including themselves. At the very least, sensible characters should be able to use the explosive devices to aid their retreat if they find themselves outclassed.

CAPTURED!

At some point during the adventure, the PCs may be captured by either Poison Claw cultists or Skaven. In either case, they will be stripped of their possessions (which will be put in the westernmost cell of room 6) and tossed into different cells until Skrethth is ready to use them as ingredients in his latest experiments.

Characters will be allowed to shout to each other from their cells and the players may use this opportunity to discuss a number of wild and unlikely escape plans. However, as the jailer is dim-witted in the extreme, all they have to do is think up a *remotely* convincing story (and the *Bluff* test is made at a +30%) and Tigrati will simply open the doors and let them out (smiling, grunting and salivating in the process). After getting him to unlock the door, a swift grab for his keys and well-placed kick could leave him in the cell and the character outside with the keys. It is then an easy matter for the PC to unlock the doors of the cells holding his comrades. If the players come up with another idea, use your common sense to judge whether it works or not, and proceed as normal.

CONCLUSION

Award the following experience points after the completion of the adventure:

- 20 points each for chasing/overcoming Tavelli;
- 20 points each for searching the house carefully;
- 30 points each for dealing with the cultists;
- 40 points each for dealing with the Skaven, one way or another;
- 20 points each if any Zombies have to be overcome;
- 30 points each if Klauss is rescued;
- 20 points each for retrieving Johann's body and taking it for burial (see following Campaign Notes);
- 10-30 points each for general role-playing.

If the characters are careful and sensible, you should make sure they reach Klauss before the ceremony is due to take place. This gives them a reasonable opportunity to get him out safely. Remember that Skrethth is an incoherent maniac who could be a far more powerful adversary were it not for his weakness (Black Lotus). If the party rush blindly into combat in every encounter, they deserve to find the going very tough indeed.

If the adventure is successfully completed, the characters can proceed to Altdorf (see TEW) or wherever your own campaign may lead them. They should not be encouraged to get sidetracked by another expedition to the tunnels - all those explosions are bound to result in considerable structural damage...

Escaping Skaven need not be a problem. If they retreat into the tunnels, they will never bother the characters again (Skrethth is effectively finished anyway). If they actually manage to reach the streets of Delberz, the Watch will be able to take care of them. The Poison Claw cultists, should any of them escape, are likely to either disband, or flee the town. They were only a small outfit and have no contacts to help them re-organise in Delberz. At best, they will seek to join similar groups elsewhere in the Empire.

Klauss will also repay his rescuers with 80 GCs per PC (100 GCs if they *Haggle*, which is pretty shameful!).

Phillip Wells





CAMPAIGN NOTES



THE HAUNTING HORROR

Adventure Summary

The PCs enter a strange disturbing house, occupied by Undead and bewildering enchanted objects. They gain information about the history of the house (and possibly other adventuring concerns) from written sources and conversing with a Ghost, the servant of the last owner of the place, the Wizard Ludovicus Hanike. Hanike dabbled in Chaos, and the Haunting Horror of the title stalks the house, having killed the Wizard who summoned it. The PCs have to fight and defeat this entity of Chaos. Even after the creature's defeat, the Chaos forces which infest the building have one final surprise for them - the PCs will have to fight mutated versions of themselves before they can escape. The penalty for failure is their own destruction!



The Enemy Within Campaign Notes

The easiest way to run this adventure is to play it in Delberz, immediately after *The Ritual*, and have the secret door access from the ceremonial chamber there. Thus it is easiest to make this part of the *Death on the Reik* adventure sessions. An alternative plan is to place the house in Middenheim in *Power Behind the Throne*, with the location accessed from a secret door in the house occupied by the cultist servants of Wasmeier. This will be a red herring, so it should only be used if you feel that the players are good enough to handle the complication. However, since the *Haunting Horror* adventure does not actually consume any time in the game world for reasons explained in the scenario, you do not have to worry about it adding to the time pressure element in *Power Behind the Throne*.

Note that *The Haunting Horror* has been written specifically for the *Restless Dead* campaign, and you may well wish to excise the references to Chaos cults, or exchange them for references to other cults which have a role in the *Enemy Within* campaign. Such references should be made global, and not include citations of specific names and places, unless you have the *Enemy Within* campaign pack following the one you set the *Haunting Horror* adventure in. If you do, then you can weave in references to advance the plotlines of later campaign play.

The Haunting Horror as a One-Off

This adventure has been specially written as a culmination for the *Restless Dead* campaign, and thus is written in this form. However, it can be used as a one-off as it stands, although the ending may need altering to suit. For example, you may wish to cut out references to Chaos cults previously encountered in earlier *Restless Dead* adventures.

It is fairly easy to set the adventure almost anywhere. The house can be in a town, or in a small village. It may actually exist outside of any normal settlement and be a place unto itself, dimly glimpsed through the mists and fogs which swirl in some isolated forest area... In the latter case, the PCs will probably get in through the front door as opposed to the basements (which the scenario presumes), but this makes little difference.

Restless Dead Campaign Notes

The *Haunting Horror* scenario has been specifically written for this campaign. There are references to previously encountered Chaos cults, even though PCs may not be fully aware of them. The scenario also provides several suggestions for lead-ons, to either your own adventures or into the *Enemy Within* campaign.

The Haunting Horror

However this scenario is used, there are certain points of importance for you to bear in mind which affect preparation and the suitability of the scenario for PC parties.

Firstly, it is fairly essential that the PCs as a group possess at least a couple of magical weapons, since they are the only things which can harm the Haunting Horror. These weapons do not need to be powerful ones: a humble *Sword +5*, adding +5 to *WS* and lacking any other magical bonuses in combat would be adequate. One magic weapon, however, isn't likely to be enough, so if the PC party only possesses one, you should ensure that there is a scroll of the Level Four Battle Magic spell *Enchant Weapon* in the house. Place this somewhere where the PCs are going to find it early on, without being too obvious (eg in a bucket in the kitchen). If the PCs have no magical weapons, then this scenario is not really suitable for them. You can perhaps consider leaving a pot of magical oil which temporarily enchants weapons somewhere in the house, with sufficient applications for coating two weapons. Any PC group which is going to undertake *The Haunting Horror* ought to have played several adventures before, and should have one magic weapon at least!

Secondly, the house where the action takes place is a strange, magical place. If the PCs try to report the goings-on, or the location, to the authorities, *the house simply cannot be found*. The trap-door which led to it is no longer there, a trip down the street the windows looked out onto shows that the house is not there, no-one in the area has ever seen the place, and so on. If the PCs return to it, managing (somehow) to get out of it and then back again, they will be able to find it - but not if there is anyone else with them. That's just the way the place works. If PCs (or players!) get paranoid about this, that's fine. This place is haunted in a very strange way and there isn't any conventional logic about it. Because of their long association with Johann the Ghost, the PCs have built up an affinity with life beyond the grave. This has somehow brought them into the world of magical, supernatural and aetherial energy inhabited by the Haunting Horror. Now they have to meet and overcome it, or never be able to return to their own time and homes.





• THE HAUNTING HORROR •

• INTRODUCTION •

This adventure begins with the discovery of the secret door in the Skaven lair in *The Ritual*. Although the door is locked when the adventurers discover it, it should prove quite easy to break it down (*Complexity Rating* 25, T4 and *Damage* 14). When opened, a passage is revealed, stretching off into the gloom. It is 1 yard wide, and continues for quite some distance (80 yards). However, as the players progress, the passage rapidly becomes very misty, reducing the visibility, while the air starts to turn dank and musty. There are faint sounds of rats scuttling and some unknown creature scratching chitinous claws on hard stone. The mist grows thicker, developing an almost definable presence. When the PCs begin to get really jumpy, the mist suddenly clears ahead of them, revealing that the passage terminates in a smooth stone shaft with an iron-rung ladder set into it. At the top of the 12-yard shaft is a wooden trapdoor. When the PCs try to open it, they will find it is unlocked, opening into room 1 of the house above.

• SPECIAL RULES AND NOTES FOR THE GM •

There are some special points of importance which the GM needs to keep in mind while running this adventure.

Instability

None of the creatures or entities within the house normally subject to *instability* are subject to it here. This strange building is their 'home'. Zombies and Skeletons will attack normally and their being subject to *stupidity* has no significant consequences, save that they do not pursue PCs out of the chambers they are encountered in.

Infected Wounds

Mercifully, this is a complication the PCs do not have to put up with during the adventure. The weapons of Zombies, Skeletons, etc., cause infected wounds as normal but these only take effect after the PCs have left the house. This allows them plenty of time to have their wounds attended to after the adventure.

Lighting and Locks

Unless the text specifies otherwise, rooms are lit with small wall-mounted lamps. These look like oil lamps but they do not, in fact, consume any oil. They burn oil normally outside the house, should the PCs take any. Doors in the house are unlocked unless the text says otherwise.

Animated Objects

There are several animated objects in the house, such as candlesticks, knives, and the like. All such objects are immune to *psychological* effects and, since they have no minds, are also immune to illusions.

Atmosphere

Conveying the correct atmosphere in this adventure is crucial. The location is a house out of time, a real anachronism. Its decor is antique, cobwebbed and dusty, sinister and Gothic in ornamentation. When the PCs look out of the windows, they see mists interspersed with glimpses of Delberz - but a different Delberz, smaller and older. The people wear old fashioned clothing, the vehicles are more primitive, the colours faded and weak... The most effective ploy of all is to have the PCs glimpse Delberz as they know it at first but, on a second look through a window, see it slipping back in time outside, as it were! More importantly, the PCs can see and hear the Delberz outside but they themselves cannot be seen or heard by the inhabitants of the town.

Add improvised details to the descriptions of rooms below - sudden chitterings or scratchings in the distance, chill gusts of wind, a faint moan as much sensed as heard, and so on. Don't overdo it, but a little unexpected extra detail can keep the PCs frightened and tense during the adventure, which is the general idea.

Avoiding Stasis

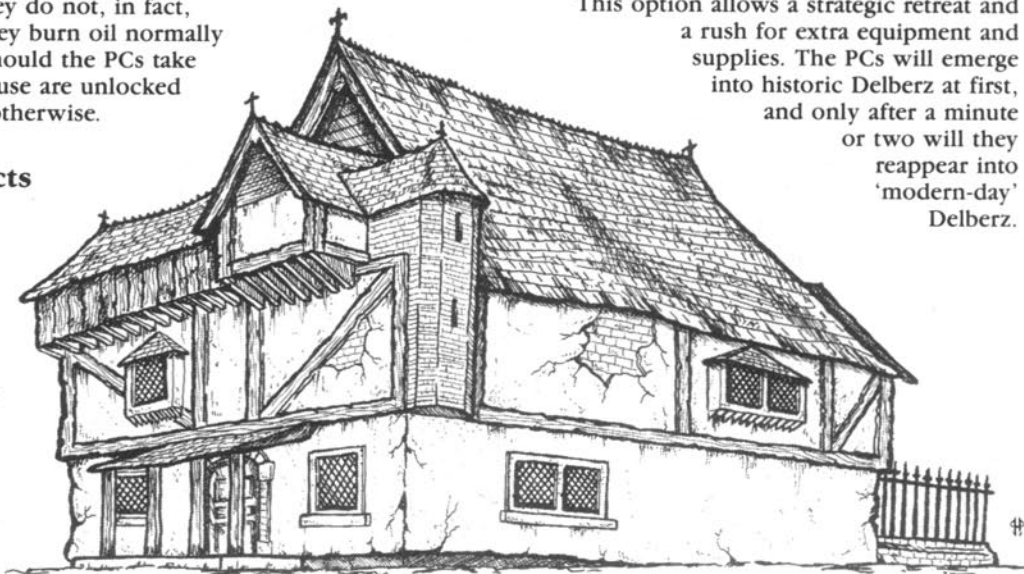
Do not allow the PCs to get into an "open this door, check this room, rest, open another door..." routine. In the text you will find numerous illusions and strange effects. Use these as a basis for other, harmless, events which will worry the PCs - scuttling furniture, something half-seen around a corner, and so on. If the PCs take a ridiculously long time over everything you may have a suitable "wandering monster" appear to menace them. Skeletons, Zombies or a Spectre would be possibilities very much in keeping with the place!

Leaving the House

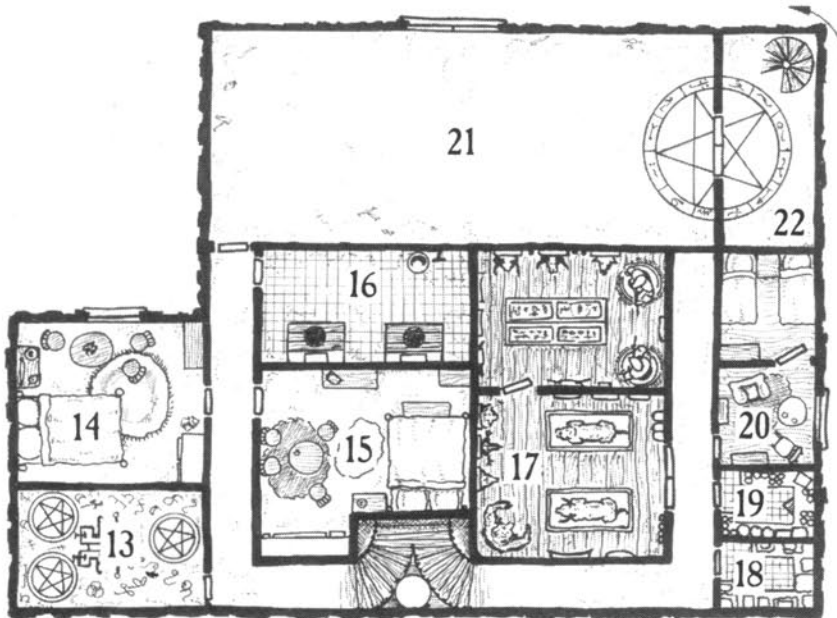
You can play this two ways. The simple way is to determine that the PCs cannot leave at all until they have destroyed the Haunting Horror itself. Windows and doors cannot be opened or broken down, and the passage where they got in only leads them back to the house again.

The second possibility is to let the PCs leave the house once. It is best to allow them to leave through the front door, so they step out into a Delberz street. It is foggy and misty outside, and as the mist clears the house behind is gone. They can find it again by going back to the Skaven den, but the second time around they will be stuck within the house until they have destroyed the Haunting Horror.

This option allows a strategic retreat and a rush for extra equipment and supplies. The PCs will emerge into historic Delberz at first, and only after a minute or two will they reappear into 'modern-day' Delberz.



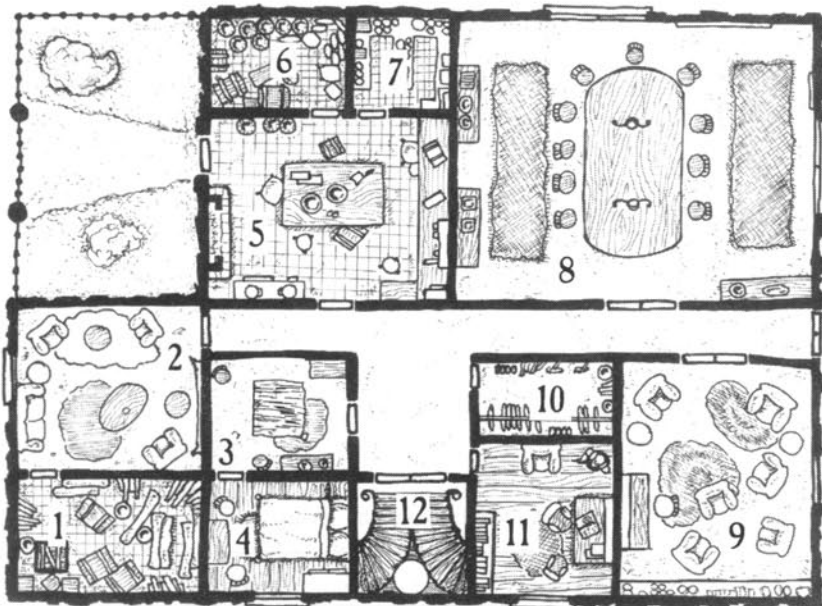
Ludovicus Hanike's Town House



SECOND FLOOR



ATTIC



GROUND FLOOR

0 2 4 8

Yards

Window

Door

Stairs

Trapdoor (Floor)

Fireplace

Front Doors

THE LOCATIONS

1. Spare Room

This is where the PCs emerge. This room is mostly full of lumber, rolled-up carpets, and junk. It is dusty, dirty, and unlit.

2. Sitting Room

Armchairs with dust covers, cloth-covered tables, and dusty rugs fill this room. In the middle of the east wall is a large painting with a heavy gilt frame. The painting shows a distressing scene of a foully mutated Chaos Beastman standing over the bloodied bodies of two slain warriors atop a blackened hilltop. The Beastman has a goat's head, the legs of an ox, and wields a huge two-handed sword.

When the PCs enter this room, there is a horrid gurgling sound from the direction of the painting. Blood gouts from the bodies in the picture and hits the two nearest PCs with jets of rich, warm blood (each PC must make an *Initiative* test or get hit in the face, suffering a -20 penalty to *I* for the next 2 rounds due to partial blinding). The Chaos Beastman then steps out of the picture, leaving the two bodies behind him in the scene; their hacked bodies seem to writhe, and fresh blood pulses from them down to the floor.

Chaos Beastman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
4	41	25	3	5	11	30	2	30	29	24	29	24	10	Chaotic

The Beastman makes two attacks with the two-handed sword.

When the PCs kill the Beastman, it raises its head and with a slow mournful howl a thin, wispy cloud of grey smoke issues from its throat as it slowly dissolves into the air. The temperature drops sharply, and the room becomes very cold.



3. Guest Room

Comfortably decorated, but very dirty and dusty, this room has nothing to interest the PCs apart from a silver cake stand on a mahogany table. The cake stand is worth 15 GCs, and the table 50 GCs, but they are both rather bulky (encumbrance of 40 and 100 respectively).

4. Guest Bedroom

The door to this unlit room is locked (*Complexity Rating* 20, *T3*, *Damage* 10). The room itself has a bare wooden floor, table and chairs, wardrobe, commode, and bed. Beside the bed is a small bedside table with a brass candlestick, which holds a yellowed tallow candle.

When the PCs enter, the candle suddenly splutters into flame. A bony figure, which could not be seen before, sits bolt upright in the bed. It stares at the PCs, its jawbone dropping open and a dim blue glow issuing from the eye sockets. The PCs have to make a *Fear* test at the sight of this.

The creature in the bed is a Skeleton, but one which channels certain magical powers resident in the house. Each round of combat it will create the illusion of skeletal hands wrapped around the throat of one of the PCs; a *Magic* test is needed to realize this as an illusion. If the test is failed, the illusory hands will slowly strangle the life out of the PC, draining 1 *Wound* per round. This effect persists until the Skeleton is destroyed. The Skeleton will fight normally in addition to generating the illusory hands.

The candle will add further to the problems of the PCs. Roll a D6 each round. On a roll of 1-3, the candle will flare very brightly and generate an illusory Skeleton attacking one of the PCs. The PC affected must make a *Magic* test or believe this to be real, and attack the illusion.

In all cases, select the PC victims of spell-like effects randomly from the group.

Skeleton

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
4	25	17	3	3	5	20	1	18	18	18	18	18	18	Evil

Special Rules: Immune to *psychological* effects, subject to *stupidity*.

If the PCs get the chance to search the room, stuffed underneath the pillow of the bed is a plain gold signet ring with an aquamarine setting worth 15 GCs.



5. Kitchen

The smell of roasting meat comes from this room, and a successful *Listen* test at the door (60% chance) will reveal the sound of a regular squeak-screech noise from within, like that of metal grinding on metal.

Inside the room are work tables and utensils of many kinds. The room is dominated by a huge wood-burning stove and a large fire beside it, where a metal spit is being turned by one of the two Zombies present. There is a large, amorphous, writhing mass of meat on the spit. Protruding from the surface of the meat, looking like facial features underneath stretched vinyl, are silently screaming faces. Hands and fingers within the column of meat seem to be scrabbling at its surface, desperately trying to escape. PCs seeing this must make a *Cool* test or gain 1 Insanity Point. There is nothing they can do to help whatever is within the meat, and will have to deal with the Zombies first, anyway.

Zombies (2)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
4	25	0	3	3	5	10	1	10	43	14	14	14	—	Evil

Armour: Leather jacks; 0/1 APs, body.

Special rules: immune to *psychological* effects, subject to *stupidity*.

The Zombies attack with meat cleavers (treat as hand weapons), and when they move away from the spit it keeps on turning of its own accord...

There is nothing valuable, or of any real interest, in the kitchen. The fires in the grate and the stove are magical, and do not consume any wood. If anything is lit from these fires, it will go out as soon as it is removed from the kitchen.

6,7. Stores

These storage chambers contain sacks, tins, boxes, jars and bottles of foodstuffs, mostly turned to dust by age. Some of the jam jars bear labels: 'Wm. Kappelmuller & Son, Delberz, 2315' - some 200 years in the past.

8. Dining Room

This large chamber contains a teak dining table with 10 chairs around it, and a pair of sidetables with silver serving dishes, a silver soup tureen, etc (silver plate only, alas). There are silver, crystal and china place-settings on the table, and brass candlesticks, which are cobwebbed and dusty.

Nothing will happen immediately when the PCs enter. Lure them in by referring to the crystal, china and silver in the place. When most of the PCs are in the room they will be subjected to attacks by the two large carving knives on the serving platters, and the candlesticks. As these animated objects fly through the air to attack, the dining room door slams shut (so any PCs outside cannot help those inside).

Large Carving Knives (2), Large Candlesticks (2)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
5	33	—	3	4	4	29	1	—	—	—	49	49	—	—

If the PCs have someone with *Evaluate* skill, they can determine that two of the crystal water jugs are the only valuable items, worth 15 GCs each. Otherwise, they will end up with largely inferior material which is both encumbering and worthless.

9. Smoking Room

This comfortably lived-in room has thick (but tatty) carpets, dilapidated leather armchairs, a walnut drinks cabinet and a writing desk. Along one wall there is a shelf laden with jars of tobacco (labelled as 'Halfyngge Weede', 'Arabie Blacke', and so on), plus a tray of pipes. There is no hint of peril or danger as the PCs enter.

There are some valuable items here which the PCs can take: a silver cigarette case worth 10 GCs, a sandalwood tobacco box with inlaid mother-of-pearl worth 8 GCs, and, in the drinks cabinet, 6 silver goblets each worth 8 GCs. The drinks cabinet, however, also holds the one bizarre danger in this room.

When the door to either half of the cabinet is opened, a wooden manikin slides out on a wooden tray. This is an automaton, made in the form of a young Araby boy with a hookah pipe. It is attached to an opaque bell jar which swirls with smoke and sparks of blue flame. The boy-automaton puffs a smoke ring which flares brightly and transforms into a Fire Elemental, which then attacks the PCs.

Fire Elemental

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	20	20	2	2	20	20	2	20	20	20	20	20	—

Special rules: immune to *psychological* effects. If the Elemental suffers 10 or more *Wounds*, halve all the other characteristics shown. Each blow from the Fire Elemental causes D6 points of *fire* damage.

The automaton only produces one such Elemental, although it continues to blow smoke rings, the smoke in the belljar slowly thinning out. When the PCs have destroyed the Elemental, the smoke will be almost all gone, and inside the belljar can be seen the severed, half-mummified head of a young woman. Her lips move several

times before the PC nearest to the automaton hears her whisper, "*the horror, the haunting horror, the silent screamer*". The head then fades away into nothingness and the automaton slides back into the cabinet. If the PCs open the cabinet again, they will have to go through the same routine, including fighting another Fire Elemental, all over again.

The writing desk has almost nothing of interest on it, only some old worthless sheets of vellum and a primitive quill pen. The ink in the inkwell has dried long ago. The rest of the desk appears to have been cleared away, and two of the three drawers on the right hand side of it are empty, save for dust. In the middle drawer is a key, which fits the doors at location 12. This key is crafted from bone; it is a Skeleton Key.

10. Cloakroom

This unlit room contains five cloaks (of no value, being aged and moth-eaten) hung on pegs, spare boots (also in poor condition), a mop and bucket, and similar items. One of the robes has a pouch in an inside pocket which contains 14 GCs dated 2329 and which bear the face of Magnus the Pious.

11. Small Reading Room

This has a comfy armchair, a reading table with two chairs, and a small bookcase. There are several copies of the Delberz Lawyers' and Scribes' Newsletter (for Jahrdrung through Sommerzeit 2308) lying around, and several score leather-bound books. There is a book open on the reading table, and, rather unusually, an ornamental, enamelled suit of plate mail armour mounted on a stand in the north-east corner.

The PCs will obviously expect the suit of armour to animate and attack them (players are paranoid about such things) so, of course, it is actually totally harmless. However, one of the books here, *Doktor Hausknecht's Manual of*

Tortures of Araby has become infested with a malicious Chaotic spirit. When the PCs enter it will rise into the air, open itself, and in a sonorous voice will begin to intone the following text:

"*SLAM! The door sealed the wretches in to meet their fate (1). The brands were hot and seared the flesh (2), the wrist-breakers gripped their bones (3), the leg-beaters made them scream in agony (4). On the rack the screams grew louder as the head of the thigh bone popped from its socket and tendons tore and ripped apart. Blood frothed on the lips of the convulsing victims...*"

Various effects happen as this text is recited: (1) and (2) on the first round, (3) and (4) on the second round. These effects are:

(1) The door (*Complexity Rating 30, T4, Damage 20*) slams, locking the PCs in.

(2) Two hot metal branding irons materialize within the room and attack two (randomly selected) PCs. The effective stats for these branding irons are:

M	WS	BS	S	T	W	I	A
5	43	—	3	4	5	33	1

(3) Randomly select two PCs from the group. Each must make a *Magic* test or else believe that their hands are manacled by horrific handcuffs, pierced by metal screws which are slowly tightening into their wrists! If this effect is believed, the PCs concerned take 1 automatic *Wound* and suffer a -5 penalty to *WS* and *BS*, cumulative, each round. Lost *WS/BS* will be regained afterwards at a rate of 5 points per hour.

(4) Randomly select two PCs from the group. Each must make a *Magic* test or else believe that strong metal bonds are shackling them, and that their legs are being beaten by iron rods. If this effect is believed, these PCs have *M* reduced to 2 and lose 1 *Wound* automatically per round. *Movement* points return to normal as soon as the illusory effect ends.



During this time there is nothing the PCs can do. On the third round the voice grows shriller, and takes on an edge of insanity, as finally the spirit of Chaos which has become tied to the book materializes within the room. This is a minor Warp entity, not powerful, but hateful and vile, and PCs must make a *Fear* test upon seeing it. The entity materializes as a wizened Dwarf with tentacles for arms, which end in pincers. The Dwarf-entity has a crest along its chest which parts at the sternum to form a V-shape leading up to its shoulders. This crest is of green, scaly skin which drips purulent filth onto the ground. It has legs and feet like those of a frog.

Lesser Chaos Warp Entity

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
4	39	—	3	4	9	39	2	33	41	35	33	41	10	Chaotic

Special rules: immune to *psychological* effects, causes *fear* in living creatures.

If the PCs can overcome the creature, the torture manual will drop to the ground, lifeless; the ongoing (but not accumulated) spell effects will stop at the same time.

All books here are at least 170 years old, and most are of minor interest (none are old enough to be valuable). However, some are of note.

One very slim volume has several blank pages and a scroll bearing the spell *Cure Light Injury*, together with a second scroll bearing the spell *Fire Ball*.

A second volume is an account of the exposure of a coven of the Writhers in the Dark cult in the city of Ubersreik, in which the leader was one Hans-Friedrich Jinkerst, in the year 2228 (this man was a distant ancestor of Hans Jinkerst from *Night of Blood*).

A third volume gives an account of the spreading of the Skaven-worshipping Poison Claw cult from Skavenblight through the northern Tilean City States, across the Black Mountains and into the Empire, the work of the Tavelli family being instrumental in this.

A fourth volume is a history of a noble Middenheim family, the Gespensts. It lists the long and distinguished career of many males of the family as Bounty Hunters, Witch Hunters, and Templars. The names Johann (2165-2203), Jurgen (2188-2239), Joachim (2210-2182), Johannes (2232-2374), and Johann (again, 2255-2302) are listed, and the third Johann of the list, born 2284, is also noted as having a fine career to date.

The PCs may take the view that something very strange is going on here; that's the general idea you want them to get.



12. The Doors and the Great Stairs

The doors are made of iron-shod black wood, with leering gargoyle faces carved on the panels. They can only be opened with the Skeleton Key from area 9. Behind the doors lies a flight of wide wooden stairs. A low stream of mist from the landing above cascades down them, fading into nothing at the bottom. Climbing up through the swirling vapours is hard work, like walking through water, and the PCs footsteps will make muffled echoes. On the landing, facing the top of the stairs, stands a giant hourglass (the glass cannot be broken). Fine golden sand trickles slowly down from the upper half. Above it hangs a clock. It shows 11 o'clock as the PCs approach it, and each tick is followed by a low sepulchral moan.

13. Ritual Chamber

This room is decorated in violently opposing colors: red and brown on one side, pastel blue and yellow on a second, black and silver on a third. Interlocking pentagrams and pentacles decorate the floor. The general appearance is of a jumble of confused ritual paraphernalia, which is exactly what this is.

Despite the sinister appearance, there is no danger in entering here, and neither the room nor its contents are magical in any way. This should, however, serve to unnerve the players, and offer them some clues as to what sort of thing they are up against.

14. The Ghost of Bernhardt Siebert

This room looks like a large sitting room cum bedroom, with some tables, desk, chairs, and a large four-poster bed. A smoking jacket and a robe are hung up together with a long multi-coloured scarf on a hatstand, and above them a floppy hat with pheasant feathers stuck in its headband at a jaunty angle. There is a collection of silver ornaments on a mantelpiece, which may attract the attention of greedy PCs.

When they enter, however, a Ghost materializes sitting at the base of the four-poster bed, and addresses the PCs sadly. The profile for a Ghost can be found in the **WFRP** rulebook, but should not be needed here, since Bernhardt is not hostile. On seeing him, however, the PCs have to make a *Fear* test, despite the fact that he has an innocuous enough appearance.

Bernhardt says in tones of sombre foreboding, "*You're here then*". He continues, "*More visitors. You look so young. Another group of lost souls, I suppose*", and he turns his face sadly away, not looking at the PCs. They can now ask him questions about his enigmatic remarks, and indeed about the house. The information Bernhardt knows and what he will probably say are given below. Feed this information to PCs depending on the questions they ask.

Bernhardt used to be the manservant of the Wizard Ludovicus Hanike, who used to own this town house. So far as Bernhardt knows, some terrible misfortune befell the wizard during a magical ceremony. He has no idea exactly what happened since he simply "*woke up one day to find I was dead*", as he puts it. Precisely because Bernhardt does not know how he died, and is desperately curious on this score, he is restless in death and stays in the house as a Ghost. However, he is unable to get to the attic (area 22 and up); in life, his master never allowed him to go up there, and even in Undeath he cannot make himself try to pass the definite magical barrier he feels there.

Bernhardt can tell the PCs that his master had a major interest in cults of Chaos and accumulated much information on them and the people who hunted them. Ludovicus received many visitors in secrecy and conducted many experiments. This, of course, is ambiguous - the PCs will not know whether Ludovicus was a Chaos cultist or allied with those who hunted them.

Bernhardt knows that, over the years, presences have accumulated in the house. He is surprisingly vague on the details - but then he himself has begun to fade, growing weaker, and increasingly finds himself straying absently outside into a grey realm of emptiness where his senses are numbed. In the house, he feels an aching sadness and discomfort. He senses that his master is still here in the attic, but cannot reach him. Bernhardt feels that the PCs.... and at this point he fades away, pointing towards the attic (to area 22).

This information will give the PCs something to think about. The silver ornaments, incidentally, have an *Encumbrance* value of 40 and are worth 20 GCs.

15. Guest Bedroom

This small bedroom used to be Bernhardt's room, and is extremely neat and tidy, although dusty. There is nothing valuable, or of any interest here. The door is locked (Complexity Rating 15, T3, Damage 8).

16. Privy

This room contains two commodes and a wooden bucket with a lid. Around the base of one of the commodes lies a sprinkling of coins and a torn leather pouch (the coins are 8 GCs, 5 shillings, 10 pennies). If one or more of the PCs enters to pick up the coins, the monster lurking inside one of the commodes will seethe forth and attempt to eat them!

Amoeba

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
4	33	0	3	5	11	30	3	—	0	0	0	0	—	Neutral

Special rules: immune to *psychological* effects. Opponents struck for damage are *engulfed*, and suffer an additional *Wound* each round, although they can fight on. Engulfed characters can only be freed if the Amoeba is destroyed.

17. Weapons/Trophies Room

This room, and the one beyond the open door, contain many weapons and trophies from the hunting days of Ludovicus Hanike (before he became a Wizard) and his friends. Mounted spears with pennants, a pair of lances, swords, and ornamental shields, share wall and table space with stuffed birds, bears' heads, stags' heads, stuffed foxes, a huge grey wolf's head, and other similar exhibits. The dangerous member of this assemblage is the stuffed bear lurking in the south-west corner, which will attack anyone coming within a yard of it.

Stuffed Bear

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
3	33	0	4	4	11	25	2	—	—	—	99	24	—	Neutral

Special rules: immune to *psychological* effects. However, if wounded the stuffed bear does not cause *fear* and is not subject to *frenzy* as a normal bear would be.

The PCs are in for a tough time here. After 1 round of combat with the bear, a suit of plate mail armour comes trundling in from the adjoining room lying beyond the half-open door. Note that this animated armour does not attack until the bear begins to fight. The armour uses a normal sword and shield.

Animated Armour

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
4	41	0	3	4	10	39	1	33	40	—	99	59	—	Neutral

Special rules: immune to *psychological* effects. Can defend with shield (1 AP, all locations).

The protective value of the armour is included in the *Toughness* score given.

The armour will attempt to get around the PCs and block the doorway - preventing them escaping. The bear, meanwhile, will attack whoever is nearest, having no objective other than to kill everyone.



If the PCs can manage to deal with these two, in the adjoining room they will find a splendid stone statue of a Halfling, with a plaque which reads, "Georgi Gutstuffer, Faithful Servant." The model grips in its stone hand a real *Dagger of Halflings*, which can be easily extracted from the statue's grip. This counts as a *magical weapon* (but with no special properties) when used by any non-Halfling. In the hands of a Halfling, the dagger realises its true value. See *Enchantments of The Empire* for full details.

18. Linen Cupboard

The shelves here hold moth-eaten towels, sheets, pillowcases, and the like. All are dusty, spoiled and quite useless.

19. Household Store

This small store holds flasks of fuel oil, small lamps, boxes of tallow candles, dusters, a mop and bucket, and other similar household items. You can allow PCs to take any such item from here, if they want to.

If the PC with the highest *I* makes a successful *Observe* test here, he will notice three dusty vials of green liquid tucked to the back of a shelf of fuel oil flasks. Use of a *Detect Magic* spell (or exercise of the *Magical Sense* skill) will reveal that the left-hand vial of the three radiates magic.

The liquid inside the well-sealed vial smells of cat urine, and the lucky drinker finds that it tastes of it too. It is, however, a *Potion of Healing*. Drinking it restores 2D6 *Wounds* and may have other helpful effects - see the *WFRP* rulebook. At your option, two PCs could drink half each, regaining 1D6 *Wounds* apiece, but in this case neither will gain any of the other magical benefits of this potion.



20. Maids' Chambers

Hanna and Theodora, the household maids, are long dead but their souls and bodies still remain. Although they are (effectively) Zombies, their bodies have not degenerated as yet. Hanna sits in an armchair in their sitting room and Theodora sits in a rocking chair, soundlessly rocking over and over. Both hold their faces in their hands, and wear maid's uniforms. They do not speak, or otherwise acknowledge the entrance of the PCs. Only if touched will they react, throwing themselves at the PC who touches them in a paroxysm of hatred and fury. Only at this stage does the *fear* effect of the Undead take effect.

Zombies (2)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
4	25	—	3	3	5	10	1	10	43	14	14	14	—	Evil

Special rules: immune to *psychological* effects, cause *fear*.

If the PCs overcome the Zombies and search this area, most of the items are typical of what one would expect - a sewing basket, lots of skeins of wool (aged and faded), a book of pressed flowers, and suchlike. However, Hanna was a kleptomaniac, and tucked at the back of one drawer of a chest of drawers is a pigskin pouch with leather drawstrings which contains 8 GCs (dated 2312), two chrysoberyl earrings worth 15 GCs the pair, and a gold signet ring worth 20 GCs.

21. Guards

This is a large, ceremonial chamber, and the door to it is locked (*Complexity Rating* 20, T3, *Damage* 10). If it has to be broken open, then obviously the guards within will have full warning that the PCs are about to enter and cannot possibly be surprised.

When the PCs get to see it, the room is bare. The walls are polished (but dusty and dirty) wood, and the furniture has all been cleared out. Nothing remains, save for a pentacle which has been inscribed on the floor, half in this room and half in room 22. Details of this are given there.

The Haunting Horror has stationed two Chaos Spawn here to protect the entrance to the stairway which leads up to the attic, the final resting place of Ludovicus Hanike. These Spawn were originally a Chaos Beastman and a Halfling Warrior, part of the retinue of the entity which has become the Haunting Horror. For full description of their Chaos attributes refer to **Realm of Chaos: Slaves to Darkness**. If you do not have this book the descriptions below are adequate for running the battle between the PCs and the Chaos Spawn.

Chaos Spawn: Beastman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
5	41	13	3	6	1	30	2	30	29	24	29	24	10	Chaotic

Chaos Attributes

Cloven Hooves - no effect on profile.

Crystalline Body - T6, but W1. Any wounding hit shatters the mutant!

Elastic Limbs - the crystalline structure can stretch and attack with limbs and tail (see below) up to 8 yards away as hand-to-hand combat.

Extra Joints - the Chaos Spawn has extra leg joints, increasing M.

One Eye - one large central eye, BS halved.

Rearranged Face - the Spawn's eye and mouth are transposed, and its ears are on top of its head.

Scaly Skin - the mutant has green scales over its crystalline body, giving it the equivalent of leather armour (0/1 AP, all locations).

Snake Tail - the Spawn has a prehensile tail ending in a snake's head, which gives it an extra (non-venomous) bite.

All profile changes resulting from Chaos attributes have been included above.

Chaos Spawn: Halfling

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
3	29	29	2	3	5	51	2	44	22	08	21	45	43	Chaotic

Chaos Attributes

Featureless Face and Multiple Heads - the Halfling has a total of two heads, each with a smooth and featureless face. This adds an extra attack.

Moronic - the Spawn is cretinous (-20 to Int) and has to make a Cl test to perform any intelligent action.

Razor Sharp Claws and Tentacles - both of the Spawn's arms have turned to tentacles, tipped with razor-sharp claws.

Silly Voice - the Spawn has a high-pitched, falsetto voice and stammers.

Wings - these are vestigial and do not affect the profile.

It is important to note that although the Halfling-Spawn needs to make a Cl test to do anything intelligent, this does not apply to fighting in self-defence; once attacked the Spawn will fight back. It does, however, require a Cl test to start a fight, and if this is failed the Halfling-Spawn will attack only in self-defence. Although Halflings are not normally subject to the effects of Chaos, this one is a walking demonstration of what can happen if a Halfling ventures too close to the Chaos Wastes.

All in all, while these two Spawn look very strange and are indeed quite terrifying, this fight is frankly very easy for the PCs. The idea is to lure them into a false sense of security, to soften them up for what is to come.

22. The Stair Chamber

The pentacle, half in this room and half in room 21, is extremely ornate and inlaid with carved runes and silver. It is almost impossible to open the door and enter this room without entering the circle. PCs will certainly contort themselves horribly as they try to work out very complex methods for getting across the pentacle; yet all this is all quite unnecessary, since the pentacle is quite harmless and can be walked on without coming to harm.

The room is quite bare, the only feature being the wooden spiral staircase leading up. Looking up the staircase shows that it ascends into inky darkness and, irrespective of the nature of the light source used, ascending PCs will never be able to see more than a few paces ahead of them on the stairs.

The stairs go up into an area which, like the rest of the house, exists outside space and time, but not actually linked with it in the normal sense. It takes 10 minutes of climbing to reach the landing at the top, during which time it grows cold enough for the PCs' breath to frost in the air. There is an abnormal silence as they ascend, and then, as the PCs reach the landing and the door before them, a brief snatch of a horrid, throaty, gloating chuckle. If any of the PCs attempts to open the door, it will swing away from them of its own accord with a loud crash, remaining open until all of the PCs have entered - when it will silently close behind them...

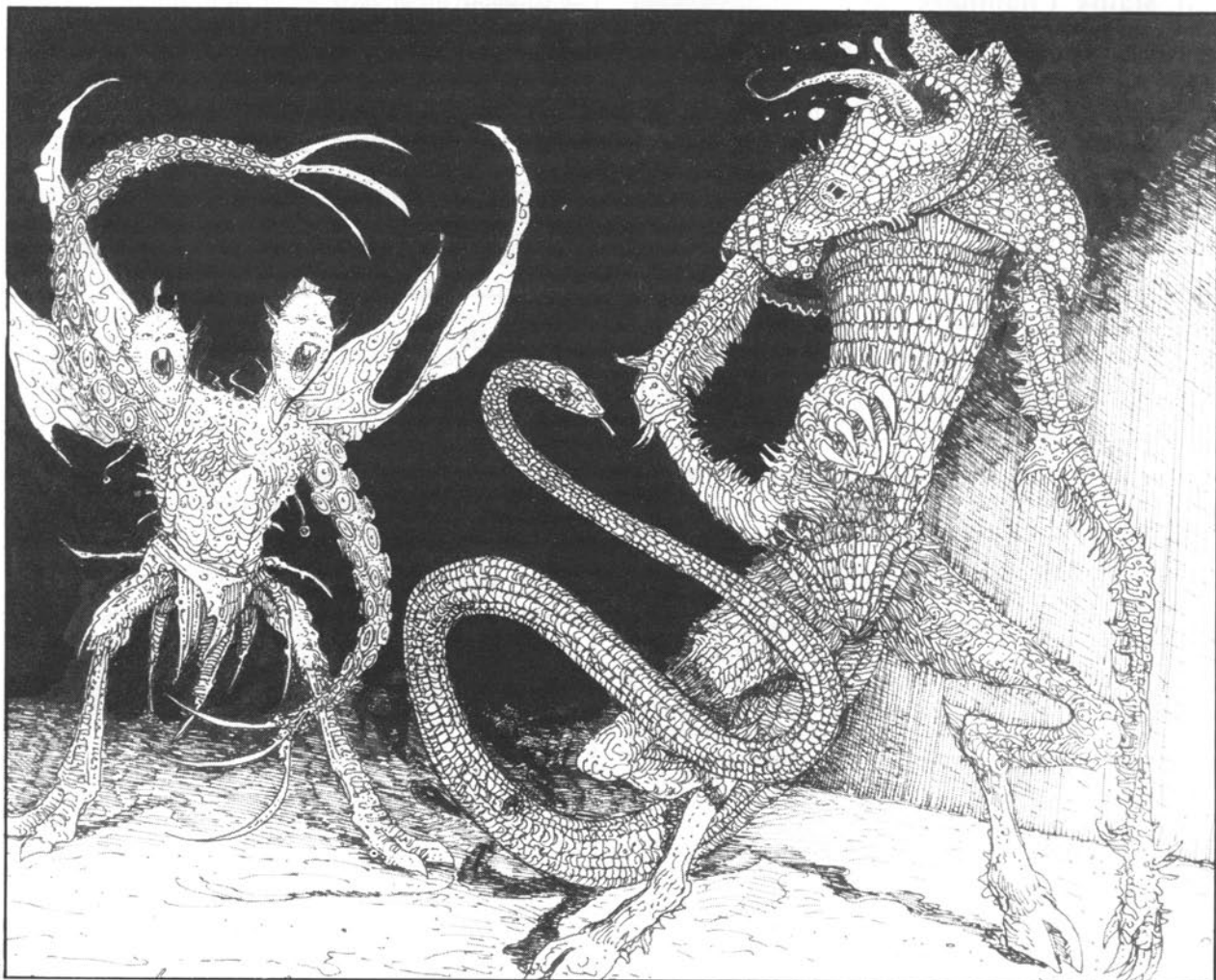
As the door closes any light sources the PCs are carrying are extinguished, plunging them into darkness. This lasts but for a brief moment however, as the room is suddenly lit by the torches along the walls bursting into life.

23. Preparation Room

This room has a row of three throne-like chairs, set underneath a sloping ceiling on the east side of the room. On each chair is placed a plain grey robe, and between them lie two small tables each bearing a plain gold bowl (total value of both bowls is 40 GCs), a sealed vial of rosewater, and a white linen hand towel. These items are of ritual significance only, and have no special values or properties otherwise. The PCs can be allowed to play with these items, dress up in the robes, steal the gold bowls, etc, before the owner of the house arrives. Stage Ludovicus' appearance when they are getting unsure of what to do, and before they head for the door on the far side of the room.

Ludovicus Hanike materializes as a Ghost (causing *fear* as normal for an Undead of this type). He appears as a man in his early 30's, with long black hair and dark eyes, dressed in light coloured robes and with his hands held folded before him. The ghostly figure's lips move, but no sound emerges from them (a PC with the *Lip Reading* skill will figure out that the Ghost is issuing a warning on a successful **Int** test. Only fragments of speech and individual words can be picked up - "stealer", "horror", "consuming", "darkness" and the like). Slowly, the voice becomes discernible, but at the same time other things happen. The sound of a swirling wind grows in the room, and it begins to knock objects about. Anything loose will be affected, whereas held or secured items, such as packs or weapons, will not. The room grows very cold, and the figure of the Ghost appears progressively outlined in tiny flecks and crystals of ice.

The Ghost's voice finally becomes audible, wheezing painfully as its chest heaves with the effort of speaking.





It does not respond to any of the PCs actions or questions. Instead it says, "... last ones to come. I brought it here, and now you must destroy it or perish. You cannot escape." This is absolutely true; the PCs are trapped in the house until they meet the final enemy; the stairs behind the PCs have disappeared into the mist and any one who breaks the door down and attempt to run down them will reappear back in this room.

The Ghost continues, and now, as it speaks, its appearance changes. It starts to age, its hairline slowly receding and its skin becoming wrinkled and old. Its posture grows stooped and its hands gnarled. As it reaches the end of its utterances, its hands part in a gesture of beseechment and a thin trail of grave dust seeps from them to the ground. "I meddled out of time, in the raw stuff of Chaos. It stalked me, it has held me here until now, it comes to destroy. The Haunting Horror has me in its grip". Now the ghostly figure's "skin" begins to peel away, and writhing worms protrude from dust-dry gaps in the flesh of the figure. "I am in its clutches, it will take your souls too; it grasps souls and squeezes them to emptiness", and then the figure screams. The scream is silent, hanging in the air, a cone of misery frozen in space, radiating numbness and horror. An ice-taloned black claw appears and wraps about the Ghost, crushing it with the sound of paper crinkling, destroying Ludovicus' soul.

After this appalling exhibition, the doors to the room beyond fly open and the PCs are sucked through by a howling gust of wind. Each PC must make an *Initiative* test or else fall over and land in the room on the floor. Prone characters have a -20 penalty to any *WS* tests made in the first round.

24. The Haunting Horror

This chamber appears as a long corridor-like room, with rows of paintings on the long walls. The PCs will not have very much time to look at them immediately, however, so their description is deferred here.

The 'occupant' of this room is a Ghost, but one which can fully materialize from the aether. A standard *Fear* test must be made when it is seen. However, it is not human, and has no resemblance to human form. Its 'body' is a large green-grey sac covered with rope-like blue veins, and has a vicious keratinized beak protruding from the centre, drooling acid. Below the sac is a fringe of crimson intestine-like structures which drip slime on the ground as the monster moves. On top of the sac is a pair of eyestalks, each bearing a single huge unblinking eye which protrudes from a toothless mouth surrounded by thick black fur. Inside the intestines, vaguely familiar faces can be seen pushed against the outer membranes, their mouths frozen in silent screams. The faces are those of Jinkerst, Tavelli, and other Chaos cultists the PCs have encountered on their travels.

The Haunting Horror has two long tentacles with which it lashes at the PCs. Each tentacle is 8 yards long, and ends in skeletal 'hands' tipped with razor-sharp talons.

However, the physical threat this horror represents is the least of its dangers. It radiates an elemental malice and hatred, and PCs will know intuitively that it does not just kill people, it will pluck their souls like fruit and suck them dry!

The Haunting Horror

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Alignment
5	45	—	4	4	18	45	3	29	29	55	49	49	—	Chaotic

Special rules: immune to *psychological* effects. Magical weapons needed to hit. Causes *fear*.

The Horror's three attacks are its tentacles and its acid-dripping beak. If a PC is hit by the beak, a *Dexterity* test must be made or else +2 is added to the damage caused due to the effect of the acid.

When the Horror is killed (or suffers a seriously disabling critical hit which will amount to the same thing), it thrashes about, spraying acid, blood and slime all over the place. Roll some dice and tell the PCs that they manage to avoid this storm of filth. As they are about to collapse with relief as the Horror enters the final fling of its death throes, the PCs will look up momentarily and notice the pictures.

Each PC must make a standard *Magic* test or see himself in some of the pictures. One row appears to be of the PC, a series of portraits from early childhood to their present age, with one additional portrait. This is of the PC, with 1D3 Chaos attributes! If you have *Realm of Chaos* you can roll these randomly. If you do not have this book roll 1D10 for each attribute (ignoring doubles) and consult the following table. Note that different PCs can each see themselves in the same row of pictures at the same time!



PC CHAOS ATTRIBUTES

D10 Attribute and Effect(s)

- 1 *Albino*: dead white skin and glowing eyes, T reduced by 1.
- 2 *Beaked*: allowing 1 extra *bite* attack.
- 3 *Cloven Hooves*: no effect on profile.
- 4 *Crown of Eyes*: eyestalks around the head, no effect on profile.
- 5 *Huge Head*: 20% of body hits on this mutant are actually head hits; no helmet/coif wearable.
- 6 *Mane of Hair*: like that of a lion, no effect on profile.
- 7 *Plague Bearer - Green Pox*: body of the mutant is covered with green spots and sores. Reduce *Wounds* by 20%, rounding fractions upwards.
- 8 *Pointed Head*: -10 to I of mutant.
- 9 *Wings*: these will be vestigial and do not permit flight.
- 10 *Zoological (Spider Legs)*: the mutant's legs are those of a huge spider.

Save for those mutations which are noted as changing a profile, the 'mutant doubles' in the pictures have the same characteristics as the PCs. They step out of the pictures as soon as the Haunting Horror is dead, and attack their doubles within the PC party. They have the same armour and weapons as their PC alter-ego, but no other equipment, and no magical items. They have no special skills (such as *Strike Mighty Blow* and other combat skills) save for 'innate' ones such as *Very Strong*, *Lightning Reflexes* and the like. They will have any *Specialist Weapon* skill needed to use the duplicate weapon they hold. Mutant-doubles cannot use magical spells and do not have Magic Points or Fate Points. Other PCs can help their companions destroy these mutated doubles. If any PC is slain by his own mutant-double something quite hideous happens. The mutant-double grabs the soul as it emerges from the PC's body, crushes (and destroys!) it, and then disappears, fading away in a fit of cruel, gloating laughter. This soul destruction cannot be avoided by the use of a Fate Point. Just before the double fades, it seems to be drawn back into some aetherial realm by a tentacle of the overcome Haunting Horror....

When the last PC-double has been destroyed or has disappeared, this desperate fight is at last over. The house grows insubstantial, and begins to fade away into the mist and soft light which begins to gather around the PCs. They faint, and find themselves coming round, sick and groggy, in a back alley in Delberz. Their story is wholly unbelievable, of course, and no trace of the house, nor Ludovicus Hanike, can be found...

PC Rewards

The following EP awards are recommended:

for overcoming the enemies up to (but not including)
the Haunting Horror..... 100 EPs per PC
for role-playing the encounter
with Bernhardt 20 EPs per PC
for trying to avoid waste-of-time combats
(Zombies in the kitchen, etc)..... 25 EPs per PC
for overcoming the Haunting Horror
and the mutant/alter-ego PCs..... 100 EPs per PC
and 1 Fate Point

If all PCs manage to get out alive, you should give a bonus 50 EPs and 1 additional Fate Point to each PC.

Hefty awards, but this is a very dangerous adventure. For any PC who specifies that he or she will do some familial research and locate the Gespenst family (but see below) to see if their friend Johann was Johann Gespenst, a bonus 30 EPs.



Continuing the Adventure

The PCs have some books from room 11 which detail old Chaos cults, and the names and lineages therein could provide them with the chance to go Chaos tracking. Here is a great start for aspirant Witch Hunters. Alternatively, you can decide that these books belong to a different reality. The cults have died out, or the books fall to dust outside the house.

The PCs have just survived a very traumatic combat of immense danger. Those who survive might well appreciate a change of style, and you could easily proceed into the *Enemy Within* campaign, since this begins with PCs on the road from Delberz to Altdorf. And where more logical to go than the capital, especially if you decide to have the Gespenst family there so that they can be informed of Johann's demise and place of burial. The *Enemy Within* campaign slowly draws the PCs into a web of intrigue and evil-doing in so-called high society, and counterpoints the violent and terrifying combat climax of the *Restless Dead* adventure very agreeably.

If your players run **WFRP** PCs who aren't active in the *Enemy Within* campaign, however, you will need to write your own adventures for them. Short, episodic adventures will probably be fairly suitable after the campaign play which has just been completed, and it is quite possible that there will be some vacancies in the PC party after the Haunting Horror and the mutant/alter-egos have done their best to destroy the PCs in that final climactic combat. If you have a mixture of novice and second-career PCs on your hands, it is best to script one or two short adventures for the group so that the new members can gain their spurs before you consider writing a series of adventures to form a new campaign for the group as a whole.

And, of course, *The Haunting Horror* leaves enigmatic elements unresolved. What was the Horror itself? What was its history as a servitor of Chaos? What researches did Ludovicus conduct and might the PCs come across other evidence of them? Answers to these matters have been deliberately left out of the adventure, because this leaves you free to decide if you want these matters resolved. If you do, these details can be added to suit the scale, and number, of adventures you wish to run next.

GRAPES OF WRATH

by Carl Sargent with Derrick Norton

This adventure is specifically designed to act as a link between *Death on the Reik* and *Power Behind the Throne*, in the *Enemy Within* campaign, and has been set in a village along the route the PCs will take during this part of the campaign.

INTRODUCTION

The *Grapes of Wrath* is a scenario for 5-7 **Warhammer Fantasy Role-Play** characters, who should be just beginning their Advanced Careers or have a similar degree of experience. If you want to be a player in this adventure, do not read any further - the following text is for the GM's eyes only.

The adventure is set in The Empire of the Old World, and the action takes place in the vine-growing village Pritzstock, a flourishing community near the City of Middenheim (for more details of which, see *Warhammer City*). If you are not playing *The Enemy Within* Campaign, however, you could retain the setting and play it as a one-off, or transpose the location elsewhere within the Old World. In any event, an important aspect to the adventure is the time of year, with events taking place during the annual grape-harvest at Pritzstock (sometime during the month of Erntezeit or 'Harvest-Tide').



BEGINNING THE ADVENTURE

Refer to Map 1

If you have played *Death on the Reik*, the PCs should be making their way from Castle von Wittgenstein (in pursuit of the Purple Hand and Gotthard von Wittgenstein). The fastest route is down the river Reik to Altdorf and then north-east along the Altdorf-Middenheim road.

By Order of His Imperial Majesty, the Right Royal Karl-Franz,
Ruler of the Heights and Depths,
True Image of Sigmar, and Exalted Monarch of the Empire

To all professors, scholars, students and other amateurs of the science of cartography:

From Albrecht Ruhmacht, Professor of Geography, Master of the Cartographer's Guild, Architect to the Emperor.

Be it known to all the Emperor's loyal subjects that there is in circulation a most misleading cartographical representation, or "map," of the fair province of Middenland. This scandalous forgery is appended to a tome known as *Warhammer City* (page 94), and hath most heinously confused the locations of the villages of Grubentreich, Schoninghagen, and Pritzstock; indeed, the name of the latter has been attached to the symbol of a village, where none exists!

In all other respects, the aforementioned work represents a most accurate and worthy piece of erudition on the subject of the City State of Middenheim, its inhabitants, and its environs. Nevertheless, his Most High Regality is concerned that the perpetrators of this Act of Chaos be brought to justice, and that a true depiction of the area be circulated at least as widely as the book itself. To these ends, the offending parties have had their hands cut off, and an accurate map of the area attached to this proclamation.

Signed, this day of the two thousand and twenty fifth day of The Empire under the eye of Sigmar,

Albrecht Ruhmacht



Map 1 shows the true layout of villages south-west of Middenheim. At the start of the adventure, the PCs are assumed to be travelling by coach towards Middenheim along the Altdorf-Middenheim road. The woods through which the road runs are known to harbour evil and even chaotic creatures, so coaches travel quickly without stopping. The PCs' coach has three other passengers: Ulrike and Bertha Jung, and their bodyguard, Gunder. Both women are young, (19 and 17 respectively), blue-eyed blondes of good breeding, being daughters of a prosperous Altdorfer wool merchant. Gunder is a giant of a man (*Strength* and *Toughness* = 5), if not exactly bright (*Intelligence* = 22). His brow is thick and sloping and his massive jaws seems to jut further forward than his twisted and flattened nose. He is clad in a leather jerkin and armed with huge, woodcutter's axe. The girls are travelling to Middenheim to visit their cousin, Kirsten Jung, a Lady-at-Court to Graf Boris Todbringer, (ruler of Middenheim). They are well-mannered and are used to being treated politely (especially when Gunder is in attendance).

THE CRASH

The journey is without incident until the coach has just crossed the junction with the Grubentreich road, a few hours before sunset. From out of the trees ahead and travelling about 15 feet above the ground, an evil-looking skull with glowing eyes comes hurtling towards the



coach. Shouting a prayer to Sigmar, the coachman drops the reins to cover his eyes, while the horses scream and rear up in terror. As they bolt wildly to avoid the flying skull, the horses career the coach against the trunk of a massive oak, and the whole thing overturns, smashing both right-hand wheels in the process.

Anyone on the roof of the coach must make a *Fear* test in order to be able to do anything other than quiver with fright. A jump from the coach should be treated as a distance of 6 yards (see *WFRP*, p75). Hanging onto the coach will require a *Strength* test - success results in the character taking 1 hit at S 3 (ignoring armour), failure means that the character is flung clear - to fall 4 yards.

Having had no real warning, all those within the coach must make an *Initiative* test (at -10) to avoid taking 1 hit at S 3 (ignore armour). As the passengers begin to disentangle themselves, one of them (chosen at random) sees the skull peering into the coach. After a couple of seconds the skull flies off, but any character not still inside the wreck will see it heading west over the trees. For a further description of the skull, consult the *Bestiary* at the end of the adventure.

The coach is beyond repair; only two wheels remain intact, and both axles are smashed. Hedric, the coachman is lying in the road - battered and bruised, but otherwise unhurt. Gunder, alas, suffered fatal injuries during the crash, when a trunk containing Ulrike's ballgowns fell from the luggage rack and broke his neck. Two horses have run off, a third has a badly fractured leg, and the other stands shivering nearby. The two girls are very upset but will be calmed by reassuring words. They will *not* be calmed by Hedric's wide-eyed babble about the '...swooping, red-eyed monster from the pits of hell'!

A CHOICE OF ACTIONS

The party have a number of options available. They could stay put, but this would mean a night in the forest. Hedric will point out that no other coach is due today, and in any case, would not stop for fear they were highwaymen. The group could head for the nearest coaching inn, The Mutant's Head, but since it is over 20 miles away, it could not be reached before nightfall (some 3 hours away). The third choice, and the one favoured by Ulrike and Bertha, would be to set off towards the village of Grubentreich. The girls have relatives there who would put the PCs up for the night and lend transport for their return journey to a coaching inn. Furthermore, the girls are sure the adventurers will be rewarded for their safe escort.

It is about 10 miles to Grubentreich and, walking at the girls' pace of 3 mph, could be reached soon after dark. Given the girls' refusal to even consider any other plan, this is the best course of action. Hedric, a brave fellow who takes his responsibilities seriously, undertakes to ride the one remaining horse to the coaching inn and inform the Roadwardens.

The PCs can reach Grubentreich by the end of the day if they make a determined march, although Bertha may slow them down a little towards nightfall. Any good-looking male PC who carries Bertha over the last half-mile or so will win her sincere gratitude. (Making a *Fel* roll will also win a friendly kiss on the cheek!)

GRUBENTREICH

The village itself comprises some 88 simple, country folk, who make a moderate living from agriculture and livestock. No map is provided as the lay-out of the place is unimportant to the adventure.

Mathilde and Eduard Jung - aunt and uncle to the girls - run The Black Sheep tavern, and will be pleased with the PCs for having rescued their nieces. As a token of gratitude, the party will be allowed free accommodation, food and drink for the night. (Unfortunately, the inn's two guest rooms have already been taken but the main tavern is clean and warm.)

If the PCs don't mention the flying skull, one of the girls will. This may happen while the bar is still full of locals, or last thing at night, as Eduard locks up the tavern. Talking with the locals brings nothing more than sceptical comments about 'bumps on the head' obtained during the crash. Eduard, however, is not so dismissive. The description of the crash backs up the rumour he heard two days ago from Werner Geizhals, a wine merchant returning from the nearby village of Pritzstock (see *Maps 1 and 3a*).

According to Geizhals, (who is now in Middenheim), the villagers gave him the impression that the village was cursed, that the corpses of the dead had risen from the ground and were prowling around the outskirts of the village and, more specifically, that 'phantom, flying skulls were haunting the woods'. Jung will broach the subject when the tavern is empty. It has occurred to him that the skulls ought to be dealt with before they start to bother Grubentreich, and who better to deal with them than the recently arrived adventurers? If the PCs look like they do not intend to investigate, Jung will elaborate on the rumour, saying that the skulls are thought to be guarding some long lost treasure hoard. (If Bertha has shown signs of liking one of the adventurers Eduard will make the story even more attractive, hoping to make the PCs leave before any romance can develop!)

As chance would have it, three of the inn's guests will be travelling through Pritzstock the following day; namely, the farmer Hans Krug with handymen Pieter Klammerer and Albrecht Krupp. These three retired early, but are returning to Leichlinberg (via Pritzstock - see *Map 1*) tomorrow. The PCs could doubtless get a lift to the village on Krug's carts if they wished.

The PCs need to rise early to ask Hans Krug for a lift (so woe betide those who over-indulged on Eduard's hospitality). The farmer agrees willingly enough, but asks for 1 shilling each as payment. He can be bargained down to 6 pennies each, but being poor he tries to make money whenever he can. If your players really need encouraging to go to investigate, Eduard will pay the fair. They need have no further concern about Ulrike and Bertha; Eduard assures them that he will personally escort them to Middenheim on the next coach.

ON TO PRITZSTOCK

The 15 mile journey to Pritzstock takes about 3 hours on Krug's cart. The only other way that the characters could make the trip is on foot, as there are no horses available for hire or sale. The farmer and his assistants know nothing of events at Pritzstock, having just returned from a long selling trip to Middenheim.

PRITZSTOCK: THE VILLAGE

Pritzstock is a small but wealthy village of 48 souls (and their children). *Map 2* details the local area and *Map 3* shows the village proper. In addition to a farmhouse, each household has a large fermenting shed where casks of wine are stored and the grapes are pressed. Bottles of the better vintages are usually kept in cellars beneath the farmhouses.

Livestock is limited to a few pigs, goats, and hens. The latter are allowed to wander freely and spend a lot of their time scratching around the north-west area of the village, since this is where people are buried and the worms grow fat as a result.

Surrounding the village are vineyards grown on man-made terraces which have been cleared from the forest; the wine produced provides

the sole source of income for the inhabitants. *Pritzstock Reisling* is a light delicate wine which is gaining in popularity throughout the Western Empire. In recent years harvests have been particularly good and the village has prospered as a result: buildings and carts are in a good state-of-repair, animals are sturdy, and the people are well-fed. Surprisingly (to some) the village does not have an inn, and socialising takes the form of frequent 'wine-tastings' at one house or another; this is a very closely knit community. By far the most popular sessions take place at the home of Henri-Phillippe Rocheteau, the Burgermeister, or Mayor, of Pritzstock.

The village is at its busiest during the grape-harvest, and the timing of this is crucial to the village's continued prosperity. The grapes must be picked within a 7-day period, if the wine is to be at its best. Judging just when to start requires years of experience, and the adventurers arrive just two days before the harvest of this year's crop must begin if the wine is not to be ruined. Migrant workers from the surrounding areas have yet to arrive but some Altdorfer and Middenheimer wine-merchants have already visited. The grapes have been assessed, and prospects look good - provided the harvest starts on time.

PRITZSTOCK: PAST AND PRESENT

The origins of the current troubles lie 3 years in the past. A young, Altdorfer wine merchant, Stefan Maranaeur, began an affair with Henri-Phillippe's wife, Elisabeth. Unfortunately, Henri-Phillippe learned of their relationship, having chanced upon a love-letter (from Stefan) to his wife. If he had been able to act immediately things would have come to a head as Henri-Phillippe confronted his wife in a typical Bretonian rage. As it was, Elisabeth was away in Altdorf, presumably with her lover, giving Henri-Phillippe's burning rage time to turn to ice and fill his thoughts with revenge.

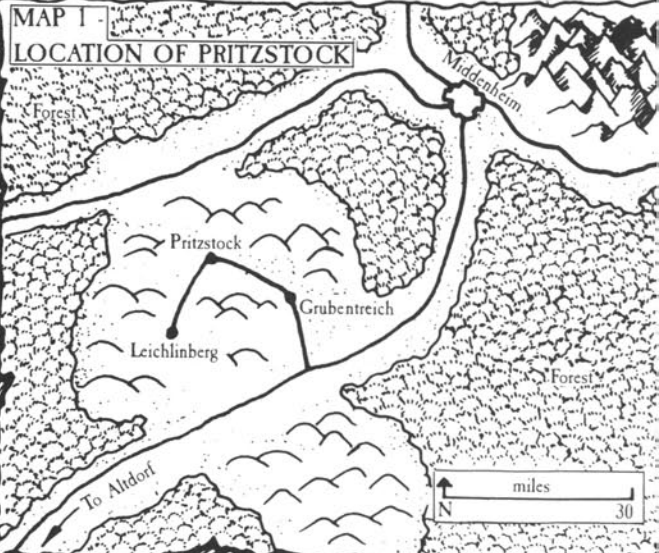
A month later, Henri-Phillippe sent his wife to Altdorf with money to purchase new clothes. Elisabeth readily agreed, seeing a further opportunity to meet her lover. But Henri-Phillippe had other plans for Stefan, and had simultaneously invited him to Pritzstock, without Elisabeth's knowledge, ostensibly to taste a new wine. Stefan duly arrived, and a day spent discussing business ended with one of Henri-Phillippe's famous wine-tastings, to which the rest of the village was also invited.

As part of the evening's conversation Stefan learned that Elisabeth had gone to Altdorf. Cursing his luck, Stefan moderated his drinking in anticipation of an early start, commenting that he '...must return next morning and attend to important business.' That night, however, Henri-Phillippe attacked Stefan as he slept, clubbing him senseless. Rocheteau dragged the body down to the cellar where a special alcove had been prepared. Having chained Stefan to the wall Henri-Phillippe waited until the young wine merchant recovered. With care and precision Henri-Phillippe then began to seal the alcove with stone and mortar, oblivious to the desperate pleas from Stefan.



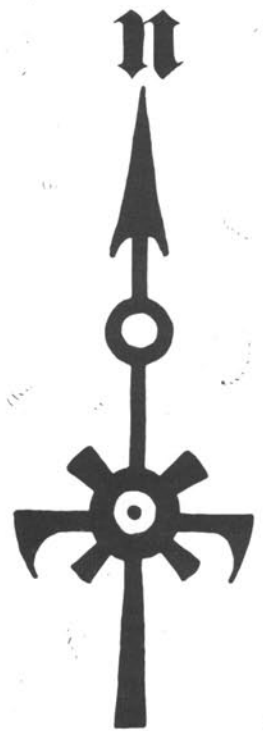
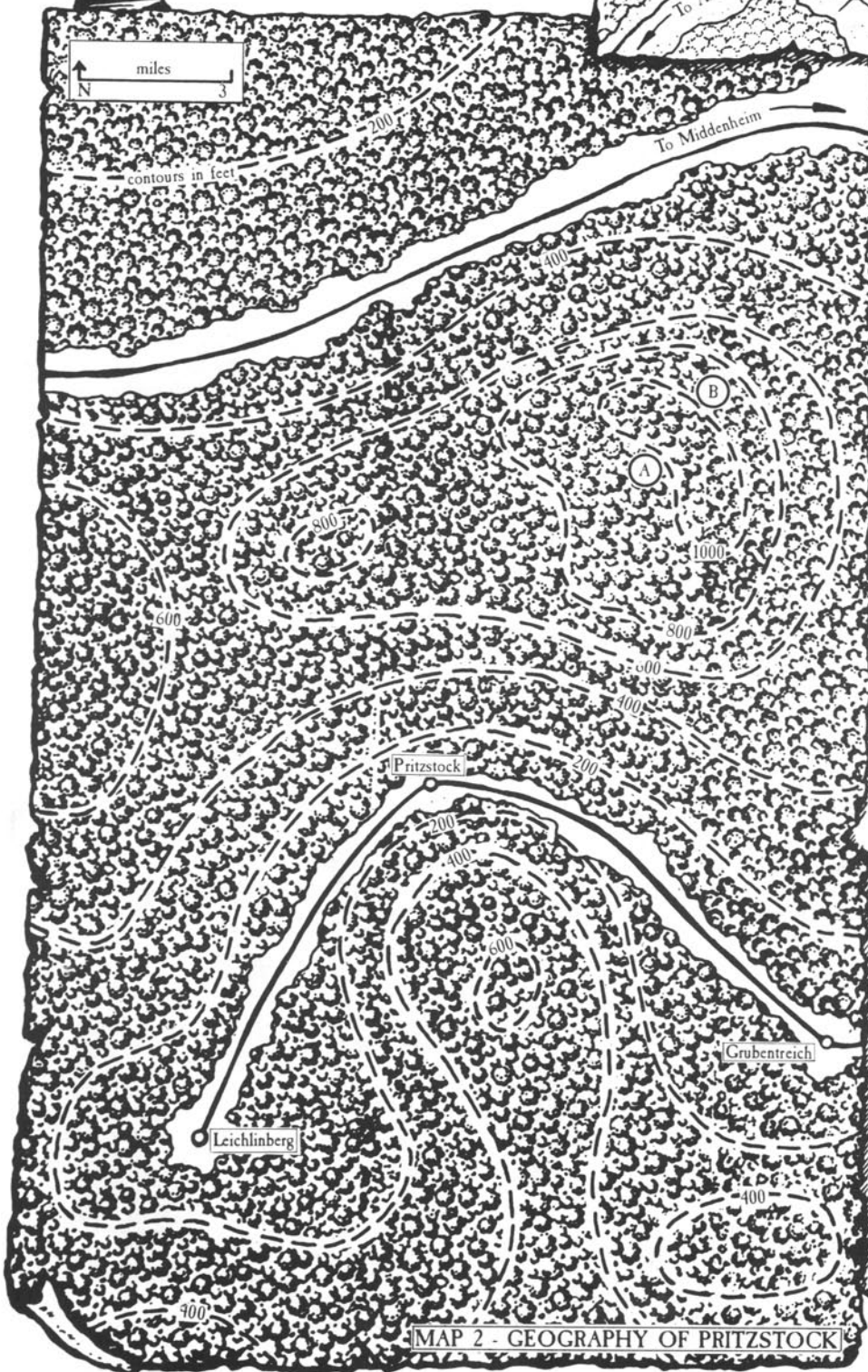
GRAPES OF WRATH

MAP 1 - LOCATION OF PRITZSTOCK



0 1 2 3 miles

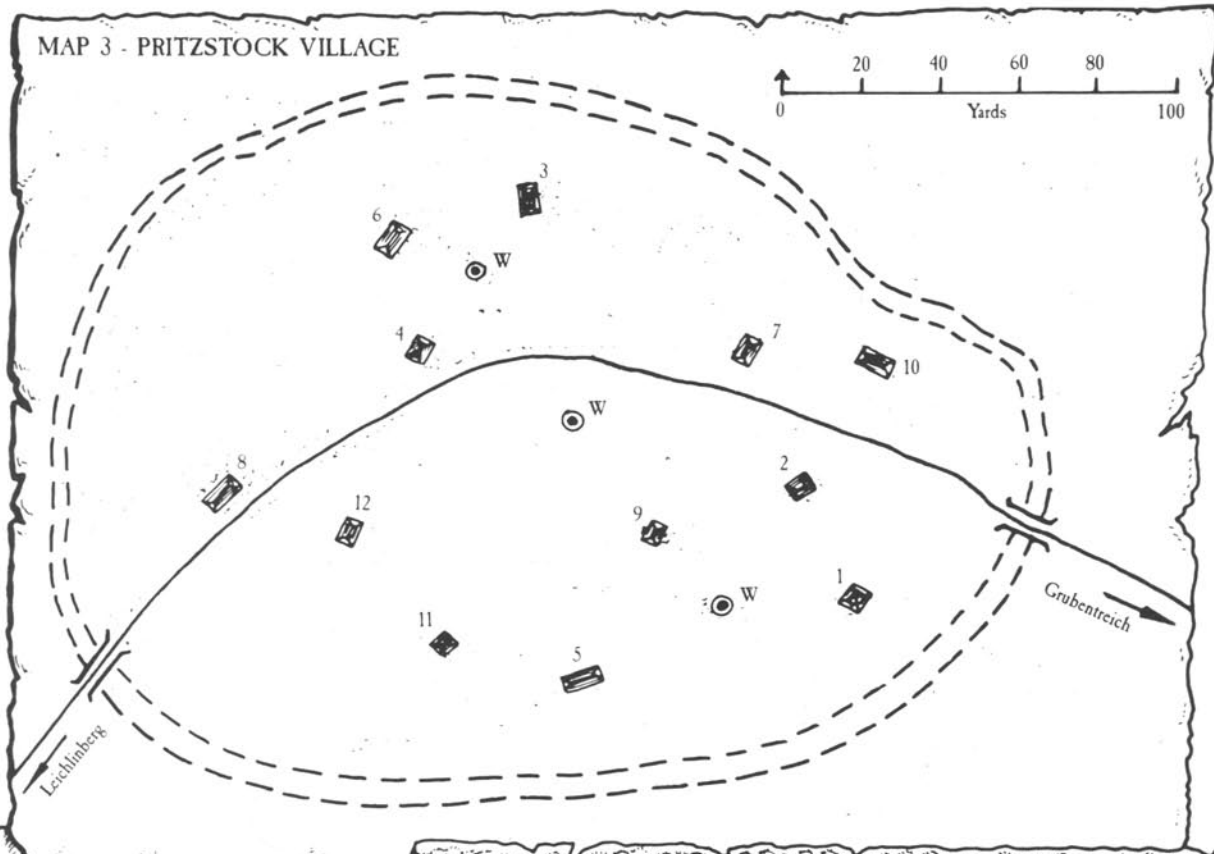
contours in feet



○ A and B are detailed in main text.

MAP 2 - GEOGRAPHY OF PRITZSTOCK

MAP 3 - PRITZSTOCK VILLAGE

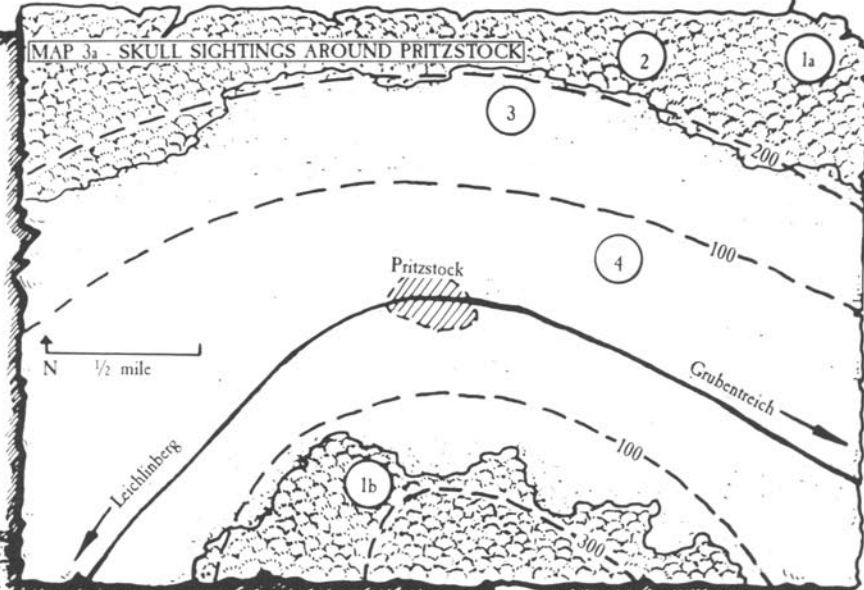


KEY HOUSEHOLD

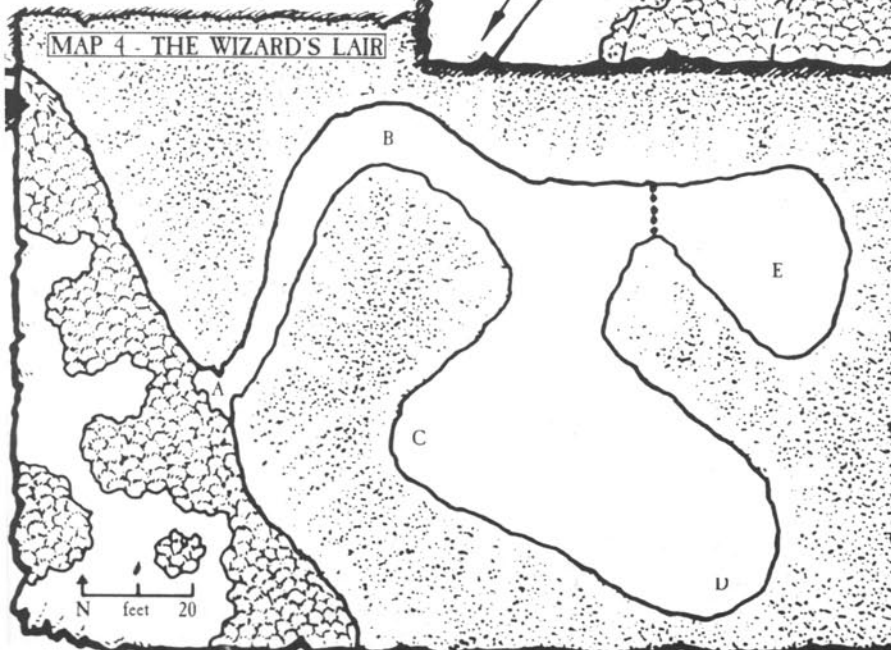
- 1 Aschaffenberg
- 2 Baldurich
- 3* Bleuler
- 4* Fleiss
- 5 Guderian
- 6* Kallman
- 7* Klop
- 8* Reuter
- 9 Rocheteau
- 10 Semmelweiss
- 11 Surhardt
- 12* Uderlast
- w Well location

* Indicates a tenant farmer of Rocheteau

MAP 3a - SKULL SIGHTINGS AROUND PRITZSTOCK



MAP 4 - THE WIZARD'S LAIR



Numbers 1a, 1b, 2, 3 and 4 on Map 3a are detailed in main text.

Letters A, B, C, D and E are detailed in main text.

Finally the work was completed, leaving Henri-Phillippe satisfied. He had left a barrel of wine within reach to ease Stefan's thirst, planning that Stefan would experience a slow death from starvation. All that remained was to dispose of Stefan's horse. With the village still sleeping off the effects of the wine, Henri-Phillippe had no trouble slipping out unnoticed. Scattering Stefan's belongings by the road he let the horse loose and returned to Pritzstock.

Three days later Stefan's saddle and pack were spotted. Everyone had assumed he had left early without waiting to say farewell. Despite a search organised by the Mayor of Pritzstock his body was never found.

For a while the disappearance, and presumed death, of the young wine merchant caused much talk and anxiety in the area. However, with no further incidents to fuel speculation the name of Stefan Maranaeur was forgotten, at least, that's what Henri-Phillippe hoped and thought. And so things might have been save for one person, Stefan's twin brother, Dieter.

At the time of Stefan's imprisonment, Dieter Maranaeur was nearing the end of a successful wizard's apprenticeship at Middenheim. Yet, as the days of Stefan's ordeal passed, his brother began to suffer in much the same way. Linked by kinship, Dieter at first suffered sleepless nights but within a week showed signs of a severe wasting disease. Soon after, the apprentice wizard collapsed into delirium, and as his condition worsened the physicians feared for his life. Suddenly (ie at the moment of Stefan's death), the month long illness vanished and Dieter began to recover. Only then was he told of his brother's disappearance while on a business trip to Pritzstock.

In the three years that have passed, Dieter has learned of his late brother's affair with Elisabet (from letters he found at Stefan's Altdorf residence) and the invitation from Henri-Phillippe. Discussing these matters, along with the mysterious illness, with his superiors, Dieter has finally managed to piece together the nature of his brother's demise.

Dieter, now a Level 2 Wizard, has come to the village consumed by the idea of revenge. Driven by his own (slightly irrational) beliefs, Dieter is also affected by the spirit of his dead brother; Stefan Maranaeur now exerts a hateful force from beyond the grave and Dieter is being influenced to ruin Pritzstock and kill Rocheteau.

The wizard's first move was to scout the local country and find a safe base for himself and his hired bodyguard, Kurt Schultz. This is where he got lucky, after a fashion. In a cave well-hidden by vegetation they discovered numerous human and humanoid skulls, grim remnants of an ancient battle. Dieter at once sensed that they were magical in some way. After experimentation, Dieter learned that they could be controlled, to some extent at least. Since then he has been unleashing them to attack the village of Pritzstock; they are a perfect way of terrifying the villagers and forcing them to abandon the place. What Dieter doesn't know is that the magical qualities of the skulls are due to trace elements of warpstone present in the cave. The amount is not sufficient to produce Chaos changes except with significant exposure, but it is enough to be of interest to those traditionally dependent on it - which leads to the final part of the adventure.

A small band of Skaven, alerted to the presence of warpstone in the area, have come hunting for it. Having eventually narrowed the search to the cave, the Skaven have spied out Dieter and Kurt, and have also seen the flying skulls. Their leader, being fairly smart as Skaven go, has decided to bide his time to see just what the skulls are capable of and how the Skaven might make use of them. Reasonably enough, the Skaven are uncertain of whether to negotiate or attack, given that the air may be thick with flying skulls of unknown power.

The remainder of the adventure is set out as follows. After setting the initial scene as the PCs arrive in the village, there is a section on NPCs in Pritzstock: what they do, who they are, what they know and suggestions on how they will respond to various PC actions and conversation. This is followed by descriptions of Dieter, Kurt and their cave, and details of the Skaven nest are also given. An important aspect to the adventure concerns time: Dieter will effectively win if the grape-harvest is prevented. The atmosphere in the village will become increasingly desperate as the days pass.

ARRIVING IN PRITZSTOCK

The rough track from Grubentreich emerges from the forest to reveal a small valley, intensively cultivated with acre upon acre of healthy-looking vines. If the party is travelling with Hans Krug they will hear a grunt of surprise. If they enquire further the farmer will state his curiosity that nobody is working the vineyards. The GM should assume that the PCs arrive on Day 0, and events are timed accordingly.

Arriving in the village proper (across a well-maintained but rather inadequate ditch), the PCs will be struck by both its prosperity and quietness. Furthermore, a couple of houses have crude planks nailed across the windows, and large sprays of flowers on the front doors, (*Identify Plant* will reveal they are 'nanny's fingers' - generally considered to ward off evil spirits). The doors of these houses are also inscribed with meaningless runes, but it needs the *Rune Lore* skill to appreciate that they are indeed meaningless.

Travelling further with Krug or general investigation will reveal that all the villagers are attending a meeting outside the house of Henri-Phillippe. The scene is quite confusing, with many people speaking and shouting at once. Things will quieten down when strangers are spotted, and at this stage the villagers will be wary of newcomers and act accordingly.

Taking advantage of the lull, Henri-Phillippe will speak. 'Look, there's no point arguing until we've all calmed down and can discuss things rationally. And there's no sense blaming people without cause.' At this there is a general murmur of dissent, but Henri-Phillippe continues. 'Everyone go home and we'll meet again in a couple of hours.' This is met with broad approval and the villagers begin to disperse. If the PCs arrived with Krug, the farmer and assistants will drop them off and continue on their way (but not before visiting the local store to find out what's going on).

Once the meeting is concluded Henri-Phillippe will be free to greet the party, and reference should be made to his description in the NPC listing.

Recent Events

Ten days ago a child, Seel Baldurich, came running into the village having seen 'a ghost' in the woods (*Sighting 1* on *Map 3a* but see entry in NPC listing). Seel is well-known in the village for his various tall tales and this one was put down to imagination. However, some three days later, Isolde Guderian was out collecting fruit when she noticed a skull sitting on a branch. The skull did not move but when she returned with a couple of militiamen the skull had gone, (*Sighting 2*). The villagers did not take her seriously. However, three days ago, two farm workers, Sigismund Halsbret and Knud Gropenfrotteur, both claimed to have seen a 'glowing skull' floating in the woods while out working (*Sighting 3*). This was taken seriously but a full-scale search by the militia failed to reveal any clue.

Finally, on the morning of the PCs' arrival, Erietta Surhardt was attacked, again while working the vines. Three other workers heard





her scream and rushed over to where Erietta was last seen. They discovered her unconscious and bleeding, but worse still, a skull was resting on her body (Sighting 4). The skull took to the air but instead of attacking flew off into the forest. Erietta was carried back and now lies in the Rocheteau house, attended by Elisabet.

An already frightened village had gathered to 'do something' when it was noted that Sigismund Halsbret (one of the witnesses in Sighting 3), was missing. A search of the village has failed to find him and this has unnerved the villagers further. (Actually, a very scared Sigismund left secretly before dawn. He had no relatives in the village and decided to pack his bags and run.) With the grape-harvest due to begin in 2 days time the villagers are now worried about their livelihood: they are frightened to go into the fields, and migrant workers are sure to hear of events and stay away.

All the above is common knowledge, but the PC's are likely to obtain a more coherent version from Henri-Phillippe. Speculation in the village is rife and it will be recalled how a young wine merchant disappeared a few years ago. In addition, there are various rumours/explanations of recent events:

- (1) The graves of dead warriors from an ancient battle have been disturbed by clearing the forest. Local rumour, based on truth, has it that a Chaos hoard from the Drakwald Forest was slain over to the south-west. Perhaps some were also slain near Pritzstock?
- (2) The skulls have been sent as a punishment from the gods for not making proper sacrifice in respect of the recent excellent harvests.
- (3) Henri-Phillippe is somehow involved in order to buy land cheap when all the villagers have left or been killed. Who else has the capital to buy land?

The last rumour is the blackest and will only be spoken if things are getting very bad (and Henri-Phillippe isn't around).

The villagers are also angry that the militia has not done anything to stop the skulls and this has created some bad feeling between people. Just what the militia (four farmers and a warrior), are supposed to do nobody says, but that doesn't stop them from complaining.



PRITZSTOCK: THE INHABITANTS

NB: Many of the villagers have the skill *Vineculture*. This is similar to *Brewing* but applies only to wines, including knowledge of vine growing and other aspects of wine-making.

HENRI-PHILLIPPE ROCHETEAU, MAYOR OF PRITZSTOCK



Henri-Phillippe is a large, stoutly built 42 year old man, with an olive complexion and shoulder-length black hair. A decade of good-living has made him slightly overweight but he still enjoys robust health.

Originally a wine merchant from Breton, Henri-Phillippe visited the area on business and recognised the excellent potential of soil and climate for cultivating a Bretonnian grape. With borrowed money Henri-Phillippe purchased a substantial amount of land from the locals (at a fair price) and settled in the area 14 years ago. These locals now work the land as tenant farmers. The new vine soon got established and, having paid off the initial loan, Henri-Phillippe has enjoyed increasing profits ever since.

He married Elisabet, a local girl, two years after arriving, being attracted by her good looks and innocent nature. However, since learning of the affair with Stefan Maranaeur he has been very bitter towards her, and now treats her as a servant rather than a wife. He also blames Elisabet for not bearing any children; a fact noticed by the rest of the village who believe this to be the reason for the marriage's failure.

Henri-Phillippe is very much the typical Breton, given to exuberance and 'theatrical' displays of emotion. He has a lot to lose if the harvest does not go ahead on time and will welcome the PCs as potential rescuers. He will therefore offer 750 GCs if the party deals with the skulls before the harvest begins. For each harvest day lost the money on offer will fall by 100 GCs. His own personal belief is that the skulls have indeed come from some disturbed battle field; perhaps all that's needed is to seal up some tomb entrance to stop the skulls getting out. During their period of hire PCs may sleep in the fermenting shed and will receive free food and drink.

If you are using this scenario as part of a campaign you may wish to have Rocheteau offering a percentage profit from the harvest as payment. A good harvest will net Henri-Phillippe 5000 GCs in one year's time, rising by 1000 GCs for each extra year the wine is matured, (full maturity being reached in five years). Rocheteau will open negotiation at 15% but may be bargained to 20%. The party must state how many years they wish to wait and individuals must return at the appropriate harvest-time to collect their share of the agreed sum. For each harvest day lost, Rocheteau's profit falls by 10%.

The Cellar

Rocheteau's house is not mapped but searching the cellar will reveal fairly recent brickwork behind one of the large wine barrels, (there is only 1' of space between wall and barrel).

If asked about this, Rocheteau, (who may be wondering what people were doing rooting in the cellar since the only entrance is via the kitchen) will state that the alcove was sealed to combat damp. Use of the skill *Mining* will reveal that the brickwork is less than 5 years old and that there is no sign of damp anywhere in the cellar.

Getting into the sealed alcove is difficult. Lack of space prevents the use of a sledgehammer. If the wall is to be knocked down then the large (heavy) wine barrel must first be moved or smashed. If access to the alcove is gained a dessicated body can be seen, one hand chained to the wall. A wine barrel and ladle are next to the body. If the body is searched a letter can be found. Part of the letter has been eaten by mold, the remaining text is as follows:

My Dearest Stefan

How much I have missed you. How much longer can we keep up the pretence? One day we will surely be uncovered. I hardly dare see you when you visit for fear that the look in my eyes will reveal the love in my heart. Can you not see the way I tremble when our hands meet in greeting, do my eyes not follow you when -

As you might think, the letter is from Elisabet Rocheteau.

Reaction to Events

If, during the course of the adventure, Henri-Phillippe comes face-to-face with Dieter Maraneur he will turn pale as if seeing a ghost. He had no idea that his victim had a twin and will assume Stefan somehow managed to escape. The GM may wish to have Henri-Phillippe break down and confess at this point, perhaps running into the cellar in temporary madness to check on the 'cell'. Alternatively, Henri-Phillippe might be overcome with anger that his enemy still lives and attack Dieter immediately, saying something like, 'You! I don't know how you did it but you're not going to escape death a second time.'

However, if confronted with the evidence of his crime (ie a body in the cellar) Rocheteau will attempt to bluff, bribe or fight his way out.

Henri-Phillippe Rocheteau, Mayor of Pritzstock

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
4	41	42	4	4	6	41	1	34	51	41	21	39	52	Neutral

Skills

Consume Alcohol, Etiquette, Herb Lore, Read/Write Breton Read/Write Reikspiel, Super Numerate, Vineculture

Belongings

Leather jerkin (0/1 AP, body), Dagger (+10I, -2 Dmg, -20 Parry), Pouch (4GCs/ 11 SSs/ 10 BPs), Sword (kept in home)

ELISABET ROCHETEAU



Elisabet is 33 years old and of slender build, with plaited blonde hair and deep blue eyes. She is a quiet country woman who says little when her husband is around. Her parents, now dead, persuaded her to marry Rocheteau, and for a while the marriage worked, despite the fact she was always overawed by Henri-Phillippe's extravagant personality. Over the last few years though, her husband has become increasing domineering. Not surprisingly, she has been increasingly unhappy as a result. In part, she blames herself for not bearing any children and tries to make up for it by behaving as a dutiful wife.

The disappearance of Stefan affected her deeply, her grief made worse by having to be kept hidden. She still remembers their affair and often daydreams that her lover will return one day and make her happy again. She still keeps the few letters that he secretly gave her hidden in a hat-box in the bedroom.

Reaction to Events

Elisabet knew that Stefan had a twin brother but her reaction on seeing Dieter will be that her wish has come true. She still has enough spirit to try and kill Henri-Phillippe if she learns the truth about Stefan's death. Otherwise she will do her utmost to get him executed for murder.

Elisabet Rocheteau

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
4	29	29	3	3	4	38	1	37	39	44	45	37	37	Neutral

Skills

Charm, Cook, Etiquette, Evaluate, Haggle Read/Write

Belongings

Knife (+10I, -2 Dmg, -20 Parry), Purse (1GC/ 16SSs/ 8BPs)

PARZIVAL TRISTAN ASCHAFFENBERG



Aschaffenberg is a good-looking 22 year old male: 6' 2" tall, blue eyes and pearly white teeth. Parzival is the son of an Altdorf noble (leading to the false village opinion that he is a bastard son of the Emperor), and is half way through a two-year stay with the militia here (of which he is in charge).

Parzival really wants to be a Templar but his father, a friend of Rocheteau, insisted he get some experience of 'adventuring' first and sent him to Pritzstock to organise the militia. His father believes this would be an easy introduction to adventuring. Parzival has spent much of his time training the militia (all 4 of them) in advanced marches and drills. The rest of the time has been spent

courting the local beauty, Isolde Guderian. At all times Parzival displays the classic symptoms of the noble born: he is rich, vain, arrogant and tediously chauvinistic.

Parzival views the skull attacks as a gift from the gods, allowing him to show his worth at last. Unfortunately, the skulls have not played fair and he has not even seen one, let alone fight one. He is more concerned with gaining glory and will therefore greet any plan to go skull-bashing with enthusiasm. However, as he is well aware that the militia are being blamed for not doing enough, he will co-operate with any plan that looks like getting results (providing he has a high-profile part in it). Despite his annoying personality the PCs would do well to get him on their side.

The militia under his command are Josef Bleuler, Manfred Fleiss, Hans-Friedrich Kallman and Gunter Semmelweiss.

Parzival Tristan Aschaffenberg

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
4	41	41	4*	4	7	46	2	32	44	34	37	30	41	Good

Skills

Animal Training, Disarm, Dodge Blow, Drive Cart, Evaluate Excellent Vision, Ride-Horse, Specialist Weapons (Fencing Weapon, Parrying Weapon), Strike Mighty Blow, Very Strong* Vineculture

Belongings

Mail coat (1AP, body/legs), Helmet (1AP, head), Coif (1AP, head), Shield (1AP, all), Rapier (+20I, -1 Dmg), Left-hand dagger (-2 Dmg, -10 Parry), Flash clothes, Personal jewellery (worth 40 GCs), Pouch (17GCs/16SS/-), Light Warhorse, Friedrich

ISOLDE GUDERIAN



Isolde is ravishingly beautiful 20 year old with black hair, green eyes and a perfectly proportioned figure. She is well aware of the effect her presence has on the men-folk but hides this knowledge under an air of innocence. She openly wears a small gold brooch that was a gift from Parzival.

Any human or elven male adventurer with a Fel of 40+ will get her serious interest since she is seeking a husband to take her away from Pritzstock but she will flirt with male adventurers in general. She does this in part to see the reaction of Parzival, her current 'boyfriend'. He has long boasted of his martial prowess and she would like to put it to the test.

Note: Parzival will challenge to a duel any male getting too friendly with his woman. Unless taunted, Parzival will not engage in a duel to the death, and until wounded he will try to disarm his opponent and claim immediate surrender. Things could get very bad for the adventurers if Parzival is killed in such a manner; Rocheteau will dispatch news to Altdorf at once and the GM should follow this up as he thinks fit. In any case, Isolde will praise Parzival if he wins (and discontinue flirting), and comfort him if he loses. After all, he might be an arrogant bore, but he is a noble.

Isolde's encounter with a skull is Sighting 2 on Map 3a. Her only other information is that it appeared to be the skull of an animal, perhaps a badger or something similar. (NB: Isolde saw a Skaven skull). She is not sure, but if asked, she will say that the eyes of the skull were glowing dimly. If taken back to the area she will be unable to locate the specific tree. Searching the area will not reveal anything of interest.

Isolde Guderian

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
4	29	29	3	3	4	38	1	37	29	34	35	27	37	Neutral

Skills

Ambidextrous, Charm, Cook, Etiquette, Herb Lore

Belongings

Personal jewellery (100 GCs), Purse with 6GCs/11SS/27BPs

WUDER LECHART



Wuder appears as a grubby drunken village idiot. In the best tradition of village idiots he sits on fences sucking straws and winking knowingly at passers by. The young Wuder arrived in Pritzstock as a migrant worker 10 years ago, and stayed when the harvest was over. He began to act strangely 3 years later and is now completely insane. Luckily, the village took pity on him and feed him scraps.

Wuder wanders freely around the whole area of Pritzstock, roaming deep into the forest when the mood takes him. He will talk to anyone who gives him food, and loyally follow anyone who gives him something shiny (like a silver shilling). Wuder's speech is almost incomprehensible. For a start he

no longer has any teeth, he is often drunk and/or delirious, but more importantly, he speaks a mixture of *Old Worlder* and *Dark Tongue*! PCs knowing *Dark Tongue* language will recognise it if making an *Observe* test; an *Observe* test by other PCs will simply reveal that Wuder is speaking a mixture of two languages.

As a young man Wuder was interested in the rumours concerning a battle site in the area. He spent hours searching the forest and by chance came across the cave containing the warpstone (and skulls). Wuder began to dig where the skulls lay, hoping to find some treasure. All he found was a bit of rock and would have dug deeper had not one of the skulls moved! He fled clutching the rock, which was kept as a lucky charm. He now uses it in place of his teeth to help chew tough bits of food.

Warpstone does not make for a lucky charm and Wuder's brain began to suffer as a result, and his speech began to include elements of *Dark Tongue*. However, Wuder's body benefited from the Chaos source, getting increasingly tougher as the years have passed. His *Wound* total increased and in addition to becoming resistant to *Disease* and *Poison*, Wuder has also become immune to normal weapons. With his brain almost gone Wuder is immune to the effects of *Fear* and no longer feels any pain. All these attributes will be lost permanently if Wuder is separated from his bit of warpstone for more than a day, becoming in all respects a normal idiot. He cannot be cured of his insanity by any standard means.

If Wuder loses his 'lucky charm' (and he won't give it to anyone without a struggle), he will get very upset. Soon afterwards he will set off back to the cave to obtain another piece. Being so attuned

to Chaos he will have no trouble locating it so curious PCs may learn something to their advantage. However, if he does get a new piece of warpstone, he will develop another set of mutations.

Wuder Lechart

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
2	11	9	2	2	18	7	1	22	0	5	3	1	11	Insane

Skills

Begging, Blather, Consume Alcohol, Immunity to Disease
Immunity to Poison, Silent Move Rural

Belongings

Old clothes, begging/food/water bowl, bottle of alcohol



OTHER VILLAGERS

Map 3 lists all the households in Pritzstock, and any villagers not listed above have the following typical profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
4	29	27	3	2	5	29	1	35	29	31	27	29	33	Neutral
	31	29		3		31				29				(changes for militia)

Skills

10% chance of Animal Care, Carpentry, Evaluate, Haggle, Herb Lore
Identify Plant, Orientation, Silent Move Rural

20% chance of
Concealment Rural, Ride

50% chance of
Consume Alcohol, Cook, Drive Cart

90% chance of
Vineculture

Belongings

50% chance of Leather jerkin (0/1APs, body),
Club or Dagger (+10I, -2 Dmg, -20 Parry)
Pouch (1d6 GCs, 1d10 SSs, 2d10 BPs)

Details on some of these villagers are given below:

Seel Baldurich



Seel is a quite obnoxious, snotty-nosed young boy. He was playing in the woods when he saw a skull at location 1a on the Sightings map, and ran back frightened. However, having been warned '...time and time again' not to play so far from the village, he lied about its position, claiming that he saw it at location 1b.

Under close questioning Seel must make a *Bluff* roll not to arouse the suspicion of the person asking the questions. He is a reasonable liar so his chance is 30%. If challenged Seel will admit to the deception. If Seel takes the party to area 1b more than once, PCs should be allowed an *Observe* test to notice that the location is different (Seel is only seven).

Seel saw a skull heading away from him, that is all. However, his imagination has elaborated this quite a bit, 'breathing fire', 'howling', 'covered in horns and spikes' and so on. Since the young lad half believes this by now let the PCs determine the truth of the matter.



Sigismund Halsbret



One of the witnesses to Sighting 3, Sigismund has since decided to pack up and go. He worked at the Reuter household and inspection of his room (a corner of the hayloft), will reveal that all his clothes and few belongings have also gone. His employers considered him a lazy worker and are not too distressed about his disappearance.

Knud Gropenfrotteur

Knud is the other witness to Sighting 3. He works for the Kallman farm and is somewhat stupid, needing to be prompted often in order to reveal the little he knows. He and Halsbret were out working when they spotted a skull heading towards them. Sigismund started running but Knud waited to hit it with his pet shovel 'Clod'. For whatever reason the skull turned and flew back into the trees.

Knud carries his shovel everywhere and even takes it to bed. His main usefulness around the village derives from a *Strength* value of 6, but with a *WS* rating of 22% and an *I* rating of 12% his combat potential is limited.

Erietta Surhardt



This young woman currently lies unconscious in the Rocheteau house, tended by her mother and Elisabeth Rocheteau. She will recover consciousness in about 2 days but will still be weak from blood loss. A successful *Heal Wounds* will result in consciousness one half-hour later. Note that her mother or Elisabeth will not allow any grubby little adventurer to grope Erietta's body and must be convinced either of the individual's medical training, or the need to discover information about the attack.

Examination of Erietta will reveal that she was bitten twice and, if the person has either *Cure Disease* or *Heal Wounds*, that one of the wounds shows sign of infection. This

infection is normal and will subside in a day but may be treated by a successful *Cure Disease* roll.

Erietta was attacked by surprise and her only recollection is a 'gleaming white face with red eyes' (Sighting 4 on Map 3a). More information can be gained from her 'rescuers', Wanda and Hilda Klop, and Imogen Uderlast. They heard a scream and ran over to help, but on seeing a skull on Erietta they immediately ran back. Their courage returned when they saw the skull flying off into the forest. Note: Wanda and Hilda are twins and continually repeat what the other has just said and/or confirm the truth of the same statement.

Ludovic and Mathilda Reuter



This snobbish couple run the only store in the village. Items commonly needed by farming folk are stocked at normal prices and, since the village is quite prosperous, they also stock some fancy goods as well. These are invariably useless; folding card tables, toast racks, garden gnomes and so on. These items are sold 25% more than the normal *WFRP* price.

Mathilda is the village gossip and knows many 'truths' about people in and around Pritzstock:

Henri-Phillippe has a mistress in Altdorf and Middenheim.

(False: he only has a mistress in Middenheim)

Aschaffenberg has been disowned for an 'indiscretion'.
(False: but he did get a servant girl pregnant)

Knud Gropenfrotteur is wanted for murder in Middenheim.
(False: Knud has never been to Middenheim)

Elisabet Rocheteau flaunts lovers before her husband.
(False)

Gunter Semmelweiss spends a lot of time in the pig-shed.
(True: he's a miser and hoards money in the pig-pen)

Isolde Guderian got her gold brooch by 'being nice'.
(False)

Etc...

Mathilda has no time for legends, myths and so on. If asked about Stefan Maranaeur (unlikely), she will recall him as a good-looking wine merchant from Altdorf, '...and they do say he had a woman in every place he did business.' If stuck for a true bit of gossip Mathilda will invariably make something up (of a typically unsavoury nature).

RUNNING THE ADVENTURE

If the PCs have behaved intelligently they should find themselves hired to deal with the problem of the skulls soon after reaching the village. The PCs have two days after arriving before the start of the harvest is due, and until this time the villagers have no real need to venture beyond the boundary. If the skull problem still remains, villagers will not work the vineyards unless guarded by a personal escort: their livelihood may suffer but it's better than being killed. Even if the PCs are willing and able to guard the villagers it will have little effect as far as the harvest is concerned since without migrant workers, (scared off by rumours and the skulls west and east), the amount of grapes harvested will be negligible.

The militia, led by Parzival, are at the PCs' disposal. However, these are little more than normal farmers and, unlike their leader, will harbour no desire to go skull-hunting. Parzival will therefore instruct them to maintain a watch along the village boundary. Parzival will be all too eager to engage the skulls.

The adventurers will probably form three objectives; gaining information about attacks (dealt with previously), trying to capture a skull, and attempting to locate where they are coming from. The last two are dealt with below.

CAPTURING A SKULL

This is not an easy task. The initial problem is that there is simply nothing to capture. Over the last week or so only 4 sightings have occurred (plus the one which wrecked the coach). Like it or not, the PCs will have to wait for a skull to come to them. Beating the undergrowth around Pritzstock is unlikely to have any effect.

Unknown to the PCs, the skulls are following a timetable laid down by Dieter. Most of the last week's sightings have been the results of Dieter's experiments in control; moving, hiding, watching, following and attacking. The attack on Erietta marked the end of Dieter's experiments. After the attack, Dieter had the skull return to inspect it for damage. Having done this Dieter sent skulls to take up positions north, west and east of the village. These will be in position by approximately 3.00pm in the afternoon following the attack on Erietta (ie the day the PCs arrive), and are discussed in the *Timetable of Events* below. Sightings of further skulls will depend on Dieter's timetable and any activity on the part of the PCs.

Assuming the party have a skull in sight then it can be captured just like any other creature. However, if the skull is fighting, PCs will need to use a net or something similar since it is not possible to simply grasp hold of one, (just as it's not possible to grab hold of someone's sword arm). Various skills may be tried and the GM should consider each on its merits. It's not impossible to capture a skull but neither is it like catching a ball.

Using a Captured Skull

Skulls cannot be interrogated but may come in useful nevertheless. The behaviour of a captured skull depends on its state. If *active* the skull will do whatever Dieter tells it. If *passive* the skull will keep on trying to carry out its last instructions. If the skull is in a *dormant* state, the PCs may make use of its orientation ability (say by using it as a compass or by putting it on a lead), or attempt to gain control (and perhaps use it to follow other skulls). Further details are provided in the *Bestiary*. However, the villagers will not be too happy at the prospect of a magical skull, no matter how tame, flying around the village.

If Wuder Lechart approaches within 5 yards of a dormant skull it will sense his bit of warpstone and try to move towards it. If it's able to move, the skull will fly slowly up to Wuder (who will watch in fascination), and then snuggle up to him like a pet cat, getting as close to the warpstone as possible.

TRACKING A SKULL

Although the skulls do not travel fast, they are able to fly above the tree tops and this gives them a certain advantage. Obviously, a person looking out over the trees will be able to see where the skull goes, but with normal vision he will lose track of it after about half a mile. Under no circumstances will Dieter's lair be discovered by chance; the area to search is too big and the cave entrance too well-hidden for that to happen. Inventive PCs may work out various plans to follow a skull and the GM must again judge each on its merit.

Theoretically, a skull flying through the trees could also be tracked - in level flight they can only reach 32 yards per round (approx 7½ mph). However, a skull can keep up this pace for as long as it wishes. Running characters will be reduced to a breathless standard rate before too long. Note that characters running full-pelt in the forest must make a *Risk* test (-10% modifier) every round to avoid tripping over roots, smashing into low branches and so on. Failure will result in normal fall damage.

TIMETABLE OF EVENTS

Day 0 (afternoon)

One skull takes up a vantage position ¼ mile north of Pritzstock to watch over the village and vineyards. One skull takes up a position 2 miles west of Pritzstock by the road, and another 5 miles east of Pritzstock, also by the road. The west and east skulls are programmed

to attack any humanoid they see, but to break off the attack if the victim flees. The north skull is programmed to sit and wait. Dieter assumes active control of this skull every 30 minutes in order to gaze upon the area. If villagers are working the fields, Dieter will keep control and have the skull attack. If Dieter can see nothing of interest he will set the skull to continue waiting.

On the first occasion Dieter spots adventurers (via a skull) he will investigate further, but will not attack unless provoked.

During the night Dieter will assume control of the north skull every 4 hours and will then fly around the area to spy on activities in the village.

Days 1 and 2

Dieter will keep up the 'watch-and-wait' pattern.

Day 3

Dieter will have the north skull sneak to the village and attack a lone individual for a couple of rounds.

Day 4

As Day 3 but Dieter will try and attack a 'watching' militiaman. He will also have the skull attack a second person while the injured lookout is being attended to.

Day 5

At the end of the day Dieter will initiate his first night attack. The skull will go from one house to another, breaking windows and briefly attacking the occupants, and attacking some 6 houses in total.

Day 6

Under increasing pressure from 'Stefan', Dieter will have the north skull attack the Rocheteau house, entering via the chimney if the windows are boarded, or battering a door open if the chimney is blocked. Elisabeth will be ignored but Rocheteau will be attacked and, if possible, killed. You may wish to have this attack take place as Rocheteau and the party are discussing what to do over meal or drink.

Day 7

If Rocheteau is dead the skulls will restrict their activities to stopping work in the fields. If he is still alive, then before dawn Dieter will also have a skull scrape a message in the ground outside his house, 'Death to Rocheteau', and the events for Days 8 and 9 will take place.



Day 8

Dieter will recall all skulls in preparation for a mass attack so some work in the vineyards is possible. However, at dusk he will have one of the skulls fly over with a message in its mouth, 'Hand over Rocheteau by dawn and you may go in peace'. The message will be delivered to one of the adventurers.

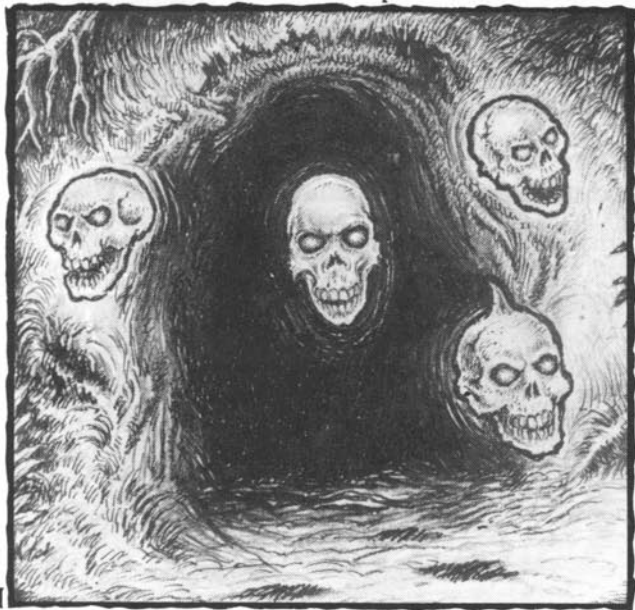
Day 9

At dawn Dieter will have all 4 skulls laying siege to the village. If Rocheteau is waiting to be handed over (presumably bound and gagged), the skulls will perform a very messy execution. If Rocheteau is not so delivered, anything that moves will be attacked and killed but the skulls will concentrate their efforts into finding/attacking Rocheteau.

The skulls will systematically search each house in turn: one active skull will attempt to gain entry, while the other 3 watch and wait. On gaining entry the skulls will attack anyone inside, finishing their attack by causing as much damage as possible, including setting houses alight by knocking over lanterns etc. Dieter will keep up this siege until all houses have been searched or Rocheteau is killed, replacing any skulls that are destroyed in the process. His final act will be to have the skulls carry burning torches to the fields in order to destroy the vineyards as well.

Once the village has been razed to the ground then Dieter will consider his revenge complete, irrespective of whether Rocheteau is still alive. His final act will be to have a skull inscribe the words 'For Stefan' in the ashes near the Rocheteau house.

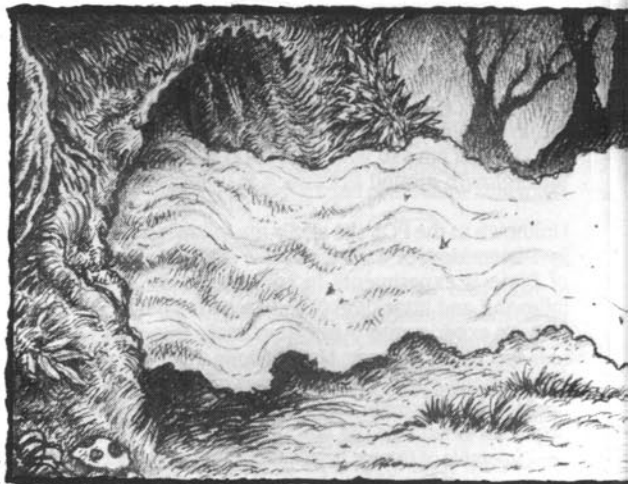
The timetable above is, of course, subject to change, either because of PC activity or if the GM wants to increase the pace of the adventure. Dieter's motivations are of direct relevance to the activity of the skulls and the GM should refer to his description for fuller details.



THE WIZARD IN THE WOODS

Map 4 shows the underground lair of Dieter Maranaeur and his mercenary bodyguard, Kurt Schultz. The cave is some 7½ miles north-east of Pritzstock (marked A on Map 2). The entrance is very well hidden and effectively impossible to locate by normal searching on a small scale. However, if the party has an approximate fix on the cave (say ¼ mile radius), a line-search using the whole village will prove successful (if the villagers can be persuaded).

Even if the PCs fail to find the cave entrance they may discover something unusual. Characters making an *Identify Plant* roll will spot carefully concealed bundles of wood dotted about the forest. These bundles have been gathered by the Skaven and placed near the cave in the event they decide to smoke-out Dieter and his bodyguard. The wood is therefore dry but contains a lot of greenstuff to produce smoke.



Assuming the party locates the cave and keep it under observation, the following facts will be revealed during the day (excluding changes due to play):

3 skulls arrive at about 1.00am and 3 skulls leave shortly after.

A rough-looking fighter type leaves at around dawn and returns d4+2 hours later, sometimes with some game (usually rabbit).

In the early evening a wild-looking man emerges, has a stretch and a few deep breaths and returns to the cave after taking a short walk. He is followed by a skull which flits from tree to tree wherever the man goes. This individual looks very ragged round the edges, with matted hair and greasy stubble.

Of course the party must make sure they are not spotted by any of the cave's inhabitants. It is also possible that the party is spotted by the Skaven. A Skaven watch is posted some 200 yards away to the north-west of the cave (only 30 yards away during the night). Any sighting will be immediately reported to the Skaven commander at location B on Map 2 (details of the Skaven can be found in the next section).

If Dieter learns of individuals outside he will, if given time, use a skull to investigate. He normally has one waiting passively in the cave while the other three are out. If at any time it looks like he will be attacked the wizard will terminate control of any skulls far away and begin to assert control of skulls in the cave (but this takes magic-points and time).

Both Dieter and Kurt will realise the cave could become a trap and will want to act quickly. As soon as Dieter has a full complement of skulls, he will use them to initiate an attack. Once all the skulls are engaged he and Kurt will emerge and act appropriately. Only when Dieter is attempting to gain control of a skull (or is in active control of one) does he need to spend time in concentration.

If subjected to a surprise attack in the cave, the two men will simply make the best of it. Dieter will again try to assert control over skulls in the cave rather than wait for skulls already under his command to return. Dieter is driven by an obsession and will fight to the bitter end. Kurt is simply a mercenary and will surrender if reduced to 2 Wounds or below.

It is possible for the party to deal with the wizard without resorting to violence. If they have knowledge about Stefan's death and can persuade Dieter they have dealt with Rocheteau then a truce might be arranged. Dieter will want proof, but will be willing to send a skull to investigate.

THE EFFECTS OF SMOKE

It is quite possible for the PCs to decide on using fire to drive out those in the cave. Gathering suitable material will take about 2 man-hours, and in their search, the bundles already prepared by the Skaven may be spotted as described above. If dry wood is used then people in the cave will be forced to leave after about 30 minutes. If 'greenwood' is used much more smoke will be produced, forcing



people to leave in 10 minutes. Staying beyond this time will result in 1 Wound per round damage from choking. If the wood is still burning, individuals must burst through (assuming tree trunks aren't blocking the entrance), resulting in d4 damage. On the round characters emerge from the smoke and flames, they will be unable to attack and will count as prone targets provided attackers are ready and waiting.

THE CAVE

A Two candles provide faint illumination in the passage leading into the cave. The passage shows signs of footprints if an *Observe* test is made or the path is examined carefully.

B The passage turns at this point, and on the south wall a skull can be seen resting on a ledge. A candle rests on the skull and has covered it with melted wax.

This is a normal skull but has the spell *Magic Alarm* cast on it. An *Observe* test will reveal that the footprints stay clear of the skull. The spell will activate if a creature comes within 1 yard, informing Dieter that intruders are present.

The passage opens up beyond the skull to reveal a large candle-lit cave to the right and a cloth screen ahead. Unless forewarned, Dieter and Kurt will have a torch burning in area E and the light from this will appear under the curtain. The party may hear the men talking or snoring depending on the time of day and how cautious they have been.

C This area is used as a store of iron rations and water barrels, about 6 man-weeks worth in total. Torches, candles etc are also here. Dieter and Kurt are self-sufficient in food and water but Kurt still goes out hunting fresh game. A small individual could hide behind the stores but would be automatically spotted if the stores were utilised.

D About 32 skulls, human, beastman and skaven, are laid in this area in a weird pattern. The cave was the site of Chaos activity but was abandoned long ago. Depressions can be seen in the sand where 10 other skulls were laid. Some 6 inches below each depression, buried in the sand, is a small nugget of warpstone. That is, there should be. One of the depressions actually shows signs of digging and the piece of warpstone under the skull is missing, removed by Wuder Lechart about a decade ago. Altogether the 42 pieces of warpstone weigh about ½lb.

Four of the skulls are now under Dieter's control, the other six are in a heap to the south (the result of failed attempts to gain control). Obviously these numbers will alter if skulls are destroyed. If Dieter is trying to gain control of one of the remaining skulls, he will be found in this area.

E Behind a sackcloth curtain is the living quarters of Dieter and Kurt. A torch provides light. The only furnishings are makeshift beds.

Dieter and Kurt spend most of their time in here. When neither have anything to do (which is often) they play draughts. Under Dieter's instructions Kurt is making a simple chess set from odd bits of wood.

Dieter reckons that teaching Kurt chess would help time pass for about a month.

When not out hunting (which he does around dawn), Kurt is busy whittling. Dieter is often resting but during the day can be found in a trance-like state as he concentrates on controlling a skull (20% chance). At night the chance of finding him controlling a skull drops to 10%.

Dieter will also have a skull in here as extra protection. The skull is normally passive so it would take Dieter 1 round to establish active control, and another round to give it a new set of instructions if desired.

DIETER MARANAEUR, LEVEL 2 WIZARD



Approaching 30 and of medium build Dieter is beginning to look fairly mad. He has not washed, combed or shaved for two weeks, and his only set of clothes are creased and dirt-ridden.

Despite his appearance, Dieter is (initially) reasonably sane, apart from his obsession with ruining Pritzstock. However, under the influence of the cave and Stefan's spirit, the wizard will become increasingly unstable as the days pass. This is reflected in the behaviour of the skulls, early on they simply frighten people but are later used to attack and kill.

If captured (and Rocheteau is still alive) Dieter will not reveal anything under normal *Interrogation* (*Torture* may have an effect but standard tough treatment will not loosen his tongue). If brought face-to-face with Rocheteau, Dieter will fall into a mad rage and attempt to kill him. If Rocheteau has been already been killed then *Interrogation* will make Dieter talk, and he will be proud of his activities, claiming that it was just retribution for the death of his brother.

Dieter and the Skulls

All previous sightings were part of Dieter's experiments. The attack on the coach was to see if Dieter could control a skull while he was away from the cave. As a result of these experiments Dieter knows most of what is described in the *Bestiary*. However, he does not know that a metal barrier will negate control, nor that a dormant skull orientates itself with respect to the cave and, having done so, will attempt to return home. Under normal circumstances Dieter would have probably investigated the source of the skull's power, but in his present state of mind, rational thoughts are not common.

A timetable of Dieter's use of the skulls has already been given. This reflects his twin desires to ruin the village and kill Rocheteau, modified by his increasing madness. As described in the *Bestiary*, Dieter can have up to 4 skulls under his control. These are normally deployed as follows:

- 1: stays in the cave near Dieter as a personal bodyguard.
- 2: flits around the north of Pritzstock generally waiting for Dieter to assume active control.
- 3: waits and attacks travellers on the road to Lichlinberg.
- 4: waits and attacks travellers on the road to Grubentreich.

If any of these are destroyed/negated Dieter may initiate control of another skull in the cave as described in the *Bestiary*. In running the skulls the GM should remember that only one can act intelligently at any one time, ie the one controlled by Dieter. The others will blindly carry out their last instruction. Dieter is able to co-ordinate the activities of all 4 skulls either by directly controlling each in turn, or by having the three passive skulls follow the active skull.

In addition to the events timetabled, Dieter also recalls the skulls at about midnight. Since the skulls lose their power if they're away from the cave for too long, Dieter must replace skulls on duty with fresh ones. The flight from Pritzstock to the cave is 1 hour, so initially, PCs do have a 2-hour window during which no skulls are around Pritzstock.

Dieter Maranaeur, Level 2 Wizard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
5	47	42	3	3	7	57	1	58	57	57	55	61	41	Neutral

Skills

Arcane Language (Magick), Cast Spells (Petty Magic, Battle Magic 1, Battle Magic 2), Evaluate, Herb Lore, Identify Plants, Magic Sense, Magical Awareness, Meditation, Night Vision, Rune Lore, Scroll Lore, Secret Language (Classical), Silent Move Rural, Specialist Weapon (Fencing Weapon)

Belongings

Amulet of Thrice-Blessed Copper (+20% all Poison tests, -1 any Wound from non-magic weapons), Fencing sword, Robes, Blankets, Knives, Pots and pans etc, Staff, Pouch with 37 GCs

Magic Points: 20

Petty Magic: Curse, Glowing Light, Magic Alarm, Marsh Lights, Open, Protection from Rain, Sleep, Sounds

Battle Magic 1: Aura of Resistance, Cure Light Injury, Fire Ball, Hammerhand

Battle Magic 2: Aura of Protection, Mystic Mist, Smash

KURT SCHULTZ, MERCENARY

Kurt is a typical mercenary, all brawn and no brain, who will go where the money is. His cousin Albrecht is a wizard's apprentice in Middenheim, which is how Dieter came to hear of Kurt and engage his services. Dieter has paid Kurt and also given him his *spell ring* (see below), in return for which Kurt has to protect Dieter, find food and generally come in useful.

Kurt regards Dieter as a bit of a nutcase. Whilst he knows little of the wizard's grudge against Pritzstock, his evil nature means that he doesn't care. He also doesn't care much to the idea of dying, and if he and Dieter are trapped in the cave Kurt won't think twice about fleeing, hoping to bargain with any

attackers (ie revealing information about Dieter in return for being set free). Kurt will claim that he doesn't know what the skulls get up to, being employed to simply guard the wizard. He will maintain that he had no idea that the skulls were being used against people.

If asked about the wizard, Kurt will say that he can only control 4 skulls in total and often spends time in a trance. Any other information that doesn't implicate him in illegal activities will also be freely revealed. Kurt has no comprehension of the finer points of skull control.

If *Interrogated* Kurt may reveal the following facts:

The wizard has a grudge against Pritzstock.
He has a bigger grudge against the Mayor.
He's using the skulls to kill the Mayor.
And ruin the village.

The grudge has something to do with his brother's death.
The wizard's brother used to work in the village.

**Kurt's Multiple Spell Ring**

This spell ring has the ability to cast 2 spells: *Cure Light Wound* and *Strength of Combat*. The ring has 10 magic points stored. Both Dieter and Kurt know the trigger words that activate the ring.

On engaging in combat Kurt will use the *Strength of Combat* spell to add 1d6+1 to his *Wound* total (effective to the next sunrise). Kurt's evil nature will prevent him using the *Cure* spell on Dieter unless he needs Dieter's magic powers to escape.

Kurt Schultz, Mercenary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
3	55	48	4	4	9	55	2	54	31	29	29	29	29	Evil

Skills

Consume Alcohol, Disarm, Follow Trail, Silent Move Rural, Silent Move Urban, Specialist Weapon (Fist), Street Fighting, Strike Mighty Blow

Belongings

Sleeved mail coat (1AP, body/limbs), Helmet (1AP, head), Shield (1AP), Spear (+10I, +10 to hit), Multiple Spell Ring (see above), Knife, Normal clothing, Pouch (14GCs)

THE SKAVEN LAIR

The lair is marked location B on Map 2. The Skaven also keep a watch on the wizard's cave from a vantage point 200 yards north-west of location A during the day, and 30 yards away during the night.

The lair is simply a well-hidden glade, close to a small spring. A full search of the area will reveal the glade but simply walking past will not. The Skaven all belong to *Clan Scruten*, a servant Clan of the Grey Seers. They have been sent to the area to locate warpstone and assess any problems involved in bringing it back. However, much importance is attached to the recovery of warpstone and the Skaven, led by Rusikis, will endeavour to obtain it if at all possible.

The Skaven have been in the area for just over a week. They are unwilling to enter the cave in force since they do not know how powerful the skulls are. However, any activity by adventurers will force the Skaven's hand.

At any one time the deployment of Skaven will be as follows: (d6 roll)

- 1-3 = 5 Skaven in lair, 1 at the cave-watch
- 4-5 = 4 Skaven in lair, 1 at the cave-watch, 1 out hunting
- 6 = 3 Skaven in lair, 2 at the cave-watch, 1 out hunting

Rusikis and Skeenar (the sergeant) will always be found in the glade. During the night, one of the Skaven present in the glade will be awake, keeping watch.

The Skaven will fight if they're discovered in their lair. If the Skaven on cave-watch is spotted, he (or they) will immediately flee to inform the others. The distance between the watch-post and lair is about half a mile, and a Skaven will cover the ground in about 10 minutes moving at *standard* rate (with no need for a *Risk* test due to familiarity with the terrain).

If the main group is alerted to the presence of people near the cave, they will move up to see what is going on, arriving some 30 minutes from when the PCs were first seen by the Skaven watching Dieter's cave.

Adventurers are likely to be seen as competitors for the warpstone and treated accordingly. Rusikis will have the Skaven move to spring an ambush, but if it looks like the adventurers and wizard are heading for a fight, Rusikis will delay attacking. In this case the Skaven will attack when one side has won, and presumably been weakened by their effort. If the adventurers are trapped in the cave by the Skaven, you may wish for Rusikis to propose a deal; for example, if the PCs leave their weapons behind, they will be allowed to leave the cave

unharmed. Rusikis will only give the party 5 minutes to decide, and if the PCs do not agree, Rusikis will order the Skaven to begin smoking them out. (See the section detailing the cave area.) As mentioned above, the Skaven have prepared suitable wood for this very purpose. It will take 2 Skaven only 15 minutes to gather it together.

If events lead to combat, the Skaven will fight to the death. Should the party agree to his terms, Rusikis will allow them to leave. However, once he has obtained the warpstone the PCs will be tracked and ambushed. If the ambush is successful (ie the Skaven outnumber the PCs), the Skaven will follow up with direct combat. Otherwise they will return home to the Drakwald Forest with their booty.

THE SKAVEN UNIT

All the Skaven have Night Vision of 30 yards. If given time, they will lick blades before going into combat, giving a 35% chance of causing infected wounds, (check once for each Skaven). A Toughness test may be made to avoid contracting the infection.

RUSIKIS (SKAVEN LEADER), LEVEL 1 WIZARD



The success of the Skaven mission rests with Rusikis, a promising young wizard of Clan Scruten. Rusikis is keen to return with the Warpstone but is perhaps a little cautious in his approach, wanting everything to be just right before making a move. He 'suffers' from a chaotic mutation that allows him to wear armour without needing to spend extra magic points during spellcasting.

If possible, Rusikis will use his poison to revenom 2 of Skenner's arrows plus his own blade. Remember, the bladevenom is only good for one blow. A failed WP test will mean that the victim becomes 'drowsy' (see the WFRP rulebook).

Rusikis received his orders from Skeetishisk, a Grey Seer. The orders instruct Rusikis to locate warpstone known to be present in an area around the Middenland village of Pritzstock. A rough map is included showing the location of Pritzstock by reference to the roads and rivers of the area. However, the language used is Queekish and so may cause the PCs some trouble in deciphering.

Rusikis (Skaven Leader), Level 1 Wizard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
5	38	25	3	4	7	50	1	24	44	44	38	39	14	Chaotic

Skills

Arcane Language (Magick), Cast Spells (Petty Magic, Battle Magic 1), Concealment Rural, Identify Plants, Magical Sense, Read/Write Queekish, Rune Lore, Scroll Lore, Silent Move Rural

Belongings

Sleeved mail coat (1AP, body/limbs), Chain coif (1AP, head), Shield (1AP, all), Sword, bladevenom (*deliriant*, 3 doses)

Magic Points: 14

Petty Magic: *Curse, Gift of Tongues, Marsh Lights, Sounds*

Battle Magic 1: *Cure Light Injury, Fire Ball*

SKEENER, (SKAVEN SERGEANT)

Skeener has been a number of warpstone-gathering missions and is keen to get this one over with. He disagrees with the waiting game, believing that the unit does have the ability to tackle the wizard and his skulls. In his view, all that's required is a surprise attack on the bodyguard when out hunting, followed by a rush to overpower the wizard.

Skeener (Skaven Sergeant)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
5	48	40	4	4	9	50	2	24	34	35	33	29	14	Chaotic

Skills

Concealment Rural, Excellent Vision, Silent Move Rural
Specialist Weapon (Two-Handed Weapon)

Belongings

Bastard Sword (-10 I, +1 Dmg), Normal Bow (24/48/250, 3 ES), Quiver with 30 arrows





Skaven Troops (4)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
5	43	35	3	4	7	50	1	24	24	31	28	29	14	Chaotic

Skills

Concealment Rural, Silent Move Rural, Game Hunting (Skaven1), Follow Trail (Skaven2), Scale Sheer Surface (Skaven3), Set Trap (Skaven4)

Belongings

Sword, Normal Bow (24/48/250, 3 ES), Quiver with 30 arrows

CLAN SCRUTEN

Members of Clan Scruten ('scruts') are all skilled in the arts of concealment and infiltration. They are directed by the Grey Seers to carry out missions where secrecy is of prime importance and the presence of Skaven would attract unwanted attention, eg near or in civilised areas.

As a Clan they pride themselves in their ability to live off the land for long periods of time, all the while keeping a close watch on the area/individual under investigation. Their full motto translates as:

*'With patience comes glimpses,
with glimpses comes information,
with information comes results.'*

However, a typical Clan emblem often displays the abbreviated form, 'Who Stares, Wins'.

'Scruts' operate in small groups (called 'units') to minimise the chance of discovery. These units are comprised of four regular members, a sergeant and a spellcasting leader, (usually a Level 1 Wizard). Spending long periods of time together means that units develop an informal attitude to discipline, and the leader is often addressed simply as 'boss'.

Skaven accepted into Clan Scruten tend to have higher than average ratings in *Toughness*, *Intelligence* and *Cool*. *Toughness* is required to withstand harsh living conditions; *Intelligence* so that individuals can at the very least remember what they have seen; and *Cool* is useful to combat the strain of spending long periods in 'enemy' territory. In addition, members are trained to improve their *Ballistic Skill*. Clan policy is to avoid direct fights and to attack from ambush whenever possible.

A common task for a unit is to discover the exact location of warpstone, once its presence has been sensed by the Grey Seers. The unit roams the area looking for signs of Chaos produced by the warpstone. When located the leader decides if it can be brought back without any problem. If potential problems exist the unit gathers as much information as it can before returning. The Grey Seers then decide how to recover the warpstone, dispatching anything from a small raiding party to a sizable regiment. These groups are then led to the area by the same unit who originally spied out the land.

CONCLUDING THE ADVENTURE

The PCs may have played the adventure as an exercise in hack'n'slay, killing Dieter, Kurt and the Skaven. In this case everyone in Pritzstock will be delighted and the party will be rewarded as agreed. On the other hand, if the PCs fail to stop the skull attacks, and do not discover that Stefan was murdered then there will be misery all round. In this case assume the Skaven eventually storm the cave (having first dealt with Kurt), taking Dieter and the warpstone back to the Grey Seers.

If the PCs bring Dieter to the village, it will certainly liven things up: Henri-Phillippe could get very scared or angry, followed closely behind by a hysterical murderous rage from Elisabet. Note that bringing a dead Dieter back to Pritzstock will still cause Elisabet to react.

If, by whatever means, Henri-Phillippe is found to have murdered Stefan Maranauer then Parzival Aschaffenberg will insist that he be sent to Altdorf for trial. The same will apply to Dieter and Kurt. With the evidence of a body in his cellar, Rocheteau will be found guilty and executed. His estate will then pass to Elisabet. Punishment of Dieter and Kurt will depend on what they did during the adventure.

Trials in Altdorf often take a long time and so legal calls to the PCs as witnesses may be sooner or later according to the GM's desire.

At the end of the adventure the PCs may have 42 pieces of warpstone. Just what happens when all the little bits are brought together is left up to you. They may not guess that the splinters of rock are warpstone, in which case it may come as a nasty surprise to find a Skaven raiding party on their trail a few months later (or alternatively, when individuals start growing a third eye, begin sprouting extra limbs etc).

The end of the adventure may also find a few PCs suffering from various *infected wounds* or diseases. The PCs should be made aware that cures may be found in Middenheim at the Temple of Shallya.

If you are running the scenario as part of *The Enemy Within* campaign, the PCs should be directed towards Middenheim in preparation for the forthcoming *Power Behind the Throne*. If one of the PCs had good *Fellowship* and got on well with the Jung sisters, you may like to have a letter delivered inviting him/her to Middenheim, with a hint that an introduction could be made to



Kirsten Jung (Lady-at-Court) who expressed interest in hearing about their skull-chasing activities.

EXPERIENCE POINTS

The following EP awards (per PC) are suggested for this adventure, but modify these to suit the circumstances of your campaign.

1. Role-Playing in Pritzstock: 5-60 points.

In addition to playing their character consistently, you should take account of the quality, diplomacy, incisiveness, etc displayed when talking to the people of Pritzstock. Sensible plans for getting information and intelligent use of information should be especially rewarded.

2. Dealing with the Skull Attacks: 10-50 points.

Award experience points for clever tactics that exploit the skull's weaknesses. Other factors deserving credit include mobilising the villagers in an effective way; tracking the skulls to their source and working out the various limitations of the skulls. PCs should be thinking ahead on how the village and harvest can best be protected.

3. Dealing with Dieter and Kurt: 5-40 points.

Rushing the cave as soon as they arrive is not the best way of earning EPs (unless of course the PCs have dealt with the skulls and are aiming for surprise). Capturing Dieter and Kurt or both should earn more points, as should any tactic that makes them surrender without a sword being drawn.

4. Dealing with the Skaven: 10-30 points.

This will probably mean a fight. No points should be awarded if the Skaven escape with the warpstone.

5. Saving the Harvest: 5 points per full day saved (max 35).

No fate points are awarded for this adventure.

BESTIARY

THE DEATH SKULLS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
*	41	--	3	3	6	41	1	27	--	--	--	--	--	Chaotic

The Death Skulls consist of human, Beastman and Skaven skulls which have developed powers due to prolonged exposure to warpstone. Normal skulls do not react to warpstone in this manner; it requires special chantings and rituals soon after the creature's death to produce the effect.

A skull's only means of movement is by flying. They fly as *swoopers* so their horizontal movement in level flight is 12 yards per round minimum, and 32 yards per round maximum. Climbing or diving will affect this horizontal movement.

The sight of a skull (or group of skulls) requires a *Cool* roll to be made to negate the effects of *Fear*. The skulls themselves are immune to psychological effects. In addition to damage, the bite of a skull has a 10% chance of inflicting a rare variety of *Tomb Rot*. Anyone bitten by a skull must make a test against *Disease*. If this fails, the Rot will set in causing the loss of 1 *Toughness* point and 10% each in *Dex* and *Fel* within 24 hours. Luckily, the Rot only lasts for 1 day but bitten characters are not to know this! *Cure Disease* will prevent the loss if applied within 4 hours of the wounding. However, any loss of characteristic points suffered as a result of such a bite is permanent.

The skulls have no innate intelligence but can be used to carry out the direct and indirect commands of a controlling spellcaster. A skull may be in one of four states.

Active: (indicated by the eye sockets glowing bright-red) whenever the controller is in direct command.

Passive: (indicated by a dim red glow in the eye sockets) when the skull is carrying out pre-set instructions.

Dormant: when a skull is neither under direct or indirect control.

In this state a skull will seek to return to the 'chaos-cave' immediately. The skull will simply orientate itself to face the cave if it is prevented from returning there for some reason. The actual rotation (if not the cause) is obvious if the skull is observed while moving it about. An *Observe* roll is needed to notice the effect if the skull is moved without being watched.

This orientation effect will be overridden if a localised source of Chaos (say, a small fragment of warpstone), is brought within 5 yards of a dormant skull. In this case the skull will try to get to the nearer piece for as long as it remains within the stated range.

Dead: when the skull reaches 0 *Wounds* or has been away from a source of Chaos for more than 24 hours. From this point the skull becomes quite 'normal'.

A skull's usual condition is dormant. To achieve control a *WP* roll is needed plus the expenditure of 1 magic point. The individual attempting control must spend 1 round in concentration and be within 1 yard of the skull. A failed *WP* roll means that the skull 'dies'. If control is established, the skull becomes attuned to the spellcaster. It can then be made *passive* by giving it instructions to follow, or *active* by continuing direct command. An individual may have up to 4 skulls following passive instructions at any one time. Active control of any of these 4 can be achieved after one round has been spent concentrating; a spellcaster may therefore flit between passive skulls, making each one active as he does so, at will.

In its active state a skull sends visual signals back to its controller. When controlling a skull an individual must remain completely relaxed and composed. Any physical movement will immediately negate control, as will failed tests versus *Fear* and the like. The skulls have a Night Vision range of 30 yards. The command range is 6 miles and command lasts for as long as the spellcaster can maintain complete concentration. The spellcaster may use the skull to follow direct commands or 're-program' the skull to carry out a new set of instructions (re-programming takes 1 round).

Any skull will become dormant if it becomes separated from its controller by more than 6 miles, or if completely shielded from its controller by a metal barrier for more than 1 round.





PRACTICE MAKES PERFECT

CAREER GUIDANCE FOR WARHAMMER FANTASY
ROLEPLAY

by Jim Bambra and Phil Gallagher

BASIC CAREERS

All characters start their adventuring lives by following a basic career. This 'pre-adventuring' career provides characters with their initial skills and a first, 'free' advance. This is the career which the character was following immediately prior to taking up the life of an adventurer, and so all the skills listed under the career are assumed to have been learnt before play starts.

An exception to this are those skills marked as being gained on a percentage chance. For example, a newly-generated Boatman automatically gains *Fish*, *Orientation*, *River Lore*, and *Row*. The character also has a 50% chance of being *Very Strong*, a 25% chance of having *Consume Alcohol*, and a 25% chance of *Boat-building*. Some Boatmen will be lucky and have picked up these

three skills before commencing play, others will not have done so. Note, however, that most of these skills may still be acquired at a cost of 100 Experience Points each - ie, they can be picked up in exactly the same way as skills of later careers. In this case, it is assumed that the character already has some rudimentary knowledge of these skills, and only needs a bit of practice (reflected by the gaining and spending of Experience Points) before becoming fully skilled in them. The exception is *very strong* - an *innate* skill, which the characters either acquire in their first career, or not at all. A complete list of *innate* skills may be found below.

Of course, some players may decide that they would rather spend their hard-earned Experience Points on fulfilling their advance scheme, or moving to a new career.



·CHANGING CAREER·

Although changing careers in game terms is relatively simple, attempts to rationalise what is actually happening in a roleplaying game may prove somewhat more difficult. Our Boatman, according to the rules, may adopt any of the following career exits - Outlaw, Seaman, or Smuggler; alternatively, she may opt for a random roll on one of the Academics', Warriors', or Rogues' career charts (see *WFRP*, p17), or she can actually choose another Basic Ranger career. In other words, the rules make just about every career open to every character. In an abstract game, of course, this poses no problems - the GM simply applies the rules, the character expends the requisite number of Experience Points, and the game continues. However, there will inevitably be those who want to know the answers to questions such as, how



does the character actually begin a new career? Does he or she need specialist training? If so, where does one find a teacher? Are there any openings into this career, and does it fit in with the overall development of the campaign?

Depending on your style of play, some of these questions will be less important than others. In our own games, we have found that changing careers - when roleplayed - can provide a great deal of fun. It gives characters a whole series of motivations and goals other than those normally associated with adventuring. Characters have to keep their eyes open for a teacher or employer to give them a start in a new career, they can't simply become a Wizard's Apprentice, for example, just because it's one of the listed career exits and they have 100 EPs to spare. The character must first find a Wizard who is looking for an apprentice and then convince the NPC that he or she is a suitable (or rich enough) candidate for training. After that, a period of study and practice is required to allow for basic assimilation of the skills and to learn one or two spells. Only at the end of this period will the character be in a position to exchange EPs for skills and advances.

Similarly, becoming a mercenary, soldier, or gunner is just not possible without first entering military service. Simply declaring oneself to be a gunner allows you to acquire neither the skills nor the associated advance scheme. These things have to be taught to you first, and then you need a short period to practice them.

Finding teachers can involve characters in interesting side-adventures as they try to locate a teacher or employer for a career that they are particularly keen to take up. It's no good declaring oneself to be a Roadwarden if the Roadwardens won't accept you, and impersonating an officer of the law can get a character into big trouble! However, once found, a prospective employer or tutor is not necessarily going to accept someone just because the character wishes to follow a new career. Often the teacher or employer will have their own reasons for taking on a new pupil or employee -

maybe they have lots of menial work for an apprentice, or perhaps they want to hire some muscle for military service.

A campaign will also benefit if some careers remain closed to characters until certain points in the plot or adventure have been reached. You may decide that your adventures are going to be set in a number of towns in which your characters spend their time as normal citizens rooting out Chaos cults that have wormed their way into positions of influence. Adventures of this sort work best with small numbers of characters, who also have links with a town's organisations - guilds, trade associations, and so on. A Mercenary Captain leading a force of 20 battle-hardened veterans is not really suited to such adventures. Later, however, the campaign may involve the characters in the defence of a barony against rampaging mutants and Beastmen, and here characters with military experience and training would undoubtedly come into their own. A Physician's Student, on the other hand, is likely either to meet a horrible death, or to get bored very quickly. As GM, you could introduce the player characters to such an adventure by having them see notices proclaiming 'Recruits - Officers, NCOs, and Regulars - wanted for Baron Otto's Company of Foot', or by having an agent of the Baron's approach a PC Mercenary Captain. By not making every single career option available to the PCs at all times, it is possible to gear changes to developments within the campaign itself.

In **The Enemy Within** campaign, we have provided details of prospective employers and teachers for careers appropriate to the stage reached by the campaign. These are meant to be fully detailed NPCs with personalities, and believable motives for training or employing the player characters. In this way, we have tried to create a campaign where the action and the characters develop in parallel.

Inevitably, however, some characters will want to follow a career that is not made available in the campaign. For some careers, this should not be too difficult to cope



with. It is a simple matter to become a Bodyguard, for example - all that is needed are the required trappings and someone (even another PC) to guard. This change is made available to Werner 'Pick-Axe' Murmann in **The Enemy Within** campaign, simply because one of the other PCs is being hunted by a person or persons unknown whose intentions are definitely violent! Similarly, it is fairly easy to become a Protagonist, providing you can find someone to employ you in your new role or some cause people will pay for you to 'defend'. In both cases, no specialist knowledge is required, and there is nothing to study - it's just a case of going out there and doing it.

Becoming a Coachman, however, requires that characters should actually sign up with a coaching company, or at least have the means to buy a coach and horses to set themselves up in business. Being a coachman without a coach is obviously ludicrous.

Characters may also decide to seek out employers within the context of the campaign. Having decided to become a Physician, for example, a character may either approach the local Physician's Guild, or a practising Physician. In this case, the character should have to make a successful *Fellowship* test to get on friendly terms with the guild or the NPC Physician, and then make an *Employment* test to be taken on, or perhaps the character may even have to carry out some small task first. Before the Physician accepts a student, he or she may require the prospective candidate to go and find some ingredients for the manufacture of a certain drug, or may send him or her into plague areas to test their commitment to healing others. Any number of adventures could spring out of this. Alternatively, the GM may decide that it isn't appropriate for the character to become a Physician at this stage of the campaign, and may rule that there are no openings in the guild - 'We have the required number of practitioners and students as specified by the Guild, but thank you for your interest'; or, 'I'm sorry, I already have three apprentices - I just don't have the time to train anyone else at present.' Whenever possible, it is in the interests of the game to let players follow career paths of their choice, but if this involves some effort on the part of the character, it makes gaining it even more rewarding.

As mentioned above, finding a career path can generate any number of adventures - a Wizard may require certain books or spell ingredients to be located for her; characters entering military service can be sent on missions such as taking a patrol to check on a remote village, or delivering a message to an officer some miles away. These and similar adventures could involve the players in fighting their way through hostile territory or discovering that one of their party is a spy or assassin for the opposition.

•TEACHERS AS NPCs•

By making each prospective employer or trainer an NPC in their own right, you will soon build up a number of colourful and interesting characters for your players to interact with. These NPCs can then provide assistance later in the adventure and can be used to introduce new adventures along the way. As characters grow more experienced, they will have a much greater pool of friends and contacts to draw on in their adventures.

Characters could also be set up by such NPCs. By pretending to offer them training, an NPC could dupe adventurers into carrying out illegal tasks for them for nothing! 'B-but, your honour! How was I to know he was a Fence? I thought he was an honest merchant. I swear, I had no idea what was in the box...'

LEARNING NEW SKILLS

First of all, by way of clarification, you should note that characters entering a basic career which has one or more skills preceded by the phrase 'XX% chance of...' *may* buy any of these skills as normal, unless the skill is an *innate* one. The 'percentage chance' only applies to characters for whom this is the first career.

But what happens later, if a character changes careers and then decides that he or she wants to learn one or more of the skills that were previously available under a former career, but not bought at the time? Obviously, if the skills in question are listed under the new career, then they can be acquired in the normal manner. If the skills are not listed, then the character has to decide to put in some special, extra practice in order to gain them. Similarly, a character may wish to acquire a particular skill that is not part of his or her current or past career. The rules outlined here explain how this can be done.

The basic premiss of this system is that when a character changes career, if he or she undergoes some training, then the character acquires a rudimentary knowledge of *all* the skills listed under that career. This does not mean that the character acquires the skills, but rather that he or she is taught what to do in order to develop the skills over time. This is reflected by the gaining and spending of experience points. When the character has acquired 100 EPs, he or she is deemed to be experienced enough so that the rudimentary knowledge of any one skill can be converted into full knowledge, and the player may add that skill to his or her character sheet. Those careers that don't require an initial period of training, on the other hand, are assumed to be so well-known to all inhabitants of The Empire, that the character need only practice on his/her own in order to develop the skills listed under the career description.

•GAINING SKILLS FROM OLD CAREERS•

However, it is assumed that, having entered a new career, the character is not in a position to build on the rudimentary knowledge acquired during the old career, and thus cannot normally gain previously available skills. Having moved on from the old career, the character has forfeited the means of gaining them easily. However, if characters are able to devote a few hours each week to the practice of such skills, they may still gain the skill by expending 100 EPs (as normal) and then making an *Intelligence* test. If the test is failed, the character loses the 100 EPs and fails to learn the skill. This does not prevent the character from having another go later, but the 100 EPs are irrevocably lost. The amount of time to be spent in practising such skills, and the period over which the practise must be conducted, will vary from skill to skill. However, as a rough guide, we have divided all the skills into the four categories as listed below:

Practical

Acrobatics *t*
Ambidextrous
Art
Carpentry *t*
Concealment -
Rural & Urban
Consume Alcohol
Contortionist *t*
Dance
Disarm
Dodge Blow
Drive Cart

Intellectual

Animal Training *p*
Arcane Language
Astronomy
Boat-building *p*
Brewing *p*
Cartography
Cast Spells *m*
Chemistry *p*
Cook *p*
Cryptography
Cure Disease *p*
Demon Lore *m*

Escapology
Fire Eating
Fish
Flee!
Follow Trail
Frenzied Attack
Game Hunting
Juggle
Lip Reading
Marksmanship
Mime
Mimic
Mining *t*
Orientation
Palm Object
Pick Lock
Pick Pocket
Ride
Row
Sailing *t*
Scale Sheer Surface
Set Trap
Shadowing
Silent Move -
Rural & Urban
Smithing *t*
Specialist Weapon
Spot Traps
Stoneworking *t*
Street Fighter
Strike Mighty Blow
Strike to Injure
Strike to Stun
Swim *t*
Torture *t*
Trick Riding *t*
Ventriloquism *t*
Wrestling *t*

Personal

Acting *t/p*
Begging *p*
Blather *p*
Bribery *p*
Charm *p*
Charm Animal *p*
Clown *t/p*
Comedian *p*
Disguise *t/p*
Etiquette *t/p*
Gamble *p*
Haggle *p*
Jest *t/p*
Public Speaking *p*
Seduction *p*
Sing *t/p*
Story Telling *p*
Wit *p*

Hypnotise *t/p*
Divining *p*
Dowsing *p*
Embezzling *p*
Engineer *p*
Evaluate
Gem Cutting *p*
Heal Wounds *p*
Heraldry
Herb Lore *p*
History
ID Magical Artefact *m*
ID Plant
ID Undead
Law
Magical Awareness *m*
Magical Sense *m*
Manufacture Drugs *p*
Manufacture Magic Items *m/p*
Manufacture Potions *m/p*
Manufacture Scrolls *m/p*
Meditation *m*
Metallurgy *p*
Musicianship *p*
Numismatics
Palmistry *p*
Prepare Poisons *p*
Read/write
River Lore
Rune Lore *m*
Rune Mastery *m*
Scroll Lore *m*
Secret Language *p*
Secret Sign
Speak Additional Language *p*
Super Numerate
Surgery *p*
Tailor *p*
Theology

Innate

Acute Hearing
Excellent Vision
Fleet Footed
Immunity to Disease
Immunity to Poison
Lightning Reflexes
Linguistics
Luck
Night Vision
Sixth Sense
Strongman
Very Resilient
Very Strong

a few beasties, you can't call yourself skilled. These skills are followed by 'p'. There are also some skills which can only be learnt by following a magical career - these will never be taught to someone who has not completed one or more of the following careers: Druid, Initiate, Wizard's Apprentice, Alchemist's Apprentice (these are followed by *m*).

Personal: those skills where it's not so much *what* you do that counts, as *how* you do it. Many of these can be self-taught (those that require tuition are suffixed 't'), and all require practice (suffixed 'p').

Innate: these are skills that, by and large, you're either born with or can only acquire by long service in a particular career. There is no other way to gain these skills - no amount of practice or study is going to allow a character to see in the dark, for example.

TRAINING TIMES

The amount of time which must be spent in practice/study depends on which category the skill falls into:

Practical skills require 2 hours' practice each day for 3D6 weeks before the character can make an *Int* test to gain them. Moreover, if a skill requires tuition, the character must be supervised for at least half the time.

Intellectual skills require 2 hours' study per day, plus 2 hours per week with a tutor, for 6+2D6 weeks, before an *Int* test may be made to gain them. Skills which call for additional practical work will require the student to spend a further 2 hours per week on this.

Personal skills are much harder to pin down in terms of the amount of practice/study required. Given a particular skill some people will be able to pick it up quickly, others can struggle in vain for ages. Basically, characters attempting to acquire any of these skills must practice for 2 hours per day for a number of days equal to 100 minus the character's *Fellowship* score. At the end of this period an *Int* test is taken to see if the character has gained the skill. If a skill is listed as requiring tuition, the character needs to be supervised for a minimum of 2 hours per week.

Tuition Fees

These will obviously vary according to the NPC (and may well be influenced by such factors as whether you really want a certain character to acquire a certain skill, or not). As a rough guide, however, you should consider that tutors of *physical* and *personal* skills will charge 1D6 GCs per hour, while tutors of *intellectual* skills will charge 1D10+1 GCs per hour.

Compressing Training

A character may prefer to take a crash course rather than trying to learn a skill in his or her spare time. This is perfectly acceptable, provided that i) the character does not try to work for longer than 10 hours per day; ii) the supervising tutor (if any) is agreeable; and iii) the total number of hours spent equals the required number.

A SAMPLE TUTOR

Presented below is a detailed NPC for use in any Warhammer campaign. Although designed to fit smoothly into the Altdorf section of **Death on The Reik**, Heinz von Naprump can easily be used in other locations, simply by changing obvious details. Heinz shows how interesting NPCs can be used to provide players with skills, career changes and as a source of information and future NPC contacts.

EXPLANATION OF CATEGORIES

Practical: those skills in which it's not so much the theory that counts as the practice. These skills may be acquired by hard-work, self-discipline, and dedication. Those skills followed by 't' *cannot* be learned without tuition from an expert.

Intellectual: those skills where theory and book-learning are all important. In general, these skills cannot be self-taught. In addition, some also require a fair amount of practical work - it's all very well knowing the *theory* of animal training, but unless you've practised on

HEINZ VON NAPRUMP - Human, Male, Scholar (ex- Student/Noble)

Heinz is the younger son of a wealthy Altdorf family, one of the many noble families that gather at Altdorf to be near the Imperial family. At an early age, Heinz showed a great interest in the history and the geography of The Empire, so his parents enrolled him at the University of Altdorf where he has followed a successful academic career.

Heinz is a quiet bookish man. He is softly spoken, but has an annoying lisp, a character feature common to many nobles. Heinz dresses in expensive, though serviceable dark brown clothes which cover his bloated overweight frame. His appearance is spoilt, however, by the traces of dried food that cover the front of his waistcoat and cravat. His thick, almost opaque glasses make him look dim-witted, but there is a keen mind at work underneath his mild exterior.

He is always concerned as to the time, as if he were constantly afraid of missing an important appointment. He appears nervous, particularly with strangers, but soon warms to anyone who has academic leanings or pretensions.

Although greatly interested in The Empire, Heinz has not travelled very widely in it. He is far more interested in poring over other people's written experiences than in gaining any first hand knowledge. Still, he is an erudite scholar, with an excellent knowledge of The Empire's geography and history.

A University man for all of his adult life, Heinz lives in rooms cluttered with charts and rubbish within the University grounds where he is looked after by his overworked housekeeper. Heinz teaches geography and history. As an established academic he is able to pass most of the boring work onto his subordinates, and concerns himself with making accurate maps of The Empire's waterways. He is currently compiling data on the Reik between Altdorf and Nuln.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	36	32	3	3	6	58	1	34	30	68	36	50	29

Age: 42

Skills

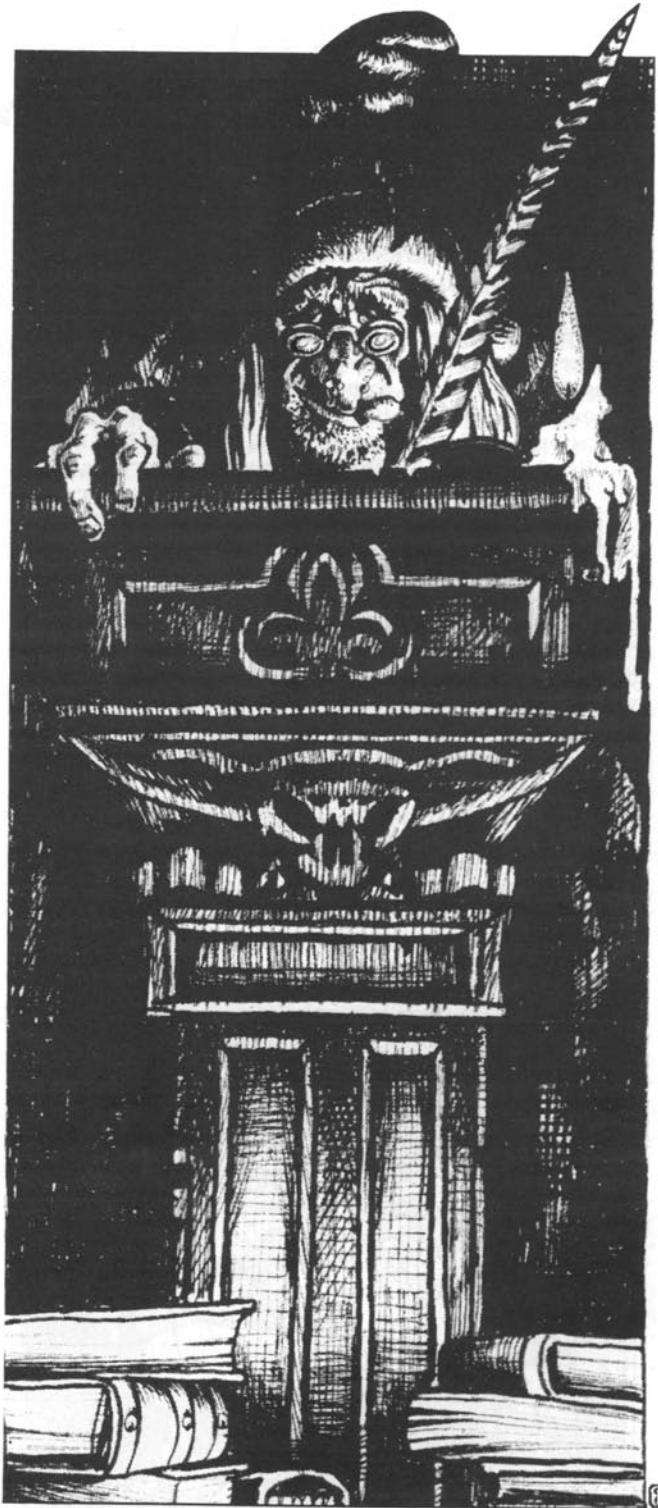
Arcane Language - Magick; Astronomy; Cartography; Charm; Etiquette; Heraldry; History; Numismatics; Read/Write; Ride; Secret Language - Classical; Speak Bretonnian Dialect

Possessions

Dagger, writing equipment, tricorne hat, powdered white wig, thick pebble glasses, brown foodstained suit.

Heinz can be introduced to the adventurers in a number of ways. He could simply be encountered in a riverside inn or strolling along the docks. If he sees the adventurers, he may attempt to strike up a conversation about the River Reik, one of the great loves of his life. Or they could rescue him from muggers one dark and foggy night. Alternatively, the adventurers could hear of him from a pub landlord, 'There's this educated geezer who often comes in here, always asking questions of folk about the river, writes a lot of it down, he does, and always pays for information.' The adventurers could either seek him out or wait until he arrives. Another way to introduce him is for the adventurers to see a notice asking for 'Honest riverfolk to map the Reik, good money paid for important scientific work.'

No matter how the adventurers encounter him, Heinz is interested in finding a team of people to make maps of the Reik for him. He is willing to pay 25 GC for accurate maps and will teach any character the *Cartography* skill for free. A *Int* test is required to learn it from him.



In addition to teaching *Cartography*, Heinz can be a very useful source of information on The Empire's geography and history. Once the adventurers return with their charts, he will act as a patron to any character wishing to become a student or scholar at the University, and he provide letters of introduction to other academics and universities in The Empire.

In addition, Heinz is willing to give private tuition in *Numismatics* and *History*. He refuses to teach *Read/Write*, however, as he considers it to be beneath his dignity. Heinz's family and university connections can come in useful as well, since he will be able to intervene on the adventurers behalf if they get into any trouble with the authorities. How successful his intervention is, depends on the extent of the adventurers' crimes, but he should be able to deal with minor transgressions easily.

Jim Bambra & Phil Gallagher

• HACK AND SLAY! •

Revised Combat Rules for Warhammer Fantasy Roleplay

This section contains a selection of revised and new rules for combat in **Warhammer Fantasy Roleplay**. Revised rules are designed and tested for the purpose of improving previous rules, and should be used to replace them. These rules should be tested by GM and players during an agreed "trial period" to see if everyone is happy with them, and if so they can then be used on a regular basis. The additional rules do improve the game, but some of them (eg the optional *Initiative* modifier) can slow play down a little. This should not be a major problem, since combats don't usually take too long in **WFRP** anyway, but if everyone feels that play is significantly slowed down the new rule can be ignored. Where possible rules are given in the same order as those in the **WFRP** rulebook.

• SURPRISE •

No rules are given here for determining surprise, since this varies hugely with circumstances, special skills, and other factors. However, the *Effective Initiative* (EI) system described below does allow more flexibility in determining surprise. The GM may rule that, rather than losing a whole round (does anything really get surprised for a full 10 seconds?), a creature which is surprised suffers a delay before it can respond, losing EI. Again, exactly how much time is lost will depend on circumstances, but if the GM is unsure of how long this might be, EI loss can be randomly determined by 1D3x10. The section below on EI will explain this in more detail.



• INITIATIVE AND EFFECTIVE INITIATIVE •

In a single round of combat, characters and creatures make actions in descending order of I scores. However, the **WFRP** rulebook gives modifiers to this (for charging, winning, etc.) which can vary on a round-by-round basis, so that I scores change in terms of determining order of actions. Equally obviously, though, the basic I score for a creature does not change with these modifiers. The best way of looking at this, which enables us to tackle other problems, is to use the term *Effective Initiative* (EI) to denote the temporary level of this characteristic due to modifiers.

*For example: Helmut the Warrior, with I 45, is fighting a Skaven Warrior (I 40). On the first round he missed his blow while the Skaven nicked him for 1 Wound of damage. The Skaven is now considered to be winning this combat (see the **WFRP** rulebook). This gives the Skaven a +10 modifier to I on the second round. We can say that, for the second round of combat, the Effective Initiative (EI) of the Skaven is 50, and Helmut's EI is 45. This makes a crucial difference, since the Skaven will now strike a blow before Helmut.*

Using EI allows the GM and players to run combat much more smoothly, as we shall now see.

Round Modifiers to EI: Optional EI Modifier

Consider two creatures in combat, neither with advantage of ground or charging, having surprise, etc., one with I 55 and one with I 54. Clearly, there will be little difference between how swift they are to act, and the optional EI modifier suggested here reflects this. Prior to each round of combat, but after players have called their planned actions, the GM determines randomly which side in the fight has a slight edge, due to the variability of reaction times. This is determined using D6 and D10. If the D6 is 1-3, the PCs have an edge, if 4-6, their enemies do. The result of the D10 roll is added to the EI score of the side which has the slight edge.

For example: Helmut (I 45) and his friends Skallier the Elven Ranger (I 63) and Ragnerek the Human Ranger (I 39) are fighting three more Skaven (I 40). At the start of the fight, the GM rolls 1D6=2, showing that the PCs have an edge, and 1D10=7, so that each character may add +7 to EI this round. Now, the EIs for the three adventurers are 52, 70, and 46 respectively, so that all three can act before the Skaven. This may make an important difference, since Ragnerek gets promoted in the striking order.

This simple optional modifier increases the uncertainty of events so far as creatures with reasonably well-matched basic I scores go, while making sure that creatures with considerably better I scores than their opponents will keep the advantage that the larger difference should mean.

· SEQUENCING MULTIPLE ATTACKS ·

For this purpose, the **EI** system is highly useful. Combats which involve creatures with varying numbers of multiple attacks can be tricky for the GM to handle. Should a creature with **I** 40 and 2 *Attacks* strike with both before a creature with **I** 35 and 5 *Attacks*? This again seems implausible. The **EI** system offers a simple way out.

The formula is easy. Divide the creature's **EI** at the start of the round (basic **I**, optional modifier, any modifier for winning, etc.) by the number of *Attacks* which it can make. Its blows will then fall at regular intervals throughout the round.

For example: Serafin, an Elven Assassin with I 70, is facing an Ogre with I 30. The Elf has 3 Attacks, the Ogre has 2. Using the optional I modifier, the GM determines that the Elf has an EI bonus of +2 this round, for a total EI of 72.

The Elf's three Attacks take place at 72, 48, and 24; the two replies from the Ogre at 30 and 15. Thus, the sequence of attacks is: Elf, Elf, Ogre, Elf, Ogre.

Fractions equal to or greater than one-half are rounded up, fractions below one-half are rounded down (so with **EI** 70, attacks would take place on 70, 35, and 18).

This is not too time-consuming a system to use, because multiple attacks only apply to hand-to-hand combat and not to missile fire or magic. What's more, it's not difficult for a player to make this division of blows, since the maximum number of attacks for PCs is 4 anyway (our Assassin is one short of this maximum).

The GM can then go through actions for PCs and their opponents, simply going through in order of descending **EI** as normal. The only difference is that second, third, etc attacks will occur later down the list, with some monsters and PCs entering the fray more than once. The effect of this system is to 'even out' multiple blows, so that no one can inflict a huge number of attacks due to high **I** before an opponent, even one with multiple attacks itself, can attempt one strike.

Actions in a multiple attack sequence cannot be delayed; they will simply be lost. In the example above, if for some reason the Elven Assassin had not used his **EI** 72 attack, he would be left with only two, which would occur at the normal times - **EI** 48 and **EI** 24.

Note finally that extreme differences in **I** will remain protected with this system. For example, our Elven Assassin will still land all three of his blows before a Giant (**I** 20) could land any of his five. This is not unreasonable, because the difference in **I** is very large indeed, and the reaction time of the creatures is so different as to make this plausible. Of course, when the Giant gets going it doesn't half rain down a torrent of violence, but **I** (and **EI**) is essentially the ability to react quickly, not to strike many blows (that is determined by the creature's *Attack* characteristic).

A Simplified System

A faster, albeit less realistic variant on these rules for multiple attacks is to use the same basic **I** and order of attacks as above, but apply modifiers for winning, charging, surprise, etc to the individual attacks and not to the **I** score to create an **EI** each combat round. This way, the GM and players do not have to change the **EI** round by round. This option is, as noted, faster, but it tends to have a strongly negative effect on characters or creatures with multiple attacks who have an indifferent **I** score to begin with.

· TAKE-UP ACTIONS ·

Drawing a weapon for use should definitely take time! The following rules should be used:

Two-handed weapons and bows of all sorts will take a complete round to draw. If the bow is not loaded then loading (reload) time must be added as well.

Shields and bucklers take a round to ready for use if not already strapped to an arm (eg carried on one's back).

Hand weapons, if drawn, result in a loss of **EI** (see below). The penalty should vary with the size of the weapon. A knife or dagger can be drawn quickly, and results in an **EI** loss of only -10 (assuming the weapon is close to hand). Drawing a Sword or other larger-size Hand Weapon results in an **EI** loss of -20. Obviously, these penalties to **EI** only apply on the combat round on which the weapon is being drawn.

You will need to decide how long it takes to draw other weapons, reflecting the importance of how ready to hand a weapon is. For example, a whip wrapped around the waist would probably take a full round to ready for use; but if it were carried looped in a stout leather strap-holder on a belt it could be retrieved more quickly, resulting in an **EI** loss of only -20. Weapons carried in a backpack will take longest of all to retrieve for use.

Pack Items: How long it takes to get an item from a backpack depends on how much stuff is in there already! Since, by and large, the more items there are inside the pack, the higher the total Encumbrance (**ENC**) value, a reasonably simple rule can be used:

It takes 1 round to open up the pack (this includes taking it off one's back if it is there). Then, to find an item takes 1 round per 30 ENC units of things inside the pack, or part thereof.

An important note is that **EI** loss from take-up actions is taken into account *after* working out when multiple attacks are completed. This may well lead to the loss of one or more attacks from that multiple attack sequence. See *Sequencing Multiple Attacks*.



· ATTACKS ON DIFFERENT OPPONENTS ·

Generally, it is possible to switch attacks between opponents in hand-to-hand combat in one round, but at least one *Attack* is lost per 'switch', or more if the GM rules that several yards, or more, must be travelled. For example, a character with three *Attacks* fighting two Goblins could strike once at one, turn or move to fight the other (losing one *Attack*), and then get one blow at the second enemy. Changing *Attacks* doesn't have to be declared in advance. For example, if a Warrior unexpectedly inflicts a massive critical hit on one enemy, he can then change his intended action (to strike again at the same enemy) and instead try to hit another target with any *Attacks* he has remaining. However, letting fly missiles at different aimed-at opponents in missile combat is not possible!

• UNARMED COMBAT •

The damage penalty for using the fist (or kicking, etc) is increased from -2 to -3. A character possessing the *Street Fighter* skill may ignore -2 of this modifier as before, but there is still a -1 residual penalty. The *to hit* penalty is -20 as before. This change reflects the fact that a dagger or knife (damage penalty -2) is certainly more dangerous than a fist, and this is reflected in the increased damage penalty for fisticuffs. Fist weapons have the same damage modifier (+1) as before. Remember that all unarmed attacks are to *stun* (see **WFRP** rulebook), whether the attacker likes it or not.

• WEAPONS •

The Whip

Although there is a *Specialist Weapon - Whip* skill, the full description written for this unusual and powerful weapon is missing from the **WFRP** rulebook.

Whips have long handles, usually 1 yard in length, to which is affixed a length of hard cord. Whipcord material must be made from a very hard animal skin or gut - rope and similar fibrous material are not suitable. The best whips are imported into the Empire and are made from rhinoceros skin, although troll gut (if you can get it) is a good alternative. Whips are *rare*, and cost 15 GCs plus 4 GCs per yard of whipcord. Whipcord varies between 3 and 7 yards (lengths above 7 yards are too unwieldy), and whipcord length is taken to be the striker-target maximum distance.

Someone wielding a whip uses his **BS** (like a lasso) to determine his chance of hitting. Hit location is determined normally. The effects of location hits are important, and are as detailed on the following table:

WHIP HIT LOCATION TABLE

Location	Effect
Head	If any damage is caused, the victim must make a successful <i>Dexterity</i> test or be blinded with pain for 1 round.
Arm	If the character is holding anything and the blow causes damage, the target must make a successful <i>Toughness</i> check or drop the item.
Body	There is a 50% chance that both arms are pinioned. If this happens, the victim can do nothing but attempt a <i>Dexterity</i> test each round in order to free himself.
Legs	If the whip-user makes a successful <i>Strength</i> test, the victim can be dragged to the ground and treated as a prone target. This is in addition to the usual entanglement chances (see below). A target cannot be dragged to the ground, however, if its <i>Strength</i> exceeds that of the whip-user by more than 1 point.

A whip has an *Effective Strength* of 1, and any hit from a whip, whether it causes damage or not (that is, if a successful **WS** roll is made), may entangle the target unless he makes a successful *Dexterity* test with a -10 penalty, which must be made each round. Of course, only one creature may be entangled by the whip at a time. An entangled creature fights with a -10 penalty to relevant skills, which may be increased to -20 if the whip-wielder does nothing other than continue to pull hard on the whip handle.

All this makes the whip a formidable weapon indeed in the hands of a skilled specialist, you may therefore want to amend its effects in certain circumstances. For example, a Halfling who is lashing a whip around the knees of an Ogre is unlikely to be able to pull the creature to the ground, even if the Halfling does make a *Strength* test, and a suitable modifier may be imposed as you see fit.



• PARRYING •

This is a particularly important rules revision! A character with the *Specialist Weapon - Parrying Weapons* skill is now permitted to make one free parry with a specialist parrying weapon in addition to his normal attacks. Only one such parry is possible, although one or more attacks may also be used as additional parries if the character wishes. The free parry must be made with a specialist parrying weapon - a left-hand dagger, a sword-breaker, or a buckler. The free parry can not be exchanged for an extra attack of any sort!

This rules revision makes a sword-breaker a far more useful weapon to carry than previously, and to compensate for this a second revision must be made: the possible weapon-breaking function of this specialist weapon will not operate on this 'free parry'. If an attack is sacrificed for an additional parry with the sword-breaker, the additional parry can break the weapon, as in **WFRP** standard rules.

• MISSILE FIRE •

To Hit Modifiers

The following table should be used to replace that given in the **WFRP** rulebook.

Firing at a small target	-10	Generally, anything under 1' high and long is a small target
Firing at a large target	+10	Generally, anything above 8' tall (Giant, Ogre, Troll, etc.)
Firing from a moving mount	-10	Such as a horse or from a wagon
Firing at a running target	-10	Moving at full running speed
Firing at evading target	-20	See below
Firing at long range	-10	Target is at long range for the weapon being used, as defined on the <i>Missile Weapons Chart</i>
Firing at extreme range	-20	Target is at extreme range for the weapon being used, as defined on the <i>Missile Weapons Chart</i>
Throwing improvised missile	-10	Such as stones, pottery, chairs, etc.
Target in soft cover	-10	Target is partially hidden by vegetation, woods, or trees
Target in hard cover	-20	Target is partially hidden by stone or brick work, walls or battlements

An evading target is one which is running at full speed, but which is also taking evasive action by zig-zagging and dodging. This will usually only happen with creatures smart enough to do it (an **Int** test may be used if the GM is unsure about this), but it offers PCs the chance of making a safer retreat from bow-using enemies. An evading target only travels 75% of the distance of one at full running speed, due to the irregularity of its course (eg with **M3**, full running speed is 48 yards per round, evasion speed 36 yards per round). In all other respects (eg for suffering *Risk* tests, enforced slowing each round due to fatigue, etc.) evasion counts as full running speed.

Missile Weapons in Hand-to-hand Combat

The easiest rule to employ here is that missile weapons can be used in melee, but characters cannot reload them. It simply isn't possible to slip a bolt into a crossbow and draw the string taut for firing when a stinking Ogre is trying to smash your brains out all over the floor with a whacking great club. Instinctive attempts to evade such a fate make the concentration and discipline needed for reloading a missile weapon impossible to sustain. Weapons such as a throwing knife or throwing axe may be used, but it is unlikely any character would need or wish to do this, for this could strike a friend by mistake (see *Firing into a Hand-to-Hand Combat*).

Firing into a Hand-to-Hand Combat

It is assumed here that the firer wishes to hit a specific target (or at least to avoid one!); if this is not so, use the rules for *Firing at a Group*.

Firing into a hand-to-hand combat is obviously possible, but the character may have problems hitting his intended target. The chance of such a mistake occurring is 5% per additional creature within the group fighting. The GM determines randomly which creature is hit in such cases. If the firer's **BS** is not very high, no extra roll should be needed to find whether an unintended target was hit. One can simply add the appropriate number to the upper end of the range.

For example: Helmut is being set upon by four Goblins, and Ragnerek the Ranger is 200 yards away across very rough terrain. Ragnerek is a good shot with his longbow, with BS 55, so even with the extreme range penalty (-20) he has a moderate chance of a hit. His player rolls 44, a miss.

Since adjusted BS is 35, and there are 4 'secondary targets' (3 other Goblins and Helmut), a roll between 36 and 55 (4 x 5 = 20%, added above the BS of 35) indicates someone has been hit. This roll of 44, therefore, means Ragnerek has hit one of them; the GM rolls a D4 to determine who is hit, and one of the other Goblins goes down with an arrow through the guts. Ragnerek nocks another arrow and hopes his luck will hold. So does Helmut...

Once it has been determined that a target has been hit, the normal procedure for hit location and damage is followed. For the purpose of these rules, a group is defined in the normal way; ie a separation of 4 yards constitutes another group.

Firing at a Group

The old rule, that **BS** is doubled when firing at a group if the firer does not specify an individual target within it, is changed here. The bonus to **BS** becomes +5% per additional creature in the group above one. Thus, if the group is of three creatures the firer gets a +10 bonus to **BS**, if of four it is +15, and so on.

For example: Ragnerek is now firing at another group of four Goblins, also 200 yards away. He doesn't nominate any particular Goblin as a target. His BS is 55, so his chance of hitting is 50% (55, -20 for the extreme range, +15 for the three additional targets). If he does hit, his victim is selected randomly by rolling a suitable dice.

Note that the major difference between these two cases may either be specifying a positive target (ie "I want to fire at the big Goblin with the red bandana") or a negative - "I want to fire at the group without hitting my friend in the thick of it". It is often easier to handle the negative case by specifying an alternative target in the group!



• BOMBS AND INCENDIARIES •

Since these weapons have an extreme range limit of 10 yards and a burst radius of 8 yards, it is clear that they are of very little use indeed as missile weapons. The misfire chance is high enough to keep these weapons dangerous, so it will not disturb game balance if we announce that due to improvements in the manufacture of these items the ranges for both these missiles are now extended to:

Short range: 5 yards
Long range: 12 yards
Extreme range: 20 yards

Use the normal D8 roll to determine the direction of misses, and where these missiles land, but the distance between the target and the place where the bomb/incendiary lands depends on the distance the missile has been thrown.

Short range (5 yards): 1D3 yards
Long range (12 yards): 1D6 yards
Extreme range (20 yards): 1D6 + 1D3 yards

A final point of note is that the reduced damage which applies at long and extreme ranges does *not* involve the distance the bomb or incendiary is thrown. Instead, it depends on the distance between the centre of the explosion and any targets within the 8-yard radius. Damage is reduced by -1 for any target 2-4 yards away, and by -2 for any target 5-8 yards away. Targets more than 8 yards away do not suffer damage.

Placing Bombs

While the **WFRP** rulebook is correct in saying that bombs which are placed and left to explode don't require an attack roll to be made, some dice rolls still need to be made, for the following reasons.

The character placing the bomb must determine how long the fuse will take to burn. A fuse may be of any suitable length from 1 round up to (theoretically) an indefinite period (the trail of gunpowder leading up to the barrel!).

After it is lit, for the first round the fuse will burn normally. However, on each subsequent round the character must roll D100, and on a roll of 96+ the fuse splutters out and is useless (but may be relit). You may want to make a secret dice roll to allow a chance for the fuse to re-ignite (especially right at the end of the fuse, so that when the character goes up to relight it the bomb blows up in his face) - a 10% chance is reasonable.

Finally, when the fuse burns down to its end there is still the standard chance of a misfire; on a D100 roll, any natural double (11, 22, etc.) indicates a misfire (see the **WFRP** rulebook).

You are also at liberty to allow *Listen* tests for creatures near to the bomb; the noise of a burning fuse is always *soft*. Modifiers should be given for distance involved, and degree of ambient noise (eg shouting, drunken Goblins would have very little chance of hearing a fizzing fuse).

• HIT LOCATIONS AND TARGETTED BLOWS •

The rule here applies both to aimed hand-to-hand blows and to sharpshooting (see the **WFRP** rulebook) with missile weapons. If the attacker specifies a body location which he is specifically attempting to hit, there is a penalty to the **BS** or **WS** roll as appropriate; this is:

TARGETTED BLOWS	
Location	Modifier
Head	-20
Arm	-20
Body	-10
Legs	-10

The attacker must specify which arm he is trying to hit. It is not possible to specify arms without choosing, for the area between them is comprised of the upper body, and the arms together cannot be taken as a single area for targetting.

If the targetted blow misses, it does *not* strike any other body area.



The penalties noted above are negated if the attacker can take advantage of surprise, and also if the attacker is striking at a prone target (optionally, at an entangled target if striking at the entangled body location). The large penalties for arm and head hits, greater than those which usually apply for small targets, reflect the fact that creatures protect their heads and their weapon-using upper limbs by reflex and conscious actions, making them especially hard to target a blow upon.

• ARCANES MYSTERIES •

Additional Spells for Wizards, Clerics, and Druids

The first part of this chapter details 16 new Battle Magic spells for **Warhammer Fantasy Roleplay**. Wizards and specialists have normal access to these new spells. Clerics of various deities are dealt with after the spell descriptions. Druids, and new specialist druidic spells, are dealt with extensively in the second half of this chapter.

The new spells are listed in italics.

• BATTLE MAGIC SPELLS •

Level One

Aura of Resistance
Cause Animosity
Cure Light Injury
Detect Magic
Dispirit
Enthuse
Fire Ball
Flight
Hammerhand
Ignite Missiles
Immunity from Poison
Steal Mind
Strength of Combat
Wind Blast

Level Two

Aura of Protection
Cause Frenzy
Cause Hatred
Cause Panic
Hold Flight
Lightning Bolt
Mental Duel
Mystic Mist
Rally
Raze
Smash
Steal Magical Power
Zone of Sanctuary
Zone of Steadfastness

Level Three

Animate Sword
Arrow Invulnerability
Cause Cowardly Flight
Cause Fear
Cause Instability
Cause Stupidity
Cloak of Darkness
Corrode
Curse of Arrow Attraction
Dispel Aura
Dispel Magic
Enfeeble
Magic Bridge
Transfer Aura

Level Four

Accelerate Time
Aura of Invulnerability
Blast
Change Allegiance
Cure Severe Wound
Drain Magic
Enchant Weapon
Foetid Cloud
Stand Still
Strength of Mind
Zone of Magical Immunity

Note: many spells may be targetted at one creature, or a group of creatures; a group is defined in the **WFRP** rulebook.

• BATTLE MAGIC SPELLS, LEVEL ONE •

DETECT MAGIC

Spell Level: 1
Magic Points: 1
Range: 48 yards
Duration: 1 turn
Ingredients: None

By casting this spell, the spellcaster is able to perceive all magical items and objects within his field of vision up to the maximum range of the spell. In this way it is similar to *Magical Sense*, but with a greatly extended range. Note that this spell will not reveal the identity of spellcasters, the *Magical Awareness* skill is necessary for this.

DISPIRIT

Spell Level: 1
Magic Points: 2
Range: 48 yards
Duration: See below
Ingredients: A carved miniature wooden heart, which is snapped in two as the spell is cast

This spell may be cast on any one creature or group, and a successful *Magic* test will negate its effects. The spell puts feelings of despair and gloom into the mind of any affected creature, who will then suffer a -10 penalty to all **Ld** and **Cl** tests until the following sunrise. The spell cannot affect natural animals, creatures with **Int** 10 or below, or creatures immune to *psychological* effects (eg Undead). Further castings of the spell on the same target(s) do not add to the penalties given.

ENTHUSE

Spell Level: 1
Magic Points: 2
Range: 48 yards
Duration: See below
Ingredients: A miniature cast-iron heart

This spell may be cast on any one creature or group and a successful *Magic* test will negate its effects. It fills any affected creature with hope and enthusiasm, giving a +10 bonus to all **Ld** and **Cl** tests until the next sunrise. The spell has no effect on natural animals, creatures with **Int** 10 or below, or those immune to *psychological* effects (eg Undead). Further castings of the spell on the same target(s) do not add to the bonuses given.



IGNITE MISSILES

Spell Level: 1
Magic Points: 1 per missile
Range: 24 yards
Duration: See below
Ingredients: 1 drop of oil and a pinch of sulphur

This spell may be cast upon arrows, crossbow bolts, or other missiles or thrown weapons. It may not be cast on ammunition for gunpowder weapons, bombs, or incendiaries. One Magic Point is expended for each missile affected, and no more than four separate missiles may be enchanted in any one round. When the missile is fired or propelled at a target, it bursts into flames in mid-flight, causing 1 additional point of damage when it hits, and igniting any flammable object struck.

Note that a Wizard may cast this enchantment on missiles prior to combat, but the spell only lasts for 1 hour if they are not fired immediately. Missiles can be affected in mid-flight using this spell.



• BATTLE MAGIC SPELLS, LEVEL TWO •

MENTAL DUEL

Spell Level: 2
 Magic Points: 3 (but see below)
 Range: 96 yards
 Duration: See below
 Ingredients: Two miniature swords, one of gold, one of jet

This spell brings the spellcaster into immediate opposition with an enemy spellcaster (who may not evade the mental contact and duelling). If the spell is mistakenly cast at a non-spellcaster, the Magic Points are still expended and the spell is wasted.

On the first round of the mental duel, each spellcaster rolls D6 and adds his Magic Level. If the caster's total score is higher than that of his enemy, the enemy loses 3 Magic Points; if lower or equal, the caster loses 3 Magic Points.

This spell is dangerous, for once a Mental Duel is begun, neither combatant may stop until one or other is reduced to zero Magic Points or below, or until one spellcaster wishing to evade the duel makes a successful *Magic* test. No other spells may be cast during a Mental Duel and no combat actions or movement are possible either. The duellists are wholly absorbed in their duel and oblivious to other happenings. However, a duellist struck by a melee opponent is allowed a *Magic* test to escape the Mental Duel (which may permit two such tests in one round if the spellcaster is already trying to evade the duel).

A spellcaster reduced to zero Magic Points or below by this spell will fall unconscious for 2D10 hours, gain 1 Insanity Point, and must make a *Magic* test or have his Power Level permanently reduced by -3.

RALLY

Spell Level: 2
 Magic Points: 4
 Range: 24 yards
 Duration: Instantaneous
 Ingredients: A vial of blood from the heart of a lion

This spell may be cast on any creature or group which has just failed a *Fear* or *Terror* test. The effects of the *fear/terror* are immediately cancelled, and the creatures can move and act normally. However, any Insanity Points from failed *Terror* tests remain with them. The spell cannot affect natural animals, creatures with *Int* 10 or below, or those immune to *psychological* effects (eg Undead).

RAZE

Spell Level: 2
 Magic Points: 5
 Range: 24 yards
 Duration: Instantaneous
 Ingredients: A miniature iron ball on a chain

This spell can be cast onto a door, wall or other inanimate surface or object. It does not work on a creature, living or undead. The caster must touch the surface to be affected. The spell delivers the equivalent of 1D3 hits at *Strength* 10 on any section of wall (see *Destroying Buildings* in the *WFRP* rulebook).

STEAL MAGICAL POWER

Spell Level: 2
 Magic Points: 5
 Range: 48 yards
 Duration: Instantaneous
 Ingredients: A small amber jar, plus any magic item

This spell may be cast against any one spellcasting creature (if a non-spellcaster is somehow mistakenly targetted, Magic Points are expended but the spell has no effect). If the target fails a *Magic* test, he is robbed of 2D6 Magic Points, which are then transferred to the spellcaster. 'Stolen' Magic Points can temporarily increase a spellcaster's Magic Point total above his normal maximum Power Level, but these additional Magic Points must be used within 1 hour or else they are lost. A spellcaster whose Magic Points are reduced to zero or below by this spell falls unconscious for 2D10 hours and gains 1 Insanity Point.



· BATTLE MAGIC SPELLS, LEVEL THREE ·

CLOAK OF DARKNESS

Spell Level: 3
Magic Points: 6
Range: Personal/group
Duration: D3+1 turns
Ingredients: A pinch of soot and the wings of a bat

When this spell is cast, the caster and any group accompanying him are cloaked in a zone of magical darkness, the radius of which is equal to the dispersion of the group. Note that any group member moving more than 4 yards away from any other group member will no longer remain in the area of effect of the spell.

Creatures outside the area of effect cannot see anything inside the darkness, but those inside it can see out. Missile fire into the zone is subject to a -20 penalty, and it is impossible for a spellcaster outside the zone to direct an individually targetted spell at any creature within it. Creatures outside the area of effect wishing to enter within the *Cloak of Darkness* must pass a *Fear* test to do so.

CORRODE

Spell Level: 3
Magic Points: 5
Range: 24 yards
Duration: Instantaneous
Ingredients: A piece of iron and a drop of water

This spell may be cast at a creature or group. Every non-magical item of iron, steel or bronze possessed by the target creature(s) instantly corrodes away to rust and is destroyed. Metal armour becomes useless, weapons crumble to dust (weapons with wooden shafts and metal heads/tips count as improvised weapons), and so on. Magical weapons and armour are unaffected by this spell.

DISPEL MAGIC

Spell Level: 3
Magic Points: 6
Range: 48 yards
Duration: Instantaneous
Ingredients: A small magnet and a pinch of dust from the remains of a Wizard (or the bone of a Wizard's skeleton)

This powerful spell may be cast at any creature or group. The effects are as follows:

1. If the creature(s) affected are subject to *instability*, they must make a test immediately.
2. The magical effects of magic weapons, armour, wands, and all other magical items cease to function for that round, unless their owner makes a successful *Magic* test. Spell-like effects created by items are, however, only interrupted for one round, and no magic item is permanently disenchanting by this spell.
3. Any one spell effect within the maximum range of the spell may be destroyed (eg a *Magic Bridge*, an area of *Mystic Mist*, a *Summoned Swarm*, etc). If the spellcaster who created the effect is within 12 yards of it when the *Dispel Magic* is cast, he may make a *Magic* test to prevent it being dispelled.
4. Any spellcaster struck by the spell must make a successful *Magic* test or any spells currently maintained (eg *illusion*, *zone* and *aura* spells) are dispelled. In addition, if the *Magic* test is failed, that spellcaster may not cast any further spells during the round on which the *Dispel Magic* is cast.

The spellcaster may automatically dispel any spells he has cast himself by use of this spell.

Finally, note that the magic item which is an ingredient for this spell is not affected by the spellcasting.

ENFEEBLE

Spell Level: 3
Magic Points: 5
Range: 48 yards
Duration: See below
Ingredients: A drop of mouse blood

This spell may be cast at any creature or group. All target creature(s) which fail a normal *Magic* test lose 1 point each of *Strength* and *Toughness*. This has the following effects:

- encumbrance allowance is halved
- all movement penalties for obstacles, difficult ground, and over-encumbrance are doubled for the duration of the spell.

The spell effect lasts until the next sunrise.

· BATTLE MAGIC LEVEL FOUR ·

ACCELERATE TIME

Spell Level: 4
Magic Points: 8
Range: Creature touched
Duration: 3D10 rounds
Ingredients: A minute glass filled with diamond dust

This spell affects one creature, allowing it to move and perform actions twice as quickly as normal. The affected creature's *Movement*, *Initiative* and number of attacks are doubled while the spell is in effect (subject to normal maximums, ie *Initiative* cannot exceed 100, *Attacks* cannot exceed 10). All actions take half the normal time to perform while the spell is in effect (eg drawing a weapon, retrieving an item from a pack, and so on). Creatures affected by this powerful spell may not themselves cast spells, although they may use magical items and/or drink magical potions.

DRAIN MAGIC

Spell Level: 4
Magic Points: 12
Range: 24"
Duration: Instantaneous
Ingredients: Any magical wand, wrapped around with copper wire

This spell allows the caster to drain all the magical energy from one target creature. The target is allowed a standard *Magic* test to negate the effects of the spell. If the test is failed, the effects are:

Spellcasters are reduced to zero Magic Points. Wizards (including specialists) are struck unconscious for 2D10 turns, although Clerics and Druids remain conscious.

Undead and Ethereal creatures are destroyed;

Daemons and Elementals are banished.

This spell is hazardous, for if the spell is successfully cast the spellcaster must make a *Magic* test. If he does not succeed, he fails to control the vast magical energies drawn off by the spell and loses a number of *Wound* points equal to the number of *Wound* points of the creature affected by the spell. The spellcaster's *Wound* characteristic cannot be reduced below zero by this side-effect of casting *Drain Magic*.



FOETID CLOUD

Spell Level: 4

Magic Points: 8

Range: 48 yards

Duration: Until dispelled

Ingredients: The entrails of a skunk and a cabbage leaf

This spell is essentially a greatly enhanced version of the Level Two Battle Magic spell *Mystic Mist*, creating a cloud 2D6 yards in diameter within the maximum range of the spell. The cloud acts in the same way as a *Mystic Mist* (see the **WFRP** rulebook), but it is also poisonous and corrosive. Living creatures within the area of effect must make a successful *Poison* test each round they remain within the *Foetid Cloud* or suffer an automatic S 5 hit, regardless of armour. Trolls and other creatures which regenerate may not regenerate damage suffered from a *Foetid Cloud* even when they leave the area of effect; it must be healed by rest or magic.

The spell does not affect ethereal creatures or Fire Elementals. Other Elementals, Undead, and Daemons only suffer an S 5 hit within the *Foetid Cloud* once per turn (first round of the turn).

The cloud persists until the caster is hit, moves, casts another spell, or otherwise ceases to concentrate upon it. The only exceptions are that a Fire Elemental can destroy the *Foetid Cloud* within 4 + 1D4 rounds, and *Dispel Magic* will dispel it. At your discretion, high winds will disperse the *Foetid Cloud* in 1D4 (or more, depending on wind strength) rounds.

ZONE OF MAGICAL IMMUNITY

Spell Level: 4

Magic Points: 6

Range: 12 yards diameter /

Duration: Until dispelled /

Ingredients: A sphere of glass enclosing 3 drops of Daemon blood

This spell creates a 12-yard diameter zone, centered on the caster, which is in many ways similar to a *Zone of Sanctuary* (see the **WFRP** rulebook). In addition to the protections afforded by a *Zone of Sanctuary*, the *Zone of Magical Immunity* is impervious to magical spells and effects of all kinds (save *Dispel Magic* spells). This includes spell-like effects created from magical items.

Undead creatures, Elementals, Daemons, and Ethereal creatures cannot enter the *Zone of Magical Immunity*. Such creatures which are within the 12-yard diameter when the spell is cast must test for *instability* immediately, but whether they make this test or not the minimum effect is to cause them to flee outside the *Zone of Magical Immunity* at maximum rate.

A *Zone of Magical Immunity* will persist until the spellcaster performs any action (such as moving, casting another spell, etc) or until a *Dispel Magic* spell is successfully cast upon it. The *Zone of Magical Immunity* is not destroyed by contact with other *Zones*, but rather the other is automatically dispelled, unless it is also a *Zone of Magical Immunity*, in which case the overlapping *Zones* will have no effect on each other.

• CLERICAL USE OF BATTLE MAGIC SPELLS •

The **WFRP** rulebook gives clear instructions as to which deities permit access to Battle Magic by their Clerics, and these apply equally to those spells listed above. There are also a few special cases worthy of note. First, all deities allow their Clerics to use the *Detect Magic* and *Dispel Magic*

spells. Verena does not permit her Clerics to use the *Cloak of Darkness* spell. Finally, Mórr permits the use of the *Drain Magic* spell for the purpose of attacking Undead creatures only.

• DRUIDIC MAGIC •

Players of **Warhammer Fantasy Roleplay** have expressed their opinion that Druids are poorly served by the limited choice of Druidic spells in the **WFRP** rulebook. The Old Faith remains strong in many parts of the Empire, and this is reflected in the new Druidic spells specified in the following pages. Tremble, despoilers of Nature, be ye Man or Orc or worse, for the vengeance of the Druid shall find you out!

• LISTING OF DRUIDIC SPELLS •

New spells are given in italics.

Level One

Animal Mastery
Cure Poison
Delouse
Heal Animal
Identify Nature
Mist Cloud

Level Two

Cure Disease
Giant Animal Mastery
Hail Storm
Shapechange
Stampede
Tanglethorn

Level Three

Animate Tree
Decompose
Steam Cloud
Summon Swarm
Tap Earthpower
Zone of Purity

Level Four

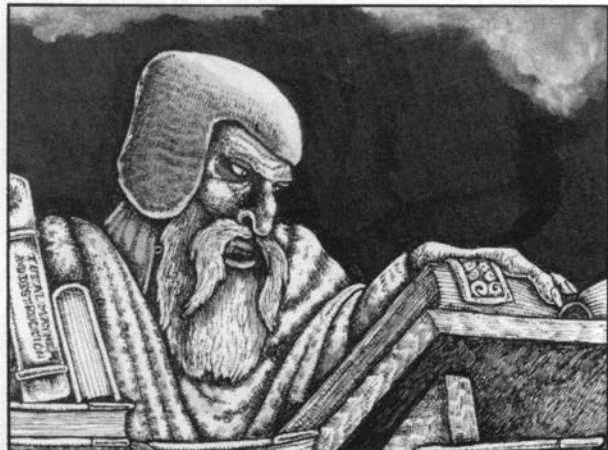
Create Bog
Create Sacred Grove
Drawing Down the Moon
Entanglement
Rainbow Bridge
Sunbeam

• DRUIDIC PRIEST SPELLS, LEVEL ONE •

IDENTIFY NATURE

Spell Level: 1
Magic Points: 1
Range: 96 yards
Duration: 1 hour
Ingredients: A sprig of any natural herb and a hair from any natural animal

By casting this spell, the Druid is able to survey the area before him up the maximum range of the spell and determine whether the flora and fauna within it are natural or not. 'Unnatural' predatory plants such as damaging moulds and fungi, Illusionary Woods, Lycanthropes, and similar illusions will be seen for what they really are. The presence of Elementals is always detected. The spell does not confer upon the Druid any ability to detect traps such as snares and pits, or details of natural flora and fauna which are unfamiliar to him.



MIST CLOUD

Spell Level: 1
Magic Points: 3
Range: 48 yards
Duration: 3 turns
Ingredients: 1 drop of water

By casting this spell, the Druid creates a cloud of mist 12 yards in diameter within the maximum range of effect. This cloud totally obscures the vision of those within it, halving their movement rate.

The Druid and any friendly group with him see and move normally within the *Mist Cloud* (the Druid's familiar may also move normally within the cloud even if further than 4 yards away from him but within the area of effect).

The spell is usually employed by the Druid as a barrier between himself and any enemies who seek to attack him.



• DRUIDIC PRIEST SPELLS, LEVEL TWO •

CURE DISEASE

Spell Level: 2
Magic Points: 5
Range: Creature touched
Duration: Instantaneous
Ingredients: A sprig of mistletoe

Using this spell, the Druid can automatically cure any one disease afflicting the target creature, unless the disease's description specifically states that spells have no effect on it.

No form of test is required for the success of this spell, which is what makes it significantly different from the skill of the same name.

STAMPEDE

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: See below
Ingredients: The jawbone of a snake or the skull of a wolf

This spell may be employed against any single, or group of, natural animal(s), including mounts. A successful *Magic* test is permitted to negate the effects of the spell.

Affected creatures are forced to flee uncontrollably (as if affected by *fear*) away from the Druid at their maximum movement rate. In the case of mounts, the rider is permitted a **Ld** test each round after the first to bring the animal under control (this test is given a +10 bonus if the rider has either of the *Animal Care* or *Animal Trainer* skills).

The maximum duration of the spell is 8 rounds, although a creature failing the *Magic* test will not approach within 48 yards of the Druid until the next sunrise in any event.

This spell does not affect mounts immune to *psychological* effects, nor does it affect creatures such as Undead mounts and Daemonic Servants appearing in natural form, since these are not natural creatures.

• DRUIDIC PRIEST SPELLS, LEVEL THREE

STEAM CLOUD

Spell Level: 3
 Magic Points: 5
 Range: 48 yards
 Duration: See below
 Ingredients: A drop of water and a burning torch within 12 yards

By casting this spell, the Druid brings into existence a cloud of superheated steam 12 yards in diameter. Creatures suffer 1 automatic *Wound* each round they remain within the *Steam Cloud*, irrespective of any protections, magical or otherwise. Further, creatures within the *Steam Cloud* are disorientated, and if they fail an *I* test they will move only in a random direction. Random movement is handled as follows; roll a D12 on a clockface chart (12 o'clock being the direction the creature is facing) to determine the direction of movement. The distance moved is found using a suitable dice, depending on the value of the creature's *Movement* characteristic.

Creatures successfully making the *I* test (which must be made each round) can move towards the nearest edge of the cloud to escape its harmful effects.



SUMMON SWARM

Spell Level: 3
 Magic Points: 8 per hour
 Range: 48 yards
 Duration: See below
 Ingredients: A preserved part of the type of creature summoned

This spell allows the Druid to command natural creatures. The Druid can summon a Swarm of either beetles, snakes and lizards, spiders, rats, frogs and toads, ants, ticks, scorpions or bats (see the *Bestiary* in the *WFRP* rulebook). The Swarm appears within 48 yards of the summoner and will follow simple instructions.

The Swarm remains for 1 hour but may be kept beyond that time by the expenditure of 8 magic points per hour.

• DRUIDIC PRIEST SPELLS, LEVEL FOUR

DRAWING DOWN THE MOON

Spell Level: 4
 Magic Points: 12
 Range: 96 yards
 Duration: 1 turn
 Ingredients: Two moonstones (value 10gp each)

In casting this spell, the Druid calls down a form of moon madness upon the creatures in the area of effect. One creature, or a group, may be affected. The spell may only be cast when moonlight is present, so the Druid must be outdoors on a night which does not have total cloud cover - even a weak glimmer of light from a new moon is sufficient for the spell to be cast. Assume that there is a 90% chance of such moonlight being available during darkness hours, or 10% if it is raining when the spell is cast.

The target creature(s) are surrounded by glowing motes of moonlight which weaken their resolve and very quickly drive them insane.

Affected creatures lose -1 from both *S* and *T* (with no *Magic* test permitted to negate the effects). Further, they experience hallucinations, and suffer a -20 penalty to *WS* and *BS*.

Affected creatures must also make a *Magic* test each round, failure indicating they must move randomly; random movement is carried out using a D12 clockface for direction - distance is determined using a suitable dice, depending on the creature's *Movement* characteristic. A *Magic* test must be made to permit successful spellcasting by an affected creature.

Finally, at the end of the spell duration, affected creature(s) must make a *Magic* test or gain 1D4 Insanity Points. This spell cannot affect creatures with *Int* less than 6, or creatures which are immune to *psychological* effects, such as Undead and Daemons.

ENTANGLEMENT

Spell Level: 4
 Magic Points: 8
 Range: 96 yards
 Duration: D6+1 Turns
 Ingredients: A pinch of dung and a sprig of Bloodsedge

This spell may be centered on any point within 96 yards of the Druid. Vegetation will erupt from the chosen point, irrespective of the terrain type, instantaneously covering an area 24 yards in diameter and turning the terrain into *difficult* ground, with movement being affected accordingly. Creatures caught within the area of effect are entangled for the first round, and for each round thereafter that they fail an *S* test with a -10 penalty. Entangled creatures may not move, suffer a -20 penalty to missile fire, a -10 penalty to melee combat, and may not cast spells or use magic items to create spells or spell-like effects. The spell duration is unaffected by subsequent actions by the Druid.





RAINBOW BRIDGE

Spell Level: 4

Magic Points: 8

Range: Special

Duration: 4 turns

Ingredients: A wooden miniature sculptured bridge, painted with the colours of the rainbow

This spell may only be cast if a rainbow appears within the vision of the Druid. As a rule of thumb, if there is rainfall in sight, there is a 10% chance that a rainbow will occur.

When the spell is cast, the Druid and any group (of up to 8 characters and/or natural animals) accompanying him may step on to the rainbow and be transported by the *Rainbow Bridge*. It takes 1 round for the Druid to bring the rainbow to his feet, and 1 round (minimum) for his friends to step onto it. When all are on the *Rainbow Bridge*, the group travels at a rate of 1 mile per round. They can be conveyed a maximum distance of $D10 + 20$ miles, in any direction he desires. The Druid may have himself (and his group) set down at any point along the maximum distance of the bridge. If a group is accompanying the Druid, they must all leave at the same place he does. Creatures hostile to the Druid must make a successful *Magic* test when they step on to the bridge, and for every succeeding round they remain on it, or fall to their death. However, they may safely disembark at the location that the Druid has disembarked. Anyone who remains on the bridge at the end of 4 turns will fall to his death. The *Rainbow Bridge* is not affected by the *Dispel Magic* spell.

SUNBEAM

Spell Level: 4

Magic Points: 12

Range: 96 yards

Duration: Instantaneous

Ingredients: A 1" diameter disc of burnished copper

When casting this spell, the Druid calls down a roaring column of fire from the heavens which affects all creatures within an 8-yard diameter circle. The spell may only be cast if sunlight is present. The chance of this occurring during daylight hours is as follows:

CHANCE OF DAYLIGHT

Season	Chance
Spring	50%
Summer	75%
Autumn	50%
Winter	25%

Inflammable creatures suffer 2D6 *Wounds* at S8, while flammable targets suffer 4D6 *Wounds* at S8. Flammable objects will be set alight. The spell also has great power against Undead, which are blinded for 1D4 rounds and must make an *Instability* test immediately (if applicable). Any control exercised over the Undead is immediately broken and must be re-established by the controller. Note that this may result in other tests having to be made (eg uncontrolled Skeletons are subject to *stupidity*).

· CLERICAL USE OF DRUIDIC PRIEST SPELLS ·

The main purpose of the new spells above is to give the Druid extra scope and power, but you may permit Clerics not of the Old Faith access to a few of these spells too. It is suggested that Clerics of Shallya may employ *Cure*

Disease (in which case this spell replaces *Treat Illness* which is a weaker form), Clerics of Ulric may use *Stampede*, and Clerics of Taal may use *Stampede*, *Identify Nature* and *Entanglement*.

• ENCHANTMENTS OF THE EMPIRE •

New Magic Items for Warhammer Fantasy Role-Play

The new magic items detailed below considerably expand the range which you may bring into game play. They have been deliberately designed not to be too powerful, so that PCs can have the pleasure of possessing a number of items without unbalancing the game. You should usually place magical items, but if a random determination is required, the *Random Magic Items* table can be consulted; it replaces the one given in the **WFRP** rulebook.

Spells and Spell-like Effects From Magic Items

Many of the magical items below duplicate spell effects in various ways. Some give continuous protection such as the *Robe of Fire Resistance*, and obviously there is no Magic Point cost. Others can be used to create a spell effect once per day (24 hour period). Unless otherwise stated, this requires no Magic Point cost from the user of the item, as the item itself is assumed to have enough Magic Points to allow the casting of the spell. Though these are exhausted after the spell has been cast, they are slowly recovered in the times between casting. In some cases (eg the *Robe of Ethereality*) special conditions may need to be met before this 'recharging' is possible. Such 'once per day' items will not, however, be permanently drained of Magic Points by such usage. Items which have Magic Point totals, and which may become drained of them by use, are specifically noted as such.

RANDOM MAGIC ITEMS

D100	Item	D100	Item
01	All-seeing Mirror	47-49	Horn
02-10	Amulet	50-54	Jewel of Power
11-20	Armour	55-64	Potion
21-25	Arrow	65-73	Ring
26-27	Bag	74-76	Robe
28-32	Boots	77-84	Scroll
33-36	Bow	85-88	Wand
37-39	Enchanted Rope	89-98	Weapon
40-43	Gloves	99-00	Singular/ rare item
44-46	Grimoire		

• AMULET •

Use a D10 roll to determine the nature of the magical amulet.

AMULETS

D10	Amulet	D10	Amulet
1-2	Thrice-Blessed	7	Iron
	Copper	8	Law
3	Adamantine	9	Righteous Silver
4-5	Coal	10	Watchfulness
6	Enchanted Jade		

Amulet of Law: An amulet of this type will only function for Lawful or Good aligned creatures. It gives bonuses to all *Magic* tests against spells or spell-like effects from Chaotic creatures, and also to any *Fear* or *Terror* test which must be made because of such a creature. The bonuses are +25 for a Lawful character, and +10 for a Good character.

Amulet of Watchfulness: This highly-prized amulet is active only while its wearer is sleeping. If any hostile creature intent on causing physical harm approaches within 12 yards, the amulet at once wakes the sleeper. It can give no warning of impending magical or missile-fire attacks from beyond this range, however, and would not (for example) alert the sleeper to the presence of a thief pilfering his belongings!



• ARMOUR •

Use a D100 roll to determine the type of armour found.

ARMOUR

D100 Roll Armour Type

01-08	<i>Armour of Corrosion</i>
09-25	Mithril; +1, 20% normal Encumbrance
26-33	<i>Armour of Woodbane</i>
34-85	+1
86-95	+2
96-98	+3
99-00	The armour is engraved with D3 runes (see <i>Runes</i>)

Determine which part of a suit is present using the standard table (see the **WFRP** rulebook).



Armour of Corrosion:

If this type of armour is struck by a non-magical metal weapon (an ordinary sword, for example), the weapon at once crumbles to dust, and no damage is caused by the blow.

Magical metal weapons are not affected by this type of armour, and - obviously - neither are non-metal weapons.

Armour of Woodbane: This is similar to *Armour of Corrosion*, save that non-magical wooden weapons (notably staves and clubs) are turned to sawdust by a successful hit on the armour, again causing no damage to the target.

In both cases, it is the part of the weapon which strikes the armour which is important. For example, an axe has a wooden shaft, but it is not this which strikes the blow and causes damage, but the stone or metal head. Such a weapon would not be affected by *Armour of Woodbane*.

ARROWS

Roll a D8 on the table below to determine the nature of the magical arrows found. Typically, 1D6 arrows of the same type will be found together. There is a 20% chance that they are crossbow bolts.

MAGICAL ARROWS

D8	Arrow Type	D8	Arrow Type
1	Banefulness	5	Grappling
2	Bleeding	6	Potency
3	Division	7	Sure Striking
4	Doom	8	True Flight

Note that all magical arrows, save for the *Arrow of Bleeding*, are destroyed when they strike a target. If a magical arrow is fired and does not strike a target, it may be possible to use it again. The base chance for this is 90%, but in certain situations (eg firing against a stone surface) you may lower this survival chance to 50% or even less, as you judge appropriate.



Arrow of Banefulness: Use the table below to determine the type of creature/s affected by this arrow. If a creature of the type determined is hit it will automatically suffer double normal damage. Other creatures will only sustain normal damage, although the arrow still counts as a magical weapon against them.

ARROW OF BANEFULNESS

D100	Creature/s affected
01-05	Goblins and Snotlings
06-10	Hobgoblins
11-20	Orcs and Half-orcs
21-25	All Goblinoids
26-27	Elementals
28-30	Daemons
31-35	Undead and Ethereal Creatures
36-45	Creatures of Chaos (including Warriors of Chaos, etc)
46-50	Dragons, Wyverns, and Jabberwocks
51-55	Elves
56-60	Dwarves, Gnomes, and Halflings
61-65	Fimir
66-70	Monstrous Animals (Manticores, Griffins, etc)
71-75	Skaven
76-80	Lizardmen and Troglydites
81-85	Giants
86-90	Ogres and Trolls
91-95	Werecreatures
96-00	Vampires

MC



Arrow of Bleeding:

This curious arrow has a small sac-like leather container positioned just behind the arrowhead. If this arrow strikes the target, no damage roll is made. Instead, the sac expands and within 1 round drains about 15% of the creature's blood (eg 1 pint for a Human, Orc, or Dwarf, 2 pints for an Ogre, and so on); it then detaches itself from the target. This causes damage equal to one-quarter of the creature's

current *Wounds* total (with a minimum of 2 points inflicted). The blood remains in the sac for up to 1 hour, after which the arrow returns to its normal form, and the blood disappears. Within this time limit, the blood can be decanted into a suitable container (or simply discarded) from the filled sac through the non-tipped end of the shaft. This arrow is highly prized by those seeking blood as an ingredient for magical potions.



MC

Arrow of Division:

As this arrow homes in on its target, it hums and divides into D6 separate missiles, each one of which will strike at the original target, or at random creatures in a group of targets.

You should make separate hit and damage rolls for each arrow.

Arrow of Doom: Similar in effect to a *Minor Death Rune* (see the *WFRP* rulebook), this affects one creature or type of creature, determined in the same way as for an *Arrow of Banefulness*. If a successful hit is made, the target must make a *Magic* test or be killed outright. Even if this test is made, the target suffers double normal damage.

Arrow of Grappling: When fired, this arrow transforms into a grappling hook which can embed itself into any surface. It will support the weight of up to 100 feet of rope (usually attached to it before firing) and a normally encumbered man-sized creature. Greater weight, however, will cause the grapple to break away, with possibly disastrous results. The arrow can be reused up to 1D6 times before becoming nonmagical. If used in combat, the arrow will inflict double normal damage, but the hit roll is made with a -10 penalty and any successful strike will destroy it.

Arrow of Sure Striking: This arrow gives a bonus to **BS** when fired. Roll a D10 on the following table:

ARROW OF SURE STRIKING

D10	BS Bonus
1-4	+10
5-7	+20
8-9	+30
10	+40

· BAGS ·

Roll D10 to determine the type of magical bag found.

BAGS

D10	Bag Type
1-6	<i>Bag of Lightness</i>
7-8	<i>Bag of Middenheim</i>
9-10	<i>Bag of Resource</i>

Bag of Lightness: Objects placed within the bag weigh only one-tenth of their normal weight, and thus this item is very useful in preventing a character from becoming over-encumbered.

However, each bag has a weight limit (the maximum weight that can be carried inside it), calculated as follows: $2D6 + 6 \times 100$ *Encumbrance*. In addition, no living creature, or item larger than 1 foot in its largest dimension can be contained within a *Bag of Lightness*.

Bag of Middenheim: Originally made by Middenheim wizards, the design has been copied elsewhere, and is now not uncommon in the Empire.

The *Bag of Middenheim* has all the properties of the *Bag of Lightness* (save that the weight limit within is $2D6 + 3 \times 100$ *Encumbrance*), but the bag is also wholly resistant to non-magical fire and impervious to water, although it has no protections against crushing and similar ill-treatment. It is thus very useful for protecting delicate items, particularly written material.

Bag of Resource: This small, pouch-like bag is usually made of stout leather with tight cross-stitching. Once per day, a spellcaster possessing the *Bag of Resource* may draw out of it the material ingredients needed for any one spell.

The ingredients must be used within 5 rounds, or they crumble into dust. Only one set of ingredients, sufficient to cast one spell, may be brought forth each day.

· BOOTS ·

Roll on the table below to determine the nature of magical boots found.

MAGICAL BOOTS

D10	Boot Type
1	Boots of Bovva
2	Boots of Command
3-4	Boots of Concealment
5-6	Boots of Leaping
7-8	<i>Boots of Silence</i>
9	Boots of Speed
10	<i>Boots of Tracelessness</i>

Boots of Silence: The wearer of these boots walks almost silently when moving at normal walking speed. Only on a roll of 95+ on a D100 is the walker audible, and only then within 8 yards. Travelling faster than walking rate reduces the chance for silent movement to 50%.

This assumes that the wearer is carrying only normal equipment, and is not performing any noisy activity.

Boots of Tracelessness: The wearer of these boots leaves no visible tracks, even on a surface of dust or sand, and cannot be tracked in the normal way (although a creature which tracked by scent could follow his trail).

· BOWS ·

Use two separate D10 rolls on the tables below to determine the type of magical bow found.

MAGICAL BOWS

D10	Bow Type	D10	Enchantment Type
1-3	Short Bow	1-3	<i>Distance</i>
4-6	Normal Bow	4-5	<i>Enchantment</i>
7-8	Long Bow	6-7	<i>Might</i>
9-0	Elf Bow	8-10	<i>Seeking</i>

Bow of Distance: All ranges (see the **WFRP** rulebook) are doubled for arrows fired from this magical bow.

Bow of Enchantment: This bow transfers something of its enchantment to arrows fired from it, so that while they receive no hit or damage bonuses, they count as magical weapons and can cause damage to creatures only affected by such.



Bow of Might: This bow is enchanted to have a greater effective *Strength* than others of its type.

The *Strength* of the bow is determined by rolling $D6 + 3$ (with a minimum *Strength* of 5 for an Elf Bow).

MC

Bow of Seeking: This bow confers an increase on the **BS** of the user. The bonus is determined by rolling on the following table.

BOW OF SEEKING

D10	BS Bonus
1-4	+5
5-7	+10
8-9	+15
0	+25

· GLOVES ·

Roll a D10 and consult the table below.

GLOVES

D10	Glove Type
1-4	<i>Gloves of Archery</i>
5-6	<i>Gloves of the Cobra</i>
7-10	<i>Gloves of Nimbleness</i>

The gloves are of variable appearance, although *Gloves of Nimbleness* are usually very smart white or tan chamois leather.

Gloves of Archery: When worn by a creature firing any type of bow, these gloves add +10 to **BS** for the purposes of determining whether a successful hit has been made. This bonus is cumulative with any accruing from a magical bow and/or arrows.



Gloves of the Cobra: These gloves only reveal their sinister power in hand-to-hand combat. The wearer of the gloves must make a normal to hit roll; a successful roll indicates that the victim has been touched by one of the gloves, whereupon venomous fangs sprout from the fingertips and inject venom into the victim's bloodstream. The target must make a *Poison* test or die in 1D3 rounds. Note that the glove-wearer cannot be holding a weapon in the

hand he touches with, and that creatures with very tough hides (for example Trolls) or very thick body fat (eg a wild boar) will not be affected by the gloves' attack.

Gloves of Nimbleness: When worn, these gloves add +10 to the *Dexterity* of the wearer. In addition to this general bonus, they also give the wearer the skills of *Palm Object*, *Pick Lock*, and *Pick Pocket* if he does not already have them; if the wearer possesses these skills he can add +10 to any test against them.

HORN

With the exception of the *Unicorn Horn* and the *Horn of Banishment*, the following magical horns do not look unusual to the untrained eye, seeming to be simple polished hunting horns.

Each of the magical horns listed below may be blown once per day to create its magical effect, although any standard magical protection the horn affords will always be present.

Roll on the table below to determine which type of horn is found.

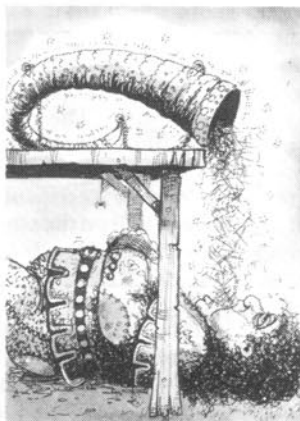
MAGICAL HORNS

D10	Horn Type
1	<i>Horn of Banishment</i>
2-3	<i>Horn of Hounds</i>
4-6	<i>Horn of Plenty</i>
7-9	<i>Horn of Valour</i>
10	<i>Unicorn Horn</i>

Horn of Banishment: When blown, all Undead creatures within 8 yards of the horn-user must immediately make an *Instability* test with a -2 penalty, treating results of less than 1 as 1. This applies whether or not the Undead are normally subject to instability. In addition, all forms of control over them (eg by Necromantic spell or a Liche) are broken and must be re-established. Daemons within 8 yards of the horn-user when the horn is blown must make an *Instability* test, also at -2 penalty, or be banished back to their own realms.

The Horn of Banishment is unusual in that it is carved from a human femur, and is bound with silver.

Horn of Hounds: When this horn is blown, 1D4 + 1 War Dogs (see the **WFRP** rulebook) will magically appear beside the summoner after a 1 round delay, and will faithfully serve him for 1 turn before departing. They will follow simple commands, including fighting enemies of the horn blower, to the best of their abilities, and make all tests (such as *Magic* tests) at the level of their summoner, unless their own is higher, in which case they will use the latter.



MC

Horn of Valour: When this horn is blown, all creatures friendly to the horn blower and within 8 yards of him gain +1 to *S* and +5 to *WS* for 1 hour.



MC

Horn of Plenty: This horn will disgorge enough food and water to feed up to 8 man-sized creatures or their equivalent (ie 12 War Dogs, 4 horses, 4 Halflings, 2 Ogres, 1 Troll) for 24 hours.

The food looks like boiled hay, but it both smells and tastes delicious, and is highly nourishing. Furthermore, the food is provided ready-cooked at whatever temperature the owner requires.

Unicorn Horn: This magical horn may only be used effectively by a character or creature of Lawful or Good alignment. Such a character gains a +10 bonus to all *Magic* tests simply by having the horn on his person, the bonus rising to +20 if the character is a Cleric of a Lawful or Good deity. Any of the following effects can be created once per day when it is blown:

1. All friendly creatures within 8 yards are healed of 2 *Wounds* of damage.
2. All Evil or Chaotic creatures within 8 yards automatically suffer 2 *Wounds* of damage, with no *Magic* test to avoid the effects. No magical protections may negate this effect.
3. Either *Cure Disease* (as the Level Two Druidic Priest spell) or *Cure Poison* (as per the Level One Cleric spell for Clerics of Shallya) may be cast on one Lawful or Good creature, at no Magic Points cost.

A character possessing a *Unicorn Horn* cannot be tricked or enchanted into betraying his alignment (eg by a *Change Allegiance* spell). Any spell normally causing such an effect fails, and if trickery is being employed, the character will feel a strong tingling at the back of the neck, informing him that a planned course of action (or one he is involved with) might be an unintentional violation of alignment.



· ROBES ·

Magical robes come in many shapes and sizes, and may vary from a tatty moth-eaten relic to a plush dark velvet cloak lined with scarlet silks and clasped with silver. They will change their dimensions to suit their wearer, from the size of a small Halfling to that of a large Human. None are flammable (although only the *Robe of Fire Resistance* confers any protection against fire attacks). Roll on the table below to determine the type of magical robe found.

MAGICAL ROBES

D10	Robe Type	D10	Robe Type
1-2	<i>Robe of Disguise</i>	6-7	<i>Robe of Mist and Smoke</i>
3-4	<i>Robe of Ethereality</i>	8	<i>Robe of the Shroud</i>
5	<i>Robe of Fire Resistance</i>	9-10	<i>Robe of Toughness</i>



Robe of Disguise: The wearer of this robe is able to use the spells *Assume Illusionary Appearance* and *Cloak Activity*, once each per day with no Magic Points expenditure. 1 in 6 of these cloaks has a stronger enchantment, so that use of the *Clone Image* spell once per day is also possible.



MC

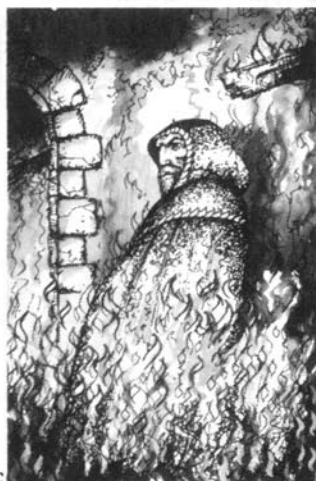
Robe of Ethereality:

This robe stores 7 Magic Points, which may only be used by the wearer to cast the *Become Ethereal* spell. After the wearer returns from the ethereal, the *Robe of Ethereality* must be kept in absolute darkness, where it will regenerate 1 Magic Point per hour as long as it remains unused. After 7 hours it can again allow the wearer to turn ethereal.

Robe of Fire Resistance:

This highly prized robe confers on the wearer the permanent protection of a *Resist Fire* spell, see the **WFRP** rulebook for details.

However, each time a *Robe of Fire Resistance* is exposed to magical fire (such as a *magic missile* or Dragon breath) there is a 5% chance that it will be destroyed.



MC

Robe of Mist and Smoke: The wearer of this robe, which is usually grey in colour, may cast *Cloud of Smoke* and *Mist Cloud* once per day at no Magic Point cost.

Robe of the Shroud: Wearing this cloak allows the wearer to cast the *Ghastly Appearance* spell once per day, with no Magic Point cost. Roll a D10 on the following table to determine which form/s of Undead the wearer can mimic.

ROBE OF THE SHROUD

D10 Undead Type

1-5	Any Undead form
6-9	Any non-Ethereal Undead
10	Ethereal Undead

The *Robe of the Shroud* also gives the wearer permanent immunity to the effects of *fear* created by ethereal Undead.

Robe of Toughness: This robe confers a *Toughness* bonus on its wearer. Roll a D10 to determine what this bonus is:

ROBE OF TOUGHNESS

D10 Bonus

1-5	+1 Toughness
6-9	+2 Toughness
10	+3 Toughness

The *Robe of Toughness* will not function if it is worn with any type of armour, and neither will an *Aura* spell take effect on anyone wearing such a robe. It is, however, prized by wizards for its protection value, and they will usually pay very well for an item of this type.

· RINGS ·

Roll a D10 on the table below to discover the nature of the ring. Magical rings are usually of plain gold or silver, although many have gem settings and intricate designs to enable the Wizard who enchanted them to track them down should they be lost or stolen! It is worthy of note that no character or creature can benefit from wearing more than two magical rings at the same time.

MAGICAL RINGS

D10	Ring Type	D10	Ring Type
1	Amulet Ring	6	Protection Ring
2	Energy Ring	7	<i>Ring of Elvenkind</i>
3	<i>Fortitude Ring</i>	8	Spell Ring
4	Multiple Spell Ring	9	<i>Striking Ring</i>
5	Multiple Warding Ring	10	Warding Ring



Fortitude Ring: Wearing this ring gives the wearer greater mental resilience and clear-headedness, reflected in a bonus of +10 to all tests involving **CI** and **WP**.

Ring of Elvenkind: This rare ring is given by an Elven wizard to a faithful servant only after years of service, or an act of exceptional heroism. When worn, it grants the wearer a few of the special advantages of Elvenkind: *Night Vision* (as an Elf - no light source necessary) to 30 yards, and a +5 bonus to *Initiative*. The wearer also gains +10 to all *Fellowship* tests involving Elven characters. Note that if these rings fall into the 'wrong' hands, and Elves know of this, they may go to considerable lengths to retrieve the item.



Striking Ring:

The wearer of this ring may use each of its three powers, one at a time, for 1 turn in each 24 hour period. Each power called forth exactly duplicates the effects of one of the following fighting skills: *Strike Mighty Blow*, *Strike to Injure*, and *Strike to Stun*. These magical effects cannot be combined with existing skills of the same type to gain any doubled-up bonuses.

WANDS

Roll a D10 on the table below to determine the type of wand found.

MAGICAL WANDS

D10	Wand Type	D10	Wand Type
1	Blackwand	4-5	Wand of Fear
2	Wand of Absorption	6-7	Wand of Jade
3	Wand of Corrosion	8-9	Wand of Jet
		10	Wand of Onyx



Blackwand:

This evil blackwood wand is banded with iron and inscribed with many dire runes of ancient origin. It will only function for Evil or Chaotic characters and creatures. Once a day the user may produce a *Cloak of Darkness* spell with no Magic Point cost. He may also discharge 1D6 *Arrows of Weakness*, again once per day. These arrows take the form of yellowed skeletal fingers. They are released at the rate of one per round, and have the same range as

a longbow. In addition, each arrow is coated with 1D3 doses of Manbane, which will affect the victim if damage is caused. The *Blackwand* can fire 50 *Arrows of Weakness* before becoming inert. The wand may only be recharged by means of a foul arcane ritual involving human sacrifice. A Lawful or Good Priest must be killed with a golden dagger on virgin soil, as the moons rise to their highest points in the sky on Hexensnacht. The wand is then immersed in the Priest's blood for 13 hours, after which it is fully recharged.

Wand of Absorption: This wand can act as a store of 6D6 Magic Points. You should determine its maximum capacity and not inform the player! Determination of its initial charge should be made using 3D6 (which obviously cannot exceed the 6D6 roll). The *Wand of Absorption* gains extra Magic Points by absorbing spells cast at the bearer of the wand. If the bearer makes a successful *Magic* test, the Magic Points used in casting the spell at him are absorbed into the wand, and the spell effect is negated. However, this only applies to spells specifically cast at him. So, for example, if a *Fire Ball* spell were cast at him, it could be absorbed, but if it were cast at a group of which he was one, it could

not. If the wand attempts to absorb Magic Points over and above the predetermined maximum, it will explode in a ball of magical fire and smoke, causing 1D8 hits at S6, leaving a *Cloud of Smoke* in the area of the detonation.

Magic Points accumulated by the *Wand of Absorption* may be used by a spellcaster in the usual way to create or enhance spells he casts himself.

While a player should not know exactly how many Magic Points the *Wand of Absorption* possesses at any time, nor its maximum (unless he does a lot of research on it), it is reasonable for a character with the *Magical Sense* skill to be able to 'guesstimate'. You should inform the player that "the wand feels light", "it feels heavy with magic", "there are enough Magic Points for a few spells if you go easy, but it's nowhere near overloaded", and so on.

Wand of Corrosion: For the expenditure of only 1 Magic Point, the spellcaster using this wand may duplicate the effects of the Level Three Battle Magic spell *Corrode*.

Wand of Fear: The user of this wand may cast the following spells at will: *Cause Cowardly Flight*, *Cause Fear* and *Cause Panic*. If the spellcaster already knows any of these spells, he may cast them at half the normal Magic Point cost (rounding fractions up). If the spellcaster does not know any or all of these spells (eg he is not of high enough level), they may still be cast, but full Magic Point cost must be expended. The wand contains no Magic Points; these must come from the caster. Non-spellcasters, of course, cannot use this item.



• SPECIAL AND RARE ITEMS •

These magical items have only a low chance of being found for several reasons. Some are unique, only one having ever been created. Some developed unfortunate side-effects and their production was halted. Some were successful designs, but the item was stolen and the creator slain, the secret of making the item perishing with him. Some were simply botched, so that while they may be mildly useful they were not what the enchanting wizard intended, and have not been reproduced in any significant numbers. One or two were deliberately created by wizards as revenge on people for being swindled or coerced. In every case, the items are not 'standard designs', and their low occurrence reflects this fact. Use a D100 roll on the table below to determine the nature of the special or rare item found.

SPECIAL AND RARE MAGICAL ITEMS

D100	Magical Item
01-12	Dagger of Halflings
13-23	Harness of Fearlessness
24-41	Lantern of Days
42-50	Lens of Detection
51-58	Lyre of Melody
59-79	Purse of Teeth
80-89	Ring of Comprehension
90-00	Sand of Flinging



Dagger of Halflings: These rare items were made by a long-dead Wizard of The Empire noted for his aggressive Halfling servitors. The Dagger of Halflings will only display special magic properties in the hands of a Halfling, to other users it simply counts as a magical weapon against creatures only affected by such. Although only the size of a dagger, when used by a Halfling it counts as a normal sword, with an additional +10 bonus conferred to **WS**.

Harness of Fearlessness: Made of brown leather of the finest quality, and hard blueish mithril, this harness is greatly desired by those who ride warhorses. It may be fitted to any horse and, when this is done, the horse becomes completely immune to *fear*, whether caused by fire or anything else (such as a *Stampede* spell). The horse is still subject to *terror*, however.

Note that only horses may use this item - Pegasi, for example, are not affected.

Lantern of Days: This ornate, darkwood lantern casts light as a Storm Lantern, but burns oil very slowly, so that 1 pint will fuel the lantern for 1D4 days.

Lens of Detection: This looks like a large magnifying glass on a lengthy ivory handle.

It does not, however, magnify anything examined through it; instead it allows the viewer to see all illusions caused by Illusionist spells of levels 1-3 as they truly are. An Illusionist disguising himself with *Assume Illusionary Appearance*, for example, will be seen exactly as he is, and any attempt to disguise his actions with *Cloak Activity* will be shown up for what they are.

However, the lens needs one hand to use, and since both hands are needed for spellcasting it is not possible to use this device to see an Illusionist and then spellcast at him. Someone else must hold the *Lens of Detection* for the spellcaster, for example.

Lyre of Melody: This splendid instrument plays beautiful and haunting melodies for any character skilled in the use of the lyre, adding +20 to chances for gaining work as an *Entertainer*, and to all *Busk* tests.



Purse of Teeth: This type of item is now not uncommon in the Empire, for wealthy merchants and the like pay Wizards well for creating them. A *Purse of Teeth* appears as an ordinary leather pouch with drawstrings. However, if it is opened and any attempt made to take money from it by anyone other than its rightful owner, rows of very sharp teeth magically appear inside the purse and bite the hand of the thief. The initial bite causes 1

Wound, irrespective of any protections, even metal gauntlets (for the magical teeth are not blocked by metal). The teeth hold fast to the hand for 1D6 rounds, biting and draining blood, and the victim suffers 1 automatic *Wound* each round. All the time, the *Purse of Teeth* screams "Thief! Thief!" at almost deafening volume.

If a *Purse of Teeth* is stolen from its owner, it will slowly attune itself to its new possessor over a period of 7 days, during which time it must be continuously worn on the person. After the full week, it recognizes its new possessor as its rightful owner.

It is rumoured that even larger *Bags of Teeth* and *Sacks of Fangs* exist, some even with envenomed teeth, but their existence has not been documented with certainty... yet.

Ring of Comprehension: This ring allows the wearer to *Read/Write Own Language* if he could not do so before. 50% of these rings confer knowledge of the written and spoken forms of 1D3 other languages - you should consult the **WFRP** rulebook, and determine these extra languages at random or by choice.



Sand of Flinging: this rare substance is believed to be enchanted by sorcerers of Cathay, and within the Empire its manufacture is not understood. The fine magical dust is usually sealed in a vial or packet, containing enough for 1D4 uses. A teaspoonful or so held in the hand may be thrown up to 12 yards, and from the point of impact a cloud of sand spreads out in a 4 yard radius. All creatures within the area are blinded for 1D6 rounds; while blinded they have -25 penalties to **WS**, and missile fire and spellcasting are impossible.

**WARHAMMER
FANTASY ROLE PLAY**

the Restless DEAD

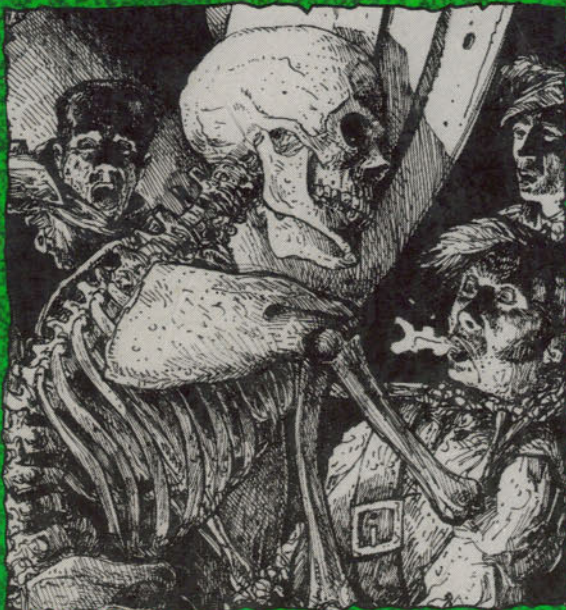
"Something stirs. The spirits claw down the barriers between our world and theirs. They crawl from beneath Mör's cloak and re-enter the land of the living, their intent unknown. Beyond the realm of possibility, the dead will not stay dead..."

The Restless Dead is a complete campaign for **Warhammer Fantasy Roleplay**. The characters must fight the combined forces of Chaos and Undead to reclaim a corpse - a corpse they must bury so that its ghost need no longer walk the earth.

Once drawn into contact with the spirit world, the players are led to the campaign's terrifying conclusion in a 200 year old house, where they must defeat the Haunting Horror or become trapped in Mör's realm forever.

This book also contains 24 pages of new combat rules, spells and magic items, and *The Grapes of Wrath*, a scenario designed to link *Death on the Reik* and *Power Behind the Throne*.

The Restless Dead Campaign is a compilation of the best of recent *White Dwarf* scenarios, a specially written adventure, and a host of new material for every WFRP player.



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GAMES WORKSHOP INC.,
3431 Benson Avenue,
Baltimore,
Maryland 21227

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ISBN: 1 869893 73 5

Product Code: 0026

Ref Number: 000260



PRINTED IN GREAT BRITAIN

Possession of Warhammer Fantasy Roleplay is necessary to use the contents of this volume.