

WARHAMMER
FANTASY ROLEPLAY

FORGES OF NULN

PATHS OF THE DAMNED



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PATHS OF THE DAMNED

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INTRODUCTION

Forges of Nuln is the thrilling conclusion of the *Paths of the Damned* campaign, bringing to a close what began in the introductory adventure, *Through the Drakwald*, and continued in *Ashes of Middenheim* and *Spires of Altdorf*. This adventure is intended for characters midway through their second or just starting their third careers.

In this adventure, the Player Characters (PCs) search for the third shard that houses the last of the Daemonic essence of Xathrodor the Red Flyer. Beginning with an investigation at a ruined monastery, they find clues pointing to the city-state of Nuln. The

characters secure passage on the *Emperor Wilhelm* and witness the first of the corruption that awaits them when they reach their destination. Once they arrive in Nuln, they become embroiled in a mystery of missing persons and conspiracies centring on the unveiling of the *Magnus*, a powerful new cannon and the hope of the Empire to repel future attacks from the Chaos Wastes. And in the shadows of alleys and the darkened tunnels beneath the city, Mutants plot to seize the city for themselves. Can the heroes unravel the knot of schemes and thwart the wicked machinations of the Daemon in time?

— ABOUT THIS BOOK —

Paths of the Damned: Forges of Nuln consists of the following sections:

Guide to Nuln

This section is a gazetteer of Nuln, the Jewel of the Empire. It includes a broad history highlighting key events, and descriptions of neighbourhoods and key locations throughout. This chapter is an aid to help you whilst running this adventure, but it also serves as an excellent resource for building adventures of your own.

Chapter One: The Third Shard

This chapter presents an overview of the entire adventure. It details the major plots that unfold while the characters search for the artefact and it also presents a full description of the Chalice of Wrath.

Chapter Two: Farewell Altdorf

The beginning of the adventure, this chapter transitions characters from the events that take place in *Spires of Altdorf* to the first investigatory steps they must take to reach Nuln.

Chapter Three: Along the Reik

This chapter describes the best and surest means for reaching Nuln: the *Emperor Wilhelm*. Including maps and statistics for the crew, this chapter can guide you in building further adventures on the Empire's waterways. In addition, there are several encounters to spice up the journey.

Chapter Four: Fear and Loathing in Nuln

This chapter offers guidelines for running the rest of the adventure. In addition to building environments to evoke the flavour of the

city, this chapter also presents a breakdown of the major plots unfolding over the course of Black Powder Week.

Chapter Five: Investigations

This chapter details the murders and disappearances, as well as providing information and encounters the characters are likely to find and endure during their first steps in tracking down the Chalice. In addition, this chapter plants the hooks to draw the characters into the larger intrigues at work behind the scenes.

Chapter Six: The Weapon and Under Nuln

A vengeful noble sabotages the new weapon—the *Magnus*. Meanwhile, decadent and corrupt nobles work in the sewers to seize the city for the Ruinous Powers.

Chapter Seven: The Masquerade

The Countess Emmanuelle von Liebwitz is famous for her parties, and to commemorate the test fire of the *Magnus* at the week's end, she hosts a grand masquerade. This chapter presents several important characters and it details the events that unfold at this event.

Chapter Eight: All Hell...

This final chapter serves as the culmination for all the plots taking place in this adventure. The characters must contend with the Mutant uprising, deal with the destruction wrought by Randolph Vogt's sabotage, and destroy the Abomination before it can release the Red Flyer's essence.

— HOW TO USE THIS BOOK —

Forges of Nuln requires the use of the *Warhammer Fantasy Roleplay* rulebook and you'll also need paper, pencils, and at least two 10-sided dice. This adventure makes references to *Old World Bestiary* and the *Old World Armoury*, and though neither book is needed to enjoy this adventure, both can serve as useful resources.

Like the rest of the *Paths of the Damned* adventures, you can run this adventure by itself, though it is best used as the culmination of the preceding adventures. If you are starting with this adventure, four pre-generated characters have been provided at the back of the book. They are equipped and ready to go.

If you've played through *Spires of Altdorf*, you will find *Forges of Nuln* has a similar level of complexity. This adventure features three major plots; as the Player Characters work through one, they likely touch on, or better still are drawn into, the other two. This requires some preparation and familiarity with the material to run this adventure properly. Also, this adventure relies on key events happening at orchestrated times. Be aware of the general flow of the adventure to make changes based on the player's decisions. On the other hand, there are a number of traditional encounters to give you breaks in the intrigues and offer the characters great opportunities to test their mettle against their enemies.



A GUIDE TO NULN

Ours is a land chained by silence; ours is a time when the truth goes unspoken.

—Detlef Sierck, playwright

Former capital, technological centre of the Empire's war machine and intellectual heart of humanity, Nuln is "the crown that glitters with a hundred jewels." Though second to Altdorf in terms of population, it is first in social life and the arts. Yet like much of the Empire, Nuln has its secrets, its dark underbelly people do their best to shut away in the sprawling

sewers and within the hearts of the slums. And for every gala ball the Countess throws in the cavernous halls of her fortified palace, another Mutant is born in the belly of the Maze, another Skaven scampers alongside slow-moving sludge in the sewers, and a killer brutally murders his victim on the soot-stained streets in the Neuestadt.

— THE JEWEL OF THE EMPIRE —

Fire, war, and plunder brought devastation to Nuln and yet, perhaps through the temerity of its people, it still stands. Plague and famine have all done their parts, as did the civil war that nearly ripped the Empire apart. Orc Warlords tumbled out of Black Fire Pass to reduce the city to smoking rubble, but still Nuln persevered. One of the oldest human settlements in the Empire, Nuln has stood at the height of power and teetered on the brink of destruction. As a city, it is a place of contrasting architecture, a place of the decadently rich and desperately poor. It is a teeming metropolis blending the rustic charm of Wissenland with the forward thinking progression of the intelligentsia.

This section presents an overview of the city, describing Nuln in broad terms and highlighting important locations to provide a foundation for any adventure set here. As Nuln is the second largest city in the Empire, providing an intricate level of detail is beyond the scope of this book and so you should feel free to fill in the shops and businesses as appropriate to your games. For a map of the city, see page 7.

A HISTORY OF NULN

Before there was Nuln and before the twelve tribes crossed over the mountains through Black Fire Pass, the High Elves held the territory eventually claimed by the Empire. But even as the first trickle of Human tribes fled the horrors of the east, the ancient Elven civilisation was already withdrawing from the land, leaving the ruins of their once grand society scattered throughout the forests and hills of the Old World. Before the founding of the Empire, much of Humanity existed along the coast of the Tilean Sea, inheritors of the ancient civilisations of the past. But soon twelve tribes came from the east, fleeing some unknowable horror. With the aid of the Dwarfs, these barbarians crossed through Black Fire Pass and settled in the verdant lands of the north.

The Old World was unprepared for these warlike and aggressive barbarians, but there were many who thought to profit from their simplicity. Tilean merchants, having heard of the newcomers, were eager to widen their nets by establishing trade routes into new markets. But such ventures required a dangerous voyage, sailing through Pirates Current, up the Black Gulf, and then travelling far over land, to eventually enter the Empire through Black Fire Pass. Or worse, they could sail along the coast to the north, through the uncharted waters of the Great Ocean and into the Sea of Claws. Both ventures were dangerous and expensive—in terms of life and gold. However, the logistical problems were solved when an

enterprising Tilean merchant from Miragliano discovered the River of Echoes, a ribbon of dark water that passed beneath the Vaults and into the heartland. Seeing this as his opportunity to establish himself as a major mercantile force back home, he gathered a large band of mercenaries and braved the shadowy subterranean route. In the end, he lost nearly half his expedition to the terrors haunting the caverns, but they emerged, more or less intact, exhausted and nearly defeated. They wandered north, searching for settlements to establish themselves. With greater frequency, the expedition faced off against the hostile creatures of these untamed lands until they finally settled in the ruins of an old High Elf outpost and stronghold situated against a broad river. They named the site Nuln and set about to rebuild it, hoping to use this place as a trading hub for their new enterprise.

THE GREENSKINS DESCEND

The promise of an established trade would not bear fruit, at least not yet. Within months after the Tileans settlement, a host of Orcs and Goblins pushed north through Black Fire Pass. Bent on plunder and destruction, they carved a burning path directly for Nuln. Leading the Greenskins were the refugees who fled the notched swords and cavernous maws. Humans and Dwarfs alike, these people sought safety in the fortified hill of this new settlement. Food and supplies were scarce; there were too many mouths to feed and the defences were too weak to withstand the host for long. All was not lost. Hope came from the north. Through strength of will and sword, Sigmar united the twelve tribes into a cohesive army and marched south to oppose the invading horde. He paused at Nuln, establishing a camp there to save the fledgling city for nearly assured destruction, and repulsed the host's vanguard. Knowing more were on the way, Sigmar rallied the people and his soldiers and pushed into the gap of the pass, defeating the Greenskin army for the last time.

THE RISE OF THE CITY-STATE

Peace settled over the land. While Sigmar hammered out the new government by which he would rule, Nuln remained a minor trade centre, nothing more than a stopover for traders on the way to the larger communities in the north. But this would change. Sigmar realized internal stability depended on being able to move troops and goods quickly, and so ordered the construction of two great roads. The first was from Altdorf (renamed from

Reikdorf) to Middenheim. The second connected Altdorf to Nuln. Though the work was years in completing, the results were almost instantaneous. By extending a road to Nuln, it elevated the city to a status equal to the larger and more prosperous northern cities. Merchants from all over entered the Empire through Nuln to trade goods there first before carrying them upriver. As a result, Nuln experienced a rapid boom in growth and wealth that continued throughout Sigmar's reign and beyond.

The improvements to Nuln coupled with expanded trade with the Dwarf holds allowed the it to grow powerful and the Count of Wissenland moved his seat of government from Pfeildorf to Nuln. The population swelled as darker threats boiled up from the depths of the Vaults and the World's Edge Mountains, driving more and more Dwarfs from their ancestral homes. With them, they brought knowledge of engineering. Wissenland's Elector Count was an enlightened man and saw an opportunity with these newcomers, and so, to improve cleanliness of his city, he asked the Dwarfs to construct a sewer system, for which Nuln is famous the world over. Meanwhile, trade along the River Reik—a river both broad and deep enough to allow the passage of ocean faring ships—brought goods from as far away as Marienburg. The gold gained from these ventures allowed the city to expand beyond the original High Elf ruins and erect walled fortifications on both sides of the river.

THE RISE OF SIGMARISM

About 25 years after Sigmar vanished, a mendicant friar named Johan Helstrum appeared on the streets, whipping crowds into a frenzy about a new god. He claimed he saw a vision of Sigmar's ascent into the heavens. On the strengths of his convictions alone, he preached the new religion to any who would hear him. As Sigmar was already revered in this even-then cosmopolitan city, the commoners converted to the Sigmarite faith, establishing small cults in the newer parts of town. Soon after, it became fashionable to buck tradition, and the younger nobles abandoned the old ways in favour of the imperial symbol-made-god that was Sigmar. Encouraged by his successes in his home city, Helstrum travelled north to Altdorf, where he continued his work to spread the word of this new god. The results were spectacular and soon after, the cult of Sigmar received imperial recognition with an official temple in Altdorf. Back in Nuln, the smaller cells united and founded the first temple of Sigmar on the slopes of the hill holding the Count's fortress. Those people who remained loyal to the old ways were appalled by the presence of the heretical blot overshadowing what they saw as the true gods. The city divided between those loyal to Ulric and the new Sigmarites, and sporadic fighting and riots erupted in the streets.

CAPITAL

In about 100 IC, faced with the growing violence between the rival cults in Altdorf, Emperor Fulk moved the capital to Nuln in an unexpected show of support for the Sigmarite faith. Since Helstrum, now the Grand Theogonist, hailed from this city, it was only fitting the monarch should move to a place friendlier to his politics. Defeated, the few remaining Ulric supporters left the city for Talabecland where the Ulric faith was still strong, but the Emperor's entourage of sycophants and hangers-on soon filled the vacuum left by the departing nobility. What had been for the most part a frontier city was suddenly thrust into the centre stage of imperial politics.

Installed in the fortress of Nuln, Fulk ordered extensive renovations to the city. Artisans used stone and timber from the old Elf ruins to rebuild the city in the image of Altdorf, virtually erasing any evidence of the city's past. With the support of a Sigmarite emperor, the cult of Sigmar made great strides in converting any last remaining holdouts and became the official religion of the city, building on the legends of Sigmar who was said to have drunk from the waters of the Reik when he camped here before stopping the flood of Orcs from Black Fire Pass.

For the next 400 years the empire expanded its borders, pushing against the wilderness and rooting out whatever terrors lurked within the shadows of its forests or under its hills. Nuln became the nexus of this activity and the centre of learning and knowledge. The emperors that followed Fulk established universities and great libraries which in turn drew more people to study here. Nuln became more than a trade city, transforming into a vanguard city, poised on the forefront of philosophy, theology, and the sciences.

INSTABILITY

Nuln remained an influential centre of the Empire for hundreds of years, but eventually corruption consumed the Sigmarite faith, and scandals emerged in nearly all the lands. In the autumn of 1110 IC, the high priest of Sigmar was exposed as a secret cultist of Slaanesh. Rumours of his perversity had long been a subject of gossip, but when the temple caught fire after a particularly bizarre orgy, it came out into the open that foul Chaos worshippers inundated the Sigmarite hierarchy in the capital. The emperor, Boris Goldgatherer, moved the capital back to Altdorf to deal with the rumours surrounding him, and with him went the Nulners' veneration of Sigmar. Although the migration was never in great numbers, the damage was done. The corruption and scandals affecting all levels of society were enough to push many people away from the gods. Instead, they embraced darker and more nefarious forces.

And then, the new high priest of Sigmar was found dead, his body covered in black buboes. That spring, the Black Plague settled on the Empire. It quickly spread from city to city, wiping out entire towns and villages. They say but three of every ten survived the contagion, but that was nothing compared to the invasion that followed.

DESPAIR AND CORRUPTION

Fear, misery, and desperation seized the land, and afflicted and survivor alike turned to the Ruinous Powers for succour, praying to any god who would alleviate their suffering. Cults formed like boils on the once proud state and in the bleakest of moments, fearsome beasts emerged from their warrens beneath the cities. Seeking to enslave Humanity as labourers in a macabre remaking of the world to mirror their own mad vision, the Skaven spread fear and death. The larger cities promised safe havens against the doom, but even the mightiest like Nuln, Altdorf, and Middenheim were unprepared for the influx of refugees. In Nuln, the displaced erected a shantytown just outside of the Universität, Nuln's intellectual centre, eventually becoming the Neuestadt.

Of course, the Skaven menace was routed, and the Empire emerged victorious against its enemies. Mandred Ratslayer was a hero, crushing the Skaven and sending them scurrying back to their warrens. But this victory was coloured by the widespread loss of life and the ruins of the Empire's provinces.

CHAOS RISING

The capital relocated many times in the years following Mandred's death, moving with each new emperor. During this tumultuous era, nobles jockeyed for positions of prominence in an ambitious game of politics. The tensions that had been building for nearly 200 years came to a head when the Grand Duke of Stirland, with the heavy-handed support of the cult of Sigmar, was elected Emperor in Nuln.

Though many Nulners strayed from Sigmarite faith in the years leading up to the Great Plague, many—at least those who had not given their souls to the Dark Gods—returned to Sigmar's embrace during the tumult that followed. It was widely believed that the plague and war were both divine punishments for Humanity's wayward excesses. This created a powerful backlash of religious conservatism and Nuln became a centre of the Sigmarite religion. Those who didn't subscribe to the tenets of Sigmar found the city entirely unwelcoming and gangs of zealots prowled the streets looking for non-believers to persecute.

Amidst the religious fervour in Nuln, the cult of Sigmar and the cult of Ulric remained fierce rivals. The Priests of Ulric never recognized Sigmar's divinity and saw all of his cultists as heretics. Even with the endorsement of several emperors, tensions ran hot between both cults, and the fact that Sigmar waxed while Ulric waned was not lost on the proponents of the old ways.

The cult of Sigmar was a favoured religion of the aristocracies in the most of the "modern" cities such as Altdorf and Nuln, while Middenheim and Talabecland resisted the intrusion of the Sigmarite temple into their territories. Since Mandred's death, most elected emperors had been neutral towards the raging debates between the various religious factions, but when the last emperor died, the Elector Counts lined up according to their positions on the question of religion. The acolytes of Sigmar were both wealthy and influential. Despite every effort of the Ulric-devoted Counts, the Grand Duke of Stirland, a clear apologist for the Sigmarites, won. His first act was to pass a heavy tax on the cult of Ulric.

This was the final straw. The Grand Duchess Otilia of Talabecland felt the crown was hers by right. She believed she had lost the election because of Sigmarite treachery and double-dealing. In 1360 IC, she declared herself empress, banning the cult of Sigmar from her province in retaliation to the tax. Over the next two centuries the Empire plunged into civil war, with each side fielding equally matched armies until both sides settled into a vicious series of skirmishes.

Emperors were still elected and crowned in Nuln, whilst Otilia's crown passed down to her heirs. The chaos of this period led smaller provinces to declare their independence. The Nuln emperor bestowed the Runefang of Drakwald onto the von Bildhofen family, as a reward for declaring their independence from the Ulricites of larger Middenheim. War swept the land, and Chaos reigned supreme, only to become even more confused when the Graf of Middenheim declared himself Emperor as well.

Just like the years leading up to the Great Plague of 1111 IC, Humanity turned its back to the gods. Politicians used Sigmar to justify terrible laws and brutal edicts, the people once more questioned the legitimacy of the priests and many turned to the Ruinous Powers for answers. The Cults grew in strength and the Witch Hunters were too few to stamp them out.

In Nuln, this secular climate was very strong. The character of the city became grim. The new forges across the river sent clouds of ash and smoke into the air. The shantytown evolved into a crowded slum and strange mutations surfaced among the populace. Those afflicted who weren't cast out of the city fled to the sewers, forming a community of their own.

GORBAD IRONCLAW

Divided as it was between three Emperors, the Empire was helpless against outside threats. This was made manifest when the Orc Warlord Gorbard Ironclaw invaded through Black Fire Pass unopposed. The Warlord sacked Nuln and then razed the Moot. The Mob then moved on to Solland and, to the great shame of the Empire, slew Count Eldred of Solland, stealing his Runefang. Along the Upper Reik Ironclaw marched, leaving a trail of carnage, destruction, and broken lives. His Mob encircled Altdorf, laying siege to the city that then held the Emperor Sigismund. Though Orc-controlled wyverns slew the Emperor, the city survived and the horde eventually withdrew.

With Solland in ruins Wissenland absorbed the territory, and in response the rest of the provinces demanded Nuln separate from Wissenland. To quell the unrest, Nuln became an independent city-state, but it made no difference, for the Empire was in shambles. And in the face of the widening anarchy, Humanity's descent into corruption seemed complete.

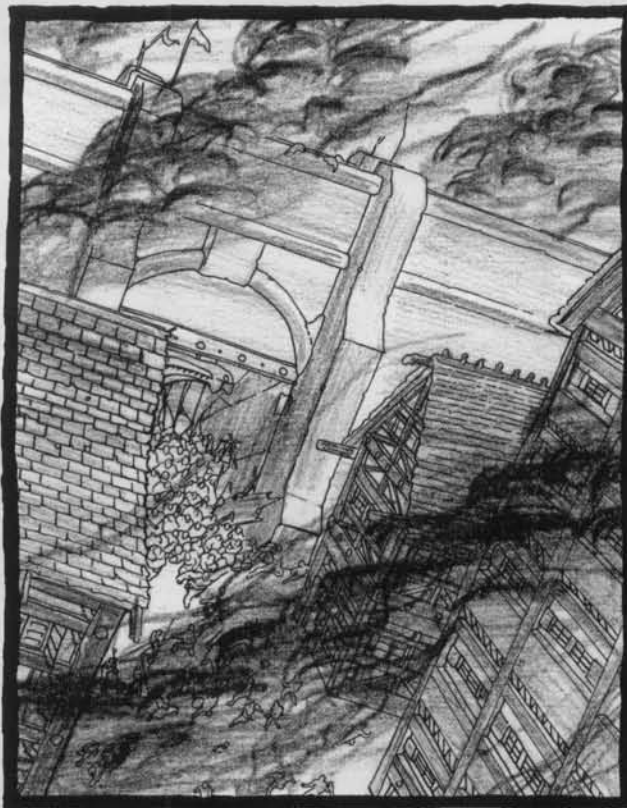
Sigmarite worship never fully recovered in Nuln. Instead, the city turned from its religious roots to embrace secular concepts as well as turning to Verena, patron of intellectuals, scholars, and thinkers. The rapid change of attitudes, coupled with the constant threat of new invasion from the south, transformed Nuln from just a mercantile city to one of military innovation. And ever since, the brightest minds of the Old World have come here to learn the trade of warfare.

MAGNUS THE PIOUS

The influence of the Ruinous Powers grew for centuries after, bolstered by the growing support of the cults in the Empire and the movements of Beastmen herds in the Drakwald. By 2301 IC, a vast army of Chaos boiled out of the north, invading Kislev and ravaging the land, adding to its numbers many disaffected veterans of the Empire's civil wars. Praag fell to Chaos and the survivors fled south, bring news of the dire threat to the divided land.

Coinciding with the invasion, the Cultists arose out of their hidden warrens to wage war against the people of the Empire. The Beastmen from the Drakwald spread death and destruction, laying waste to the settlements on the forest's borders. It seemed the Empire was in its death throes.

But then a hero emerged. Magnus, a student and theologian in Nuln, grew frustrated by the Empire's impotence and the greed of the nobility. He was a genius and fanatic with innovative views about nationalism and the divinity of Sigmar, and his family sent him to the University of Nuln to help direct his frightening intensity. There, he attracted a large group of similar thinkers who shared his beliefs and passion. And even before the war broke out, Magnus was famous for his tours, in which he and his companions would travel through the Reikland to issue rousing speeches. These early efforts established Magnus as a great hero



among the common folk, seeding the ground for his eventual rise to power.

War broke out. Magnus saw this calamity as a sign from Sigmar to save the Empire from itself. He redoubled his efforts, appealing directly to the people rather than waste time in the courts of the Elector Counts. He amassed a huge army of converts, becoming so powerful that even the political and economic rulers of the land were forced to rally behind his banner. The final step was to venture north to Middenheim to heal the rift between those who worshipped Ulric and those who followed Sigmar. Stepping into the sacred white fires, Magnus emerged unscathed, and with this sign, even Ar-Ulric, the staunchest opponent of the Sigmarrite cult, was forced to accept the truth of Sigmar's divinity.

Magnus led his forces north and met the terrible horde in Kislev. Buttressed by Dwarfs, Kislevites, and the High Mage Teclis with his cadre of Elf Wizards and their Human protégés, the Empire defeated the Chaos invaders, allowing Magnus to return in triumph. Within a year of Chaos' defeat, the Elector Counts nominated and elected Magnus Emperor, uniting the Empire for the first time in centuries. Magnus established his seat of power in his home city of Nuln, making it the imperial capital. He removed the ban on wizardry and created the Colleges of Magic in Altdorf. He reintegrated and reorganized the provinces, restoring them to their former glory. And for the first time in centuries, the Emperor was strong once more, ushering in the Empire's Golden Age.

NULN'S DECLINE

After Magnus, Nuln remained the capital of the Empire until 2421 IC, when a new Orc threat emerged. Grom the Paunch crushed the Dwarfs at the Battle of Iron Gate and moved north, devastating parts of Nuln along the way. Grom's tour through the

Old World wouldn't last. Soon after he began his crusade to wipe out humanity, he built a fleet and sailed west, never to be seen again. Eight years later, in a scandal surrounding the succession of Marienburg, Emperor Deiter IV of Nuln was deposed, and the Crown passed to the Grand Prince of Altdorf, ending Nuln's role as principle city in the Empire.

Though no longer the centre of the Empire, Nuln has managed to remain strong, as both a commercial and technological capital. Nuln proudly boasts the Imperial Gunnery School, the University of Nuln, and even a rival College of Engineering nearly as innovative as Altdorf's own. Nuln drifted back into the control of Wissenland and the Elector Count of the province gained the title of Count of Nuln.

About 80 years later, a pair of heroes uncovered a Skaven plot to invade the city and use it to launch a campaign against the Empire that would be as devastating as the one that occurred nearly 1,500 years ago. Nuln was saved, thanks to Skaven infighting and treachery and of course the skill of Felix and Gotrek, but not without extensive damage from fires, plague, and famine. In recent years, Nuln has rebuilt itself once more to establish itself as a principle city in the Empire.

STORM OF CHAOS AND NULN'S REBIRTH

The Storm of Chaos changed the face of the Empire. Archaon's forces decimated the northern provinces, and though routed, they still haunt the forests and dim places in the Old World, waiting until called forth once more to crush the Empire. Unlike Middenheim, though, Nuln escaped the devastation; Archaon was more concerned with destroying the Cult of Ulric than heading into the heartland. Though unscathed, Nuln was affected. Faced with an increased need for cannon, shot, conscripts, and equipment, the Empire relied on Nuln's forges to meet the demand. Merchants and factors enjoyed the best profits in their careers and the forges burned hot day and night to keep the Empire equipped with the newest weaponry. Pressgangs swept through the streets, recruiting soldiers from the masses and when the Emperor Karl Franz finally routed the forces of Chaos, Nuln's place was assured, becoming one of the wealthiest and most powerful cities in the Empire.

THE PRESENT DAY

Though Nuln has its sinister underbelly, it is still a place of refinement, at the forefront of the arts and social life. It is the economic hub, distributing goods to and from Wissenland, Stirland, and Averland. With the gold earned during the Storm of Chaos, the division between the classes is even more pronounced, and the elite are ostentatious in their displays of their newfound wealth, as the poor look on with haunted eyes and cinched belts. Nuln is a city of contrasts, contrasts between the rural farmsteads that support the city with food with the sophistication of the aristocracy. It is a place of uneducated rabble who work in the Forges across the river, contrasted with the educated students who walk the halls of Nuln's ancient universities. It is a place the clash between old and new, of shanty and palace, of fine meals with crystal goblets and filthy beggars rooting around in rubbish-filled alleys. Nuln is conflict, making it the perfect place for intrigues and the best adventures.

— WHO'S WHO IN NULN —

Nuln is also unusual. It has been an independent city-state and has also served as the provincial capital. It even served as the capital of the Empire. There are claims the city was part of the Reikland, Stirland, and Averland as well as being part of Wissenland. Regardless, Nuln is and has always been its own city. Currently, Nuln is not really a part of Wissenland, but owes its allegiance to its Elector Count, the Countess Emmanuelle von Liebwitz. While she nominally rules the city, much of the true power is in the burgher class, the various guilds, and among her own advisors. This section describes the various factions that all claim some control over the "Jewel of the Empire."

THE COUNTESS

Emmanuelle von Liebwitz (Grand Countess of Wissenland, Countess of Nuln, and Duchess of Meissen) gained her seat around the same time that Karl Franz was crowned Emperor. A childhood friend of the current ruler, she had a claim to the title of Elector Count, but not a good one. By currying the favour of Franz—some suggest she seduced him—she took the title of Elector Countess in 2503.

She proved she had no head for governing; she was more concerned with the luxuries of her status than with the minutia of ruling not only a province (which most consider a backwater) but also an important city. She detests the burghers and commoners of Wissenland, and rarely deals with the villages and towns under her purview, handing more and more power to the Toppenheimer family of Pfeildorf. In fact, she is in negotiations with the Emperor to divorce Nuln from Wissenland completely. In exchange for granting Nuln an electoral vote and allowing Wissenland to retain its vote, she would make an extensive loan to the Emperor's coffers, something he considers prudent, given the demands for rebuilding the north.

All of her work to separate Nuln from Wissenland is because the Countess adores the city. She loves the culture, the pomp, the majesty, its history, and its deep coffers. No matter how desperate the plight of the commoners, she can always be guaranteed comfort and pleasure whilst installed in her seat as Countess of Nuln. As far as she's concerned, the Toppenheimers can keep their brutal winters and dreary farmland. All she wants is Nuln. Hence, much of Wissenland's governance falls to the Assembly, a group of merchants, lesser nobles, and churchmen of which she is the head, though she rarely makes appearances.

Most consider her barely competent in her position. The saying goes, "the Countess' head is as empty as her manifesto." Still, the people love her. Now in her middle years, she retains her youthful beauty and many lords clamour for her hand, hoping to gain something of her considerable power.

ARISTOCRACY

Supporting the Countess are dozens of lords and merchant princes. As Nuln is a somewhat independent city, nobles and merchants who come from all over the world to settle in the commercial centre of the Empire advise her. Among those in her court are Tileans, Stirlanders, Wissenlanders, Reiklanders, Marienburgers, Kislevians, and even a few Bretonnians. Each has a finger in Nuln's economic interests, overseeing the manufacture of cannon, importing commodities from Tilea via the newly rediscovered River of Echoes, to overseeing the ships bringing goods down

the Reik from as far away as Marienburg. Each interest has representation on the Countess' Counsel. This body meets once a week to address matters of the city-state and the outlying villages that supply the city with food and raw materials.

Aside from the merchants and nobles, the Countess also keeps personal advisors who help administer the city's government. The most important ministers include the High Steward Hildemar Kalb. He rules Nuln during the Countess' infrequent absences. The High Chancellor Jekil Rohrig is the supreme justice in the city, and judges cases of the most significance and importance to Wissenland and Nuln. The Exchequer, Reuben Kuhn II sees to the acquisition and distribution of revenue in the city and is thus generally the most hated man in Nuln. In addition, there's a Chamberlain, a High Constable who sees to the city's watch and garrisons, and the Marshall who sees to the Elector Countess' armies.

Various other hangers-on, courtiers, and sycophants make up the rest of Emmanuelle von Liebwitz' entourage. Each member is more ambitious than the last. Backstabbing and treachery are common, and discretely encouraged. A fool's fortune can be won and lost in a single day, all depending on the moods of this mercurial monarch.

PRIESTS

In the past, the Sigmarite faith was strong in Nuln, but after the repeated acts of treachery and corruption within Nuln's cult, most Nulners embrace other Gods like Verena, who supports and is supported by Nuln's university district. Myrmidia and Morr also have strong presences in the city. Still, though the Sigmarite body is not what it was, it still boasts the largest and wealthiest temples in the city.

The heads of the cults sporadically meet with Emmanuelle. She respects them and their power, but their High Priests find her...wanting... when it comes to affairs of the spirit. Any meetings between the leaders of the temples and the Countess are merely for show.

THE GUILDS

Of considerable interest to the Countess are the guilds. These groups are what allow her to throw her lavish parties at the palace. On almost a daily basis, one or more guildmasters gain an audience with the Countess to give her gifts and trinkets to improve their guild's tax rates and to acquire her influence when it comes to matters brought before the rest of council. All of the guildmasters have seats on the council as well, though their influence over the Countess is considerably stronger than the merchants and courtiers.

THE SCHOOLS

Even the Universities have a hand in the politics and governance of Nuln. Being home to some of the most prestigious schools in the Empire, they are big draws. When the sons and daughters of Provincial lords come of age, many come to this city to take advantage of the classical education offered. However, this is less true in recent years. Nuln was once the intellectual centre of the Empire, but more and more Altdorf's thinkers eclipse those of this

southern city. This is not for a lack of funding—the Countess and nobles in the city are ardent supporters of the University, College, and Imperial Gunnery School. It is rather the classical mechanisms of study that are falling out of favour when compared to the progressive systems in the north. Nuln's student body remains considerable, and although the University itself is in decline, the Imperial Gunnery School is larger than ever.

CRIME FAMILIES

Where the Aristocracy and various interest groups control the city in name, the criminal organizations control the city in fact. As

a crossroads city, all manner of unsavoury types find themselves here; Nuln inherited something of the Tilean notion of a criminal underworld. Instead of one overarching crime guild, there are over a dozen crime families—some of whom hold seats on the council—who split their activities between legitimate business ventures and shady practices such as smuggling, black market goods, protection rackets, extortion, and worse. In addition, there's no shortage of gangs on the streets, especially in the Neuestadt, where they serve the various families struggling for control over the city's poor, one street at a time. Names like Schatzeneimer, Valantina, Sansovino, Huyderman and others still instil fear and respect among the lower citizens in this city.

— LIFE IN NULN —

Like any other city in the Old World, Nuln is crowded and dirty. It has debris-choked alleys, winding and seemingly random streets, and dilapidated buildings, all set against the splendour of the wealthy. The plumes of smoke and falling ash from the foundries only exacerbate the wanton filth.

Nuln is a riot of architectural styles, from the fortress-like palace on the hill to the ramshackle row houses that fill the Neuestadt. Its very appearance reveals the near constant reconstruction of the city through its long history. But one thing unites, and that's the soot covering just about everything north of the city. A glaze of ash stains the shingles of the roofs and smokes the windows. The winter months are the worst (Wissenland is famous for its cruel winters) and burning charcoal brought down from the forests shrouds the city in a haze of black smoke, blocking out the sun.

The locals are accustomed to the stench of the foundries working day and night, though the Aldig Quarter is spared the worst. In the Neuestadt, the streets are disgusting. People have a callous disregard for what they fling out of their windows, and heaps of waste fill alleys, sometimes spilling out onto the main roads. People rely on the rains to wash the filth into the city's elaborate sewers. In the meantime, rats fight with dogs over the choice bits buried under the mounds of offal.

Things are a little better in the Altstadt. There, Dung Collectors make their rounds, shovelling filth into carts to keep the main thoroughfares clean. But behind the clean and attractive façades, the servants' entrances around the backs of these buildings are just as foul as anywhere else.

Nuln is also loud. The Imperial Gunnery School fires rounds four to six times a day. Preceding each firing, the Gunnery School rings a bell as a warning (usually). In addition to the sudden and often unexpected explosions in the centre of the city, the hawkers and vendors fill the streets, as do their dubious counterparts: the thieves. Nuln is rife with pickpockets and con men, all lying in wait to take the naïve's purse.

In spite of the filth, squalor, and soot, Nuln is one of the most beautiful Human cities. The widespread ruin the city has endured claimed the poorer and older structures first, allowing the city to rebuild better and stronger buildings. Nuln's leaders have long paid careful attention to architectural aesthetics. Parks are scattered through the city. Graceful arches carved with historical scenes, imposing statues, and the Great Bridge itself all speak of Nuln's enlightenment and its appreciation for finer things.

PEOPLE

Nulners are intensely proud of their city and some of them boast they live in the "true" capital of the Empire. As a result, they have an intense rivalry with people from the Reikland, especially those hailing from Altdorf—Nulners are quick to remind Reiklanders of their city's importance at every opportunity.

As Nuln evolved from a simple trade centre to an important commercial capital, half the apparent population are not natives. Most residents came here from their native lands to start a business or a new life. These immigrants help to define the city's character. The people are notorious salesmen, selling everything and anything, and wheeling and dealing is part of what it means to do business here. Haggling is also a big part of living here, and those who lack the skill find they'll pay upwards of twice what an item would go for elsewhere. Outsiders see Nulners as greedy and opportunistic, tight-fisted skinflints every one.

As for education, one cannot do much better than Nuln. Well-to-do people come from all over the Old World to study at the prestigious University of Nuln, and so the students are a cosmopolitan mix of Tileans, Estalians, Bretonnians, and even Kislevians. More than the University, Nuln also has arguably the finest schools of military training in the Empire, certainly rivalling those of Altdorf. Because of this, the city has one of the most professional armies in the Empire. A would-be soldier can find a good career in this city.

In broad terms, Nulners are practical and honest. The gentry, including those members on the Countess' Council, have large country estates in addition to their town houses on the hill overlooking the city. These nobles spend half their time or more beyond the city walls. On their estates, they manage commoners who rent the land for a portion of their harvest. Though similar in some respects to serfs in Bretonnia, the commoners are free to leave their lands whenever they wish—though few do, for life is good and these people gain the protection of their landowners. The commoners in the city are often fresh from the farms, having left to seek their fortunes in the fabulous city. Few of these rustics ever escape the worst parts of Neuestadt, condemned to tenement living or worse.

There is a growing division inside the noble class. A faction of the aristocracy does not depend on the outlying estates to fund their fortunes, instead having made their wealth through shrewd bargaining, trade, and by catering to the whims of the Countess. These nobles dismiss the "Farmer Barons" as yokels, unfit for

guiding the city in these modern times. The same derision extends to the merchants and even the commoners. City-dwellers, while dependant on the surrounding estates and villages for food, are quick to mock visiting farmers and their uneducated manner. Likewise, the outlying regions resent the people in the city for their soft lives and decadent ways.

The city is divided in other ways as well. The older gentry favour the Wissenlandish mien—they are dour, calm, and deeply religious. Contrasting the conservative ways of the old guard, the new aristocracy, many of which are their children, are dandies and fops, influenced by the growing Reiklander presence in the city. These effete nobles are decadent hedonists, and the most ardent supporters of Emmanuelle.

The same social divisions are emerging amongst the commoners. No longer is the commoner condemned to a life of menial labour. Where a man once may have looked after horses, served food, or delivered messages, he now can mix saltpetre, stoke furnaces, or sort ore and smeltings. As a result, there is a growing worker class that is unlike anything else found in the Empire. Unions of these workers have considerable weight when it comes to decisions about Nuln metallurgical industry.

When compared to other Wissenlanders, Nulners seem to be a breed apart. Nulners are more expressive and excitable, gesticulating in conversation, and adopting the customs and mannerisms of outsiders—especially the Tileans. Though the city's garrison is famous for its black uniforms, the locals are fond of garish clothing and jewellery—it's said the Countess has over 10,000 complete outfits in her wardrobe. Even their speech is different from the rural people; Nulners shorten vowel sounds and tend to end their sentences with an up-note.

CULTURE

If not the heart of the Empire's culture and character, Nuln is certainly in the running. Home to great artists, including the much beloved Vespasian, a painter who captured on canvas the life and times of Nuln some three centuries ago, it is also home to great theatres, operas, writers, and more. This is a city that values the arts and pays heavily to support them. With its welcoming nature, Nuln attracts the good and bad, the hacks and the artistes. Few, though, recognize the good art and nearly every home features a grand painting or two commissioned by a local.

The city's attitudes towards aesthetics are evident in the fact that statues of great heroes decorate the main roads, and in the attention to detail in the gentle arches and imposing gates. From the gargoyles decorating the temple of Sigmar to the Benevolent Countess—a bronze statue some fifteen feet tall standing in the centre of High Gate, Nuln shines with soot-stained beauty.

Nobles often sponsor one or more artists, usually a painter, but often a poet or musician. The aristocracy invites their peers to sample the carefully constructed sonnets or the melody played on the Tilean harp by their pet budding performer. Of course, at these gatherings, whilst they politely listen to the performance, the guests are more concerned with passing notes and exchanging gossip rather than some deep-seated reverence for whatever new turn of phrase or clever use of alliteration may be found in a poet's wandering ode to the colour blue.

People prefer the theatre to individual performances. Acting troupes from Altdorf spend most of their tour in Nuln, assured of a full house regardless of the play. Nulners have little love for the sombre



dramas and tragedies popular in Middenheim, preferring comedies—especially the self-deprecating farces put on by Altdorf troupes.

The theatres in the Neuestadt are far less impressive, little more than large open buildings with a raised platform at the end. Alcohol is served at these events and the place gets hot quickly with the press of the people. These shows are lewd and bawdy, featuring tales of cuckoldry and bigotry. On holy days, these playhouses feature morality plays sponsored by the cult of Sigmar. Attendance is always high for these events.

TRADITIONS

Nuln embraces many of the same traditions as are upheld elsewhere in the Empire. They celebrate Sigmar's birth, the day of Magnus' coronation, and many other imperial holidays. Nuln does, though, have its own customs, most of which involve the guns that form the spine of the city's economy.

Black Powder Week

One of the most popular events in the city is Black Powder week. The Imperial Gunnery School gives away fireworks to common folks, and children and adults come out to set them off in the streets. Although these are mostly noisemakers, those with money to spend can invest in displays that light up the night sky. This is always a big celebration and the villagers outside Nuln come to town for one or more days to take part in the celebration of Nuln's prosperity.

Feast of Verena

Once a year, to show her gratitude to the Mechanics Guild for their part in making Nuln one of the most important cities in the Empire, the Countess hosts the Feast of Verena, opening her doors

to the labourers toiling at the foundries and to those workers who assemble the weaponry. In her Grand Feast hall, she feeds them a sumptuous banquet and bottomless quantities of ale and beer. The revel keeps the Countess popular with the guild and all the mechanics look forward to the event every year.

Guns

With the completion of every gun, the Mechanics Guild and other people who worked on the weapon gather in a solemn event to name it. The weapon is carefully oiled and inscribed with its name, often determined by the Countess—usually after a person who currently stands in her favour. Queerly, Nulners tend to apply almost human characteristics to the guns they produce. Not only are they named, but they have a reputation—a supposed character, similar to those attributed to ships. And every Nulner male worth a whit knows the merits and flaws of guns of all sizes, and often argue about a particular weapon over draught after draught of ale at the local taverns.

Some people even go so far as to tally the gun's performance in war. The various guilds in the city adopt a gun as a mascot and even have their crests emblazoned on them, becoming something of a sponsor.

Iron Silence

It's said that when a cast gun cools, all should be silent lest the noise cause faults in the metal. Just before the gun is set to cool, special bells ring in the Industriepplatz and silence, for the most part, descends on the city.

Siege Parade

Whenever a Siege train leaves for war, the city has a parade. The train comes across the Great Bridge and into the Reik Platz where it travels either west or east, depending on its destination, along Commercial Way. Everyone turns out for these events, as the Siege train means a boost of income for the city.

NEW CAREERS

Nuln is a large city with large needs. The following new Careers are especially appropriate for a city like this one. The Sewer Jack from *Ashes of Middenheim* is also very appropriate.

Chimneysweep

The winters in Wissenland are especially brutal, to say nothing of the demands of the forges, so Nuln makes extensive use of charcoal brought down from Kemperbad and Grissenwald. Heavy use clogs chimneys with soot, resulting in an increased demand for chimneysweeps. A good many of these workers are children, but many are Halflings and particularly thin men. Working on the rooftops, they scrub out the chimneys to clear blockages—usually soot, but sometimes other, far stranger things.

Note: If you are rolling randomly for your Starting Career, you can substitute Chimneysweep for Charcoal Burner with your GM's permission.

—Chimneysweep Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	+5%	+5%	—	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (the Empire), Consume Alcohol, Gossip, Haggle, Perception, Scale Sheer Surface, Search, Silent Move

Talents: Contortionist or Very Strong, Streetwise

Trappings: Brush, Grappling Hook, 10 Yards of Rope

Career Entries: Charcoal Burner, Miner, Peasant, Rogue, Thief

Career Exits: Cat Burglar, Mercenary, Militiaman, Protagonist, Rat Catcher

Dung Collector

Ensuring the streets are clean, these brave workers walk the alleys and thoroughfares with shovel and sturdy fortitude, pushing the worst of the offal out of the way to allow people to walk. Some are enterprising businessmen working the districts who can afford them, whilst others work for the city, patrolling the districts of those who pay them. While certainly not glorious, dung collectors often make do by selling dried dung as cheap fuel through the winters.

Note: If you are rolling randomly for your Starting Career, you can substitute Dung Collector for Bone Picker with your GM's permission.

—Dung Collector Advance Scheme—

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	+10%	+5%	—	+5%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Common Knowledge (Empire), Consume Alcohol, Drive, Haggle, Perception, Search

Talents: Coolheaded, Fearless or Resistance to Disease

Trappings: Cart, Shovel, Bag of Maggots, Dung

Career Entries: Bone Picker, Camp Follower, Peasant, Rat Catcher, Vagabond

Career Exits: Bone Picker, Grave Robber, Rat Catcher, Sewer Jack, Thug

TAXES

A part of living in a city is taxation. Like the rest of the Empire, Nuln collects Poll Taxes every five years, and exacts the Fifteenths and Tenths tax like everywhere else (for more information on Taxation in the Empire, see *Old World Armoury*, page 14). Nuln also imposes the Leg Tax, which charges 1 p per leg per person and animal for travelling over the Great Bridge or through any of the gates (High Gate, West Gate, Griffon Gate and so on).

LAW AND ORDER

Even though Nuln boasts one of the best militaries in the Empire, its streets are little safer than elsewhere. The soldiers in the service of Nuln muster for war, not for walking the city streets to maintain law and order. Instead, the city depends on the volunteers who serve in the Watch and the desperate who serve as Sewer Jacks. The best soldiers are reserved for protecting the palace and the Imperial Gunnery Schools. Most nobles also hire bodyguards for personal protection, never relying on the unpredictable skills and talents of the city watch.

ELITE GUARD

Veteran soldiers handpicked by the High Constable, these hardened men patrol the palace and other key place to provide security. Each soldier has given a sacred vow to protect the Countess on pain of excruciating death. Guards of similar worth are stationed at the Imperial Gunnery School, the Iron Tower (see page 25), and at the College of Engineering.

Elite guards have the following statistics.

Career: Soldier (ex-Watchman)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	36%	38%	33%	36%	39%	33%	33%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

Skills: Academic Knowledge (Law), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip, Heal, Intimidate, Perception +10%, Search, Speak Language (Reikspiel)

Talents: Coolheaded, Disarm, Hardy, Quick Draw, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy

Armour: Light Armour (Full Leather Armour)

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Hand Weapon (Sword), Firearm with ammunition for 10 shots, Shield and Dagger

Trappings: Lantern and Pole, Lamp Oil, Uniform

SECRET POLICE

A few years ago, a particularly zealous man named Felix von Halstadt ingratiated himself with the Countess. Having the support of the Knights of the White Wolf, Felix began a crusade to rid the city of Mutants and cultists, to hunt down every one and make them confess their sins in the bowels of the Iron Tower.

Von Halstadt established a secret police force, consisting mostly of informants and disreputable types, to watch for suspicious behaviour. He kept extensive files on all the prominent citizens, collecting evidence, real or fabricated, to use against them. Felix's reign of fear was brief. He was murdered and his house set on fire. It's believed Skaven killed von Halstadt, though there is speculation that a certain pair of vagabonds might have had something to do with it.

In any event, Hieronymus Ostwald, then the personal secretary to the Countess, stepped in and took over the Secret Police. His tenure has been somewhat more relaxed in regard to the "Mutant threat," but he is obsessed with Skaven and pressures the Sewer Jacks to be vigilant in their patrols in Nuln's sewers.

Whether the Secret Police still exist or not, or if there are actual operatives, no one is certain. Ostwald still manages the department, but no one knows how many officers and informants he employs, if he does at all.

WATCH

The keepers of the peace are the city's watchmen. These men (and a few women) walk the streets enforcing the Countess' laws with a varying level of vigilance, depending on the neighbourhood they walk. When patrolling the Aldig Quarter, they are keenly aware of any infraction, even minor ones. Should a person look suspicious, the Watch arrests them first and asks questions later. The farther one travels from the palace, the more infrequent the patrols, until one reaches Shantytown in the Neuestadt, where few patrols dare to even enter. Regardless of neighbourhood, a patrol consists of 1d10 watchmen, of which one is a corporal (a standard watchman with 6 advances). For statistics, see **Town Guards** in *WFRP* on page 235.

After the Storm of Chaos, the city used much of the Watch to fill the holes left by the departed armies that travelled north to aid the Emperor, whilst others worked in the Foundries to supply labour to meet the increased demand for artillery. As peace has begun to settle once again, the watchmen are returning to their duties, but their patrols are infrequent and undermanned.

Watch Stations

In each of Nuln's districts stands a Watch station. These large, two-storey houses are fortified with bars over their windows, and are constructed of heavy stone. The stations serve as barracks for the watchmen on duty, jails for criminals, and as minor courts for lesser crimes. Patrols receive all orders from these sites and regularly report back to the station for new orders. The bell tower serves to alert patrols of a dangerous situation, and once rung, a patrol arrives every 10 minutes until a total of 1d10/2 patrols return.

The jails, in case the PCs come for a visit, are filthy, the floors covered with mouldy straw. A stinking mattress lies in a heap against the far corner, as does a bucket that overflows with dung, a haven for the wriggling maggots making a meal of the last occupant's mess. For fun, have an interred character make a **Toughness Test** to avoid picking up a nasty disease (of your choosing of course).

Sewer Jacks

A specialized group of watchmen, the Sewer Jacks patrol Nuln's sewers. As Dwarfs first constructed Nuln's sewage system, the tunnels and channels are larger and safer (structurally) than

those of other cities, such as Middenheim. Because they are so serviceable, they attract all sorts of nasty things. Goblins, Mutants, and Skaven all claim parts of the sewers, spreading mischief and mayhem in the city above. Families saddled with a Mutant child will sometimes give the tainted baby to the "Night Market," a renowned city of Mutants purported to be far below the city. Since the Skaven infestation of several years back, Nuln redoubled its efforts in keeping the Undercity safe and cleansed of undesirables. Still, they have a hard time recruiting quality men and so they are somewhat lax when it comes to their recruits.

Sewer Jacks (who run in patrols of 6 to 8 men) have the following statistics (for details on this Career, see *Ashes of Middenheim*, page 29).

Nuln Sewer Jacks

Career: Sewer Jack

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	30%	30%	30%	40%	25%	40%	25%

— THE CITY OF NULN —

The brightest jewel in the crown of our great empire, Nuln is a vision of what our civilization could become...

—Herr Borgen von Hauger

Like any city in your lands, Nuln is a stinking bed of filth and contagion, built upon the ashes of my people...

—Larandar, Elf poet

The brightest spots in your so-called jewel were undoubtedly fashioned by Dwarfish hands. The rest is typical shoddy Mannish work...

—Nargond, Dwarf Sewer Jack

Hot pies! Hot pies! Best in Nuln!

—Rudi, Halfling Pie-seller in the Reik Platz

Straddling the great River Reik, Nuln marks the last point at which the mighty river can be crossed. Spanning the waters is the Great Bridge of Nuln, a testament to Nuln's skill at engineering and artistry. An enormous sprawling city, it is second only to Altdorf in terms of size, and nearly matches the capital with its splendour. How it differs is everything constructed here was built with the defence in mind. Employing the greatest engineers, both Human and Dwarf, Nuln is a fortified community, completely encircled by 20-foot-tall walls on both sides of the river. In times of war, chains are lifted across the waterways to block incoming ships, and wall-mounted bolt throwers and cannons can rain hell on approaching armies. Overseeing all of the city's grand defences is the Duchess' palace, a fortress-like structure standing atop Nuln Hill.

Of course, no city is fully self-sufficient. Nuln, like other large metropolises, depends on the villages and hamlets in the countryside to supply the city with food, timber, and other raw materials. Nuln is rich in these commodities, having farmland along the banks of the river both to the north and south, the Reikwald and Great Forest to the northeast and north respectively, and luxury goods coming from the south and southeast. Nuln offers fair prices (though they are shrewd bargainers), and given its position in the south, it is a natural centre for commerce. Nuln is also the primary industrial centre for

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	1	0

Skills: Common Knowledge (the Empire), Concealment, Dodge Blow, Follow Trail, Gossip, Perception, Scale Sheer Surface, Silent Move, Speak Language (Reikspiel), Swim

Talents: Coolheaded, Night Vision, Resistance to Disease, Tunnel Rat

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Longsword), Crossbow with 10 Bolts

Trappings: Lantern, 1d10

STANDING ARMY

Nuln maintains a garrison of nearly 5,000 soldiers, among which nearly 300 are skilled veterans. One may easily identify these soldiers by their black uniforms and yellow plumes. The Empire uses most of these soldiers as artillery units. Currently the city is scarcely defended, as its units are just now trickling back to the city after the campaign in the north against Archon's horde.

the production of cannon and other artillery, and so all cities and provinces depend on keeping this city safe and friendly. So long as people crave gold, Nuln shall remain strong.

What follows is a broad overview of Nuln, describing the various districts along with notes on some of the more important locations found in each. For more details on the lands surrounding Nuln, be sure to check out *Sigmar's Heirs*. For information on generic locations such as walled estates, tenement houses, taverns, and the like, see *Spires of Altdorf*.

THE LAY OF THE LAND

Nuln features three fortified external gates to allow overland traffic to enter the city, and docks and piers along the northern and southern banks of the River Reik for watercraft. Roadwardens and the local militia from the outlying towns heavily patrol the routes into the city from all three directions. Everyone in Nuln wants to keep its roads safe from brigands and worse.

THE GATES

Of the three gates, South Gate is the least used by ordinary travellers. Two watchtowers, each defended by bolt throwers and a squad of soldiers, protect this entrance to the city. Used mostly by merchants from Tilea and traders in large raw materials, this is a commercial gate. Foot traffic is encouraged to find another way into the city, as the guards inspect all cargo brought inside and the wait can often be long.

West Gate leads into the Neustadt, one of Nuln's poorer neighbourhoods. Prepared to handle foot traffic, caravans, and carriages, this gate is always busy as people come and go throughout the day. On a typical day, it takes a couple of hours to pass through this gate.

The last gate is Griffon Gate. Nuln is known as the city of the Griffon Emperors, and originally this title applied to Nuln's most

famous son, Magnus the Pious. He took the name in homage of the two great Griffons that flank the far gate. Later Emperors continued this heraldic tradition. This is by far the busiest gate, and sometimes it takes all day to pass through the Griffin doors. The guards here are far more vigilant about whom they allow into the city, as the Nuln Road leads directly into the Altstadt, the district of Nuln's upper class, and home to the Aldig Quarter.

In addition to the exterior wall, an interior wall bisects Nuln, standing about 15 feet tall. This wall is the line between the Altstadt and the Neustadt, a physical separation of the cultured from the rabble. Four gates allow passage to Nuln's elite neighbourhoods. They are named from north to roughly southeast as follows: Temple Gate, Magnus' Gate, High Gate, and Altgate. High Gate is the most travelled and spectacular, as just on the other side stands an imposing temple to Verena in full view of those who would pass beneath the arch.

External gates all close one hour after dusk, while Magnus' Gate and Altgate close at dusk. Temple Gate and High Gate remain open all day and all night. Each traveller is expected to pay the Leg Tax to enter the city (see Taxes on page 14).

BRIDGES

The bridge at Nuln is one of the wonders of the Old World, with a centre section that can be raised for defence or to allow ships to pass. As the last place where the River Reik can be crossed in a single span, this is the northernmost point of crossing in the Empire. The bridge at Nuln is the longest bridge in the Empire.

Nuln features four lesser bridges connecting the two islands and Der Halbinsel to the rest of the city. Glory Bridge connects the north city to Aver Island, which connects to the Iron Tower by way of Iron Bridge and to Der Halbinsel by the Reik Bridge. Penance Bridge connects the Iron Tower to the south city. The Leg Tax also applies to any foot traffic crossing bridges.

STREETS

In a city as large as Nuln, it's nearly impossible to construct a viable map of all the various streets and roads and lanes that crisscross the city. In fact, the merchants of the city never saw much advantage in actually naming the city's streets and no one thought to bother providing street signs at the public's expense. Who among the rabble can read anyway? Over the years, though, the streets have gradually gained names, and some streets have more than one name, sometimes displayed on the decorative woodwork of the buildings on each end of the street. Generally illiterate, Nulners come up with inventive ways to mark their streets. Goose Lane is marked by a large white Goose that stands guard over the house of Hilderbrant the Milliner, whilst the first house on Hobgoblin Hill bears what the artist imagined would be the hideous face of a hobgoblin. None can say whether the name Eyk's End was intended to honour the sturdy burgher family of that name (several members of which held mayoral posts within living memory) or whether the name was coined due to some perceived resemblance between one of the city's foremost citizens and the disfigured gargoyle baring its orange buttocks from the large townhouse on the corner.

THE RIVER REIK

Flowing to the north, fed by the Upper Reik and the River Aver, is the great Reik River. Easily the largest river in the Empire, it is wide and deep enough to accommodate deep-water seafaring ships. Many

vessels pass through Marienburg in the north and sail the length of the river to dock in Nuln. At the western edge of the city, the Reik is nearly a league across, but it rapidly narrows as the elevation of surrounding land rises. Although larger ships could pass beyond the Bridge at Nuln, few actually do; only smaller river vessels and pleasure craft move down the Aver or along the Upper Reik.

For those who can afford the passage, Nuln has the *Emperor Wilhelm*, a prestigious river liner that offers luxury transportation to and from Altdorf. It carries the wealthiest nobles and merchants, and those on Imperial business. For more information on this vessel, see **Chapter Three: Along the Reik**.

ALTESTADT

The Altstadt, or Old City, is wealth. Comprising the entirety of northeast neighbourhoods of the city, this area is known for its fine shops and restaurants, clean and safe streets, and fantastic homes. Statues line the roads, and columns and arches provide a unique aesthetic, blending sculptural styles from all over the world. Quiet parks with the gentle sounds of splashing water from innumerable fountains complete the atmosphere of prosperity and comfort.

Though this is certainly the most influential district, by no means is everyone here equal. The richest citizens occupy the homes and estates closest to the palace, meaning they are literally and figuratively above the rest of the city. One's status is directly related to the elevation of one's home. Nuln Hill, the site of the Countess Emmanuelle's palace and countless estates and townhouses, represents the crème of Nuln's society. The rest of the Altstadt, although prosperous, pales before the decadence of the elite.

GENERIC LOCATIONS

The Altstadt is home to Nuln's wealthiest citizens, so even the poorest person living here lives in luxury compared to the people of the Neustadt. The buildings here are all of stone quarried from the Grey Mountains to the west and hauled with great expense to Nuln Hill. A train of creaking wagons burdened with rock coming up the Emmanuelleplatz is a good sign that someone's fortunes have changed. In addition to having a fine house, it is also expected that the residents maintain their homes. Work occurs almost unseen and artisans are quick to repair broken windows or structural damage from the weather or war, and they replace shingles with amazing speed. Typical locations found in this district include walled estates, townhouses, restaurants, clubs, theatres, parks, monuments, museums, financiers, temples, and shrines, along with specialty shops that trade in premium goods such as imported foodstuffs, fine jewellery, fashionable clothing, or books.

THE ALDIG QUARTER

The centre of the Aldig Quarter is the palace, which stands atop of Nuln Hill, built on the ruins of the original Elf trading outpost that stood here over two thousand years ago. Emmanuelleplatz, the main thoroughfare, leads down from the grand house of the Elector Countess, and wends its way past the rows of estates and townhouses of the city's noble elite (and some few powerful burgher merchants). Bordered by the city's walls, the Tempel Quarter, and the rest of Altstadt, the Aldig Quarter is easily the finest district in the entire city.

THE CITY OF NULN



1. South Gate
2. West Gate
3. Griffon Gate
4. High Gate
5. The Great Bridge
6. Glory Bridge
7. Iron Bridge
8. Reik Bridge
9. The Palace
10. Gedächtnisgarten
11. Versammlung
12. Bankers Row
13. Gardens of Morr
14. Hall of Archives

15. Reik Platz
16. Town Hall
17. College of Engineering
18. Imperial Gunnery School
19. University of Nuln
20. Maze
21. Artillery Workshops
22. Richthofen Foundry
23. Rickard's Armour
24. Granaries

The Palace

Travelling to the palace is always an experience. The Emmanuelleplatz is a wide road that climbs the steep hill, offering a beautiful view of Nuln's splendour. On either side of the road array the townhouses of the nobility, and each tier offers a better view of the temple spires, the great buildings of the Imperial Gunnery School, the University of Nuln, and the impressive College of Engineering.

The palace itself is incredibly large, with tall walls, turrets, and crenulated balconies. More fortress than playground, the only entrance to this great palace is through the gateway, which is a great arch fitted with heavy oaken doors reinforced with bronze.

The lucky few who are permitted to enter can easily become lost in the labyrinthine passages and halls. As Nuln has grown, so too has this fortress. Essentially, it expanded by building a larger structure overtop and around the older, so the innermost rooms are the oldest and most clearly of Elven design. Notable locations in the palace include the various art galleries, the Countess' ballroom where she hosts her all-too-frequent parties and masquerades, and the various offices and quarters of her guests, advisors, and servants.

Adventure Hook

Though security is rather tight at the palace, the maids are notorious for knowing secret routes in and out of the place. Some use these secret passages for naughty trysts with other members of the Countess' staff, but a few have more larcenous motives, stealing anything that isn't nailed down. Every once in a while, one of the maids goes missing, and though this is a cause of great concern for those who work in the palace, few would give up more lucrative opportunities to recover one foolish girl.

Gedächtnisgarten

After the Skaven attacked Nuln several years ago, nearly wiping out the city's food supply, spreading a vicious plague, and spreading uncontrollable fires through the Neustadt, the Countess commissioned a memorial built to remember the fallen watchmen and citizens. What resulted was an obelisk of black stone erected in the centre of the park surrounded by evergreens and rosebushes. Though a great gesture, none of the commoners can actually see or visit the park and instead it has become a place for hatching plots and intrigues, and at night, darker things.

Adventure Hook

Rumour holds that the Gedächtnisgarten serves as a meeting place for members of a secret society in Nuln. Weird coded messages are often left under stones only to vanish a few hours later. The watch has had little success in tracking down who exactly leaves or retrieves these messages, but some theorize that the people associated may have something far more sinister in the works than a simple meeting.

Versammlung

In the shadow of the palace, but no less impressive, stands the Versammlung, a great domed building where the Countess meets with her advisors and occasionally hears the pleas of the lesser lords and merchants. Inside, the dome features a beautiful mural, painted by Aldremaus, a famous painter who lived over a thousand years ago, recounting the founding of the city and its early history. Later artisans have been invited to add paintings covering later

periods, and these works hang on the walls. The audience chamber itself is more of an amphitheatre, with a throne for the Countess at one end, and seats for her closest advisors. The rest of the counsellors and scribes take the seats of the audience.

Adventure Hook

Among the servants and custodians who maintain this building, are some who claim the place is haunted—or rather, a single painting is haunted. Late at night when the cleaners make their rounds after the Assembly meets, the commoners swear things in one of the paintings move on their own, as if the painting were a window into another world. The painting to which they refer was done in the Realistic style, a technique currently very popular in Tilea. The scene depicts a brutal attack by Skaven, commemorating the dark times after the Great Plague of 1111 IC. The painter is unknown.

KAUFMANN DISTRICT

The south side of the hill on which the palace stands drops off suddenly, and then slopes gently the rest of the way. This area houses the merchants. Though all here are wealthy enough, they lack the prestige, status, and Countess' favour to rise higher on Nuln Hill. In addition to the homes of those on the rise, this district features a number of fine shops and restaurants for those who can afford the price. Everyone who lives in Altestadt frequents these places—sometimes even the Countess herself.

Banker's Row

One of the more illustrious streets in the Kaufmann District is Banker's Row. For one, they have a street sign, a placard mounted on a metal pole at the entrance to the street. The road is clean and the buildings are impressive stone structures of the Tilean design. Here are the investment brokers, lenders, and also the city's mint.



MOVEMENT IN A CITY AND STREET CHASES

Like Altdorf, Nuln is an enormous city filled with people. As a result, moving through the city is slow at best and nearly impossible at peak times. For much of the day—usually shortly after dawn until about dusk—movement along Nuln's streets counts as *Hampered* (see *WERP* page 138). At night characters can move normally, though in certain parts of the city the congestion of rubbish and filth makes footing uncertain.

Chases are best handled in *Combat Time*. Characters are very likely to use the *Run* action every round in order to have a chance of keeping up with their quarry or ahead of their pursuers. However, on the streets there is no guarantee the characters will actually get triple their *Movement* characteristic in 2-yard squares.

Every round, each character should make an *Agility Test*. If the test fails by three degrees or more, the character cannot move at all. If it fails, but by less than three degrees, the character can move a number of 2-yard squares equal to his *Movement* characteristic. If it succeeds, he can move double his *Movement* characteristic, and if it succeeds by three degrees or more he can move the normal triple.

Failures on the *Agility Test* represent running into something or someone, or even falling over. These accidents cause no damage, but they do delay the character. If a character fails the *Agility Test* incredibly badly (by 50% or more), he might run into someone who takes serious offence and holds him up long enough for the chase to end. Successes represent skilful weaving in and out of the crowds.

Characters may attempt to create obstacles to slow down pursuers. For each multiplier to his *Movement* that a character sacrifices, he may create a single obstacle. Thus, a character who succeeds on his *Agility Test* may choose to move only his *Movement* characteristic, and create an obstacle. This might mean upending a market stall, emptying a barrel of apples onto the street, startling a mule so that its cart is drawn across the street, or anything else the player can think of. In general, an obstacle makes the pursuer's next *Agility Test* **Very Hard** (–30%). Particularly effective obstacles might guarantee that the pursuer must spend a turn without moving in order to cross it. On average, creating an obstacle delays you as much as it delays your pursuer, but there are circumstances when even this is a help.

Chases finish when the pursuer gives up or loses track of the quarry. Thus, it is often worth delaying a pursuer just before you turn a corner, so that you can get out of his sight.

A great deal of gold flows through this street, as they finance the sales of the cannon produced in the *Industriellplatz* to other provinces and cities. Furthermore, nearly all of the aristocracy keeps some considerable portion of their wealth in the vaults. Rest assured, the monies are safe; the Banks employ the best security measures in the Empire, using a combination of muscle, magic, and monster to ensure what is deposited stays that way.

Adventure Hook

At least once a year, some foolish band of burglars tries to rob one of the financiers on *Banker's Row*. Each time, the effort fails. The PCs could be the potential thieves, working to circumvent the often magical and monstrous defences, or hired on as guards to thwart the robbers' efforts.

Golden Hammer

A popular dining hall for all the nobs (nobles) in the city, the Golden Hammer offers impeccable service and exquisite cuisine. The servants are attentive, bordering on servile. The décor celebrates Nuln and its history, featuring portraits of Imperial heroes painted by Nuln's most famous painter, *Vespasian*. The paintings include the august images of *Sigmar*, *Magnus the Pious*, and *Frederick the Bold*. Though a landmark location, not just anyone can dine here. The Golden Hammer is extremely selective of its clientele and is quick to refuse anyone who fails to meet its strict criteria.

Adventure Hook

A patron of the Golden Hammer falls ill and dies after a sumptuous feast, and suspicion immediately falls on the restaurant. The proprietors of the establishment want help to clear their name and restore its place as the favoured dining hall for the best Nulners, but unless the characters are of sufficient station, they must find other ways into the restaurant to get to the bottom of what is clearly a murder.

Otto Jaegar's House

Otto Jaegar is a Nuln success story. The son of a wealthy merchant prince in Altdorf, he took over the family business in Nuln after the last representative was tortured and executed following accusations of worshipping foul gods of Chaos. Otto moved into the city and worked quickly to save his family's presence in this city. He did well at first, turning a profit and repairing the name of Jaegar and Sons, but it wasn't until after the Skaven attack that he really made it big. In the wake of the widespread destruction, he established himself at the forefront of those who were donating materials and funds to repair the city, which put him in the graces of the Countess (though Felix Jaegar's role in saving the city certainly didn't hurt). In short, he enjoyed a quick rise to power, outstripping his rivals, and moved his family to Nuln Hill a few years later. Most are confident he will find a place on the Countess' Counsel in time.

His house is one of the best in the Kaufmann District, being a three-storey walled estate. Filling the space between the home and the outer wall are expensive and well-manicured gardens. Otto keeps an office here as well, meeting clients from the comfort of his home rather than facing the crowds of city streets.

Adventure Hook

Ever since the problems with the Rat ... er ... Beastman uprising a while back, Otto Jaegar enjoyed a nearly meteoric rise in status and prominence among the other burghers. However, thanks to his involvement with his brother and his brother's Dwarf comrade, he has gained a few rodent-like enemies, who eventually come to call on this businessman. If the Player Characters manage to rescue him before the Skaven have their way with him, they gain an important ally in talking with the power-players in Nulner society.

TEMPEL QUARTER

Though not as highly placed on Nuln Hill as the palace or even the homes of the Nobles, the Tempel Quarter remains one of Nuln's most stunning examples of its attention to detail. The streets here are smooth, paved with white stones, and scrubbed almost daily by the servants of the various temples. Nearly every god has representation here, from the Gardens of Morr to the old Cathedral of Sigmar. Though shrines to the various gods stand in

all corners of the city, it is here where the various priests receive instruction and funding. As such, the spires and turrets stretch far above, being a man-made homage to the guiding hands of the benevolent gods who bless Nuln each day.

Cathedral of Sigmar

Believed to be the site where Johan Helstrum preached to the masses of Sigmar's ascension, this cathedral is a massive castle, glorifying the might of the first emperor. A tower dominates the front of this grand structure, and celestial heroes and saints decorate the façade. Double doors, bound in gromril donated by the Dwarfs, allow access into the inner sanctums of the temple. Two wings branch out from the central worship area. The east wing houses the cells of the acolytes and priests, and the west holds the offices and quarters of the ranking priests.

Adventure Hook

When Witch Hunters take up residence in the Cathedral, reports filter out that they have come to Nuln to locate the mysterious Night Market—the reputed city beneath Nuln that houses all manner of horrid Mutants. In the weeks that follow, the Witch Hunters appear in unexpected and unconnected locations. What is it they're after, and why?

Gardens of Morr

The Gardens of Morr serve two purposes. For one, they serve as the city's cemetery, whilst also representing the interests of the cult of Morr. Though many Nulners can look forward to a pauper's grave without a headstone, most Nulners can afford the reasonable prices levied by the god of death. The Gardens are well maintained, surrounded by a high spiked wall with a single gated archway. At night, the gate is locked and protected by a nervous watchman. The grounds of the cemetery are filled with old headstones and mausoleums, along with statues of winged saints bearing swords and books, hooded menacing figures bearing scythes, and more. But the most telling features are the gnarled, twisted trees and the black rosebushes that seem to infest the place. Local custom is that when a visitor attends a ceremony, he should pick a black rose from a bush growing near the burial site.

The most important structure in the Gardens is the temple itself, a squat dark building, a little too similar to the mausoleums in the graveyard. When open to the public, a priest mans the cavernous entrance and requires any visitor to pay a penny and don black robes before going further. The first thing a visitor typically notices is that while dark and gloomy, it is also very clean. The interior of the temple consists of a large central chamber where the bodies are prepared. There, marble slabs hold corpses in various states of preparation, but even the priests who swing censers burning incense have little luck in completely masking the smell of the dead. The rest of the temple holds supplies, quarters, and offices for the clergy.

Adventure Hook

Though the Priests of Morr have worked hard to cleanse and sanctify their holy ground after its defilement by the horrible Ratmen, there are lingering pockets of the old plague still working in the place. Worse, Plague Rats are becoming a problem. Not only do they worry the corpses, dragging bits of bodies out into the open, but they are also spreading a new and unexpected flavour of disease. So far, the Priests have contained the new outbreaks, but then one of the PCs falls sick.

Temple of Myrmidia

This sprawling temple occupies an entire city block. Originally founded by Tilean missionaries, the Myrmidians established themselves here before branching out to other parts of the Empire, where they have enjoyed great success in the south. The cult also sponsors sentries who are posted at shrines in each district of the city. These holy warriors watch the walls, looking for the approach of armies. Should an attack occur, the Myrmidians are ready.

Adventure Hook

There is an intense rivalry between the cultists of Myrmidia and their neighbour Ultricans and Sigmarites, as the priests decry the war tactics of their rival cults. The matter has only worsened since the Storm of Chaos, and there has been no shortage of violence on these streets.

Temple of Ulric

The cult of Ulric has never maintained a strong presence in Nuln; the people prefer the glory of Sigmar, the scientific mind of Myrmidia, and the wisdom of Verena instead. Still, the cult maintains a shrine in the Tempel Quarter. Fortified and well defended by templars of the White Wolf, the priesthood aggressively denounces the ostentatious cathedral of Sigmar, gaining them few supporters among the populace of the city that actually conceived the Sigmarite faith.

Adventure Hook

Knights of the White Wolf pay a surprise visit to the Temple of Ulric. Claiming to be lending their services to the Countess' constables, they are creating an even bigger problem, starting fights with locals, and clearly over-stepping their rights. Still, people try to stay out of their way, but things take a turn for the worse when a Witch Hunter accuses the leader of the Knights of being a servant of Chaos. A Norscan, the Templar might be correct, but the Knights won't have it. The Witch Hunter approaches the PCs for mandatory assistance.

Temple of Verena

Although Nuln is home to the Myrmidian cult, its true patron is Verena, the goddess of wisdom and justice. As a centre of learning, the cult of Verena influences nearly every aspect of the Universität, the Imperial Gunnery School, the various colleges, and even what little magic finds support in the city. Verena's temple stands apart from the rest of Tempel Quarter, situated near High Gate, where the entire building seems to glower at passers-by. The temple compound is large, with four storeys of solid brick. The place also serves as the High Court of Nuln; the Countess leaves judicial matters to the church, though she retains the right to pardon anyone she wishes and the ability to mete justice as she sees fit.

Adventure Hook

Always a strong political force in Nuln, the Priests of Verena try almost as many cases as do the secular courts. Ordinarily, the two bodies work side-by-side and rarely come to odds. However, when a noble is arrested for horrible and profane crimes of the flesh, he is acquitted by the Temple. Priests of rival faiths clamour for justice, but the secular courts won't have any of it. Can the PCs uncover the reasons for his release and what the courts are trying to gain? Have Mutants and Cultists infiltrated Nuln's legal system?

NEUESTADT

Altestadt controls the majority of Nuln's wealth, but it is Neuestadt that has the population. Nearly two-thirds of the city lives packed inside one-third of the area. Though they are often lumped together, Neuestadt has distinct quarters, each serving an important role towards the fulfilment of Nuln's prestige and glory. The Neuestadt's areas are the Handelbezirk, Universität, Westen, and the Shantytown. Prosperity and squalor run hand in hand here, with the despair worsening the closer one travels towards West Gate and deeper into Shantytown. Living conditions improve closer to the interior wall leading to the gates towards Altestadt. Though bad, nothing compares to what life is like on the other side of the river.

GENERIC LOCATIONS

This is the most populous part of Nuln, so one can find just about anything here. From the hovels and shacks in Shantytown to the row houses of Westen, homes run the gamut. There are even a few townhouses in the Handelbezirk, occupied by brokers and traders of money, but not enough to purchase a plot of land on Nuln Hill. Lesser government buildings such as town hall, an abundance of watch stations, and shrines to Verena and other gods are sprinkled through the Neuestadt. In contrast to these smaller, but still important buildings, are the imposing structures of Nuln's industry. The new city is home to the great University of Nuln, which stands on the corner of the Reik Platz (the town square, so to speak), as well as the Imperial Gunnery School and the impressive College of Engineering. The granaries and cisterns stand behind a walled compound in the heart of Westen. Inns and pubs line the major routes, catering to visitors and travellers going to and from this grand city. The Neuestadt is called such because it has been toppled and rebuilt more times than people can remember, and yet it always seems to rebound.

HANDELBEZIRK

Lifeblood of the city, Handelbezirk is the centre of Nuln's trade. Here merchants keep their offices, and dine in upscale restaurants and cafés, making deals over a fine meal and a handshake. Commerce Street, the artery of the city, is packed with wagons, carts, and foot traffic, a veritable wall of man and beast on the way to the next buyer for their goods. Smaller financiers also operate from this quarter, making arrangements with smaller powers to

invest in Nuln's specialty guns. And behind the rows of offices and shops lie the homes of Nuln's burgher class, occupying smaller and less prestigious townhouses and row houses interconnected by a labyrinth of streets and allies.

Hall of Archives

As the record office for Nuln, the Hall of Archives houses the city planners, the laws, tax-codes, censuses, sewer plans, road plans, and more. Fronting the Emmanuelleplatz, this imposing grey-brick building is grim and unadorned. Two storeys tall, with offices on the first floor, courts on the ground floor, and storage rooms in the basement, few Nulners have reason to come here except to lodge a complaint about a new road project running through their home, to complain about Halfling meat pie vendors hawking their goods near where the children play, or to bark about taxes and what not. Guards protect the place from unruly and frustrated citizens, but for the most part this duty is more of a punishment than a reward—it's excessively dull.

Adventure Hook

The Hall of Archives holds many secrets for those with the patience to look. Any property ever purchased or sold is kept on record. The destinations of cannon and other siege weaponry exported out of the city are also on hand. More interestingly, the Hall of Archives has extensive information about the city, including full maps of the sewers and tunnels under the city, roads and paths through the various districts, and even the names of the people or companies who own certain properties.

Reik Platz

In the centre of the Neuestadt, though technically still part of the Handelbezirk, stands the Reik Platz—the main square for the city. In the middle of the cobbled square grows the Deutz Elm, an old gnarled tree, with a trunk nearly as large as a small hut. Here, employers post notices for work. Realizing the city is generally illiterate, most employers gather around the tree in the afternoons and hand pick the men they need for the next day. Though a great many notices hang on the tree, most are dead ends: rewards for missing pets (or children), legal statements about a new tax, queries to find old friends, or bigoted statements about the laziness of Reiklanders.

Reaching the Reik Platz is easy; it stands on the crossroads of the Emmanuelleplatz (which runs right through the square, down to the docks, and up to the Bridge of Nuln) and Commercial Way (which crosses the city from West Gate through the Altestadt and out the Griffon Gates).

Adventure Hook

The easiest way to kick start an adventure is through the Reik Platz. Travellers and adventurers congregate here to find work in or around the city. There's always a good mix of mundane jobs, such as bodyguard work and farming, and often a few profitable nuggets that promise to take adventurers to exotic lands and deadly lairs.

Town Hall

The Town Hall is an imposing three-storey building of grey brick with a slate-shingled roof. A pair of chimneys on either end smoke regardless of the time of year. A few windows decorate the face of the building, but nowhere else. Interested parties can enter

COFFEE AND NULN

Coffee made its first inroads into the Old World from Araby. It quickly became popular in Tilea but failed to gain a foothold in the Empire proper. It has long been too expensive, and those who've sampled it can't abide the taste. But in recent years, Nulner aristocrats have experimented with this beverage as a showy display of their wealth. According to the Arabyans, the best coffee is that which is harvested from the leavings of the qahwa ferret, a strange creature who eats the berries, but passes the bean in its dung. The beans are then roasted, ground, and boiled, producing a hot beverage with a rich smoky taste that only those with the most discerning palates can appreciate. Note, coffee is still quite expensive in the Empire, selling for 33 gc a pound, though prices in Tilea are far lower, about 15 gc a pound.

through the wooden door, where just on the other side, at a small desk occupying the centre of a small room, is a bland bureaucrat with waxy skin. There are, in fact, two men who hold this post, but they are so similar of character, no one working here can tell the difference. The servant of the people, as each likes to be called, assists characters in finding the right person they need to speak with as well as supplying the proper forms to gain access to the minutes of the meetings held here. As expected, this is a tedious process, but no more so than anywhere else in the Empire.

The rest of the Town Hall consists of the typical assortment of offices, halls, and storage rooms that keep Nuln's civil government running smoothly. A large room serves as a court and meeting hall for the various lower class burghers who would lodge a complaint. Each plaintiff is allowed 5 minutes to tell their tale, secretaries furiously transcribe the speech as accurately as they can, and at the end of the presentation, the gathered assembly calls the next plaintiff. For a bribe of 1 gc, an individual can buy a second time slot to continue their oration. Such proceedings rarely have an effect, and locals are better off appealing to the Temple of Verena.

UNIVERSITÄT

The Universität is a cluster of impressive buildings situated near the city's centre. Home to such world famous and prestigious institutions as the famed Imperial Gunnery School and the Grand University of Nuln, this part of the city attracts would-be students from all over the Empire and beyond, including such wondrous places as Kislev and Estalia. This neighbourhood also features lesser-known institutions including the Academy of Wizardry. Also found here is the lesser known Halfling University, specializing in the culinary arts, and the smells of experimental cuisine sometimes waft over Shantytown, blending the pungent odours of the docks with the bizarre stench of culinary abominations. Though devoted to learning, this district transforms at night as drinking and howling students create a general nuisance of themselves.

College of Engineering

Few people even realize Nuln has a College of Engineering. The Imperial Gunnery School is much more famous, training the cannon crews that serve in the Empire, and overshadowed by the College in Altdorf.

The truth of the matter is that Nuln almost didn't. The Countess had long supported the idea of building a rival college here, but despite her very best efforts and bottomless well of Karls, she just couldn't compete with the engineers in the "new" capital. The Countess decided what was in order was to fund the construction of a brand new College of Engineering, one with facilities that would dwarf the one in Altdorf. And dwarf it, it did. The Countess paid handsomely to attract Dwarf engineers and craftsmen from as far away as the most distant holdfasts. Staffing the place with the best people her money could buy, Altdorf finally took notice.

The reign of Nuln's illustrious college was short lived, sadly, for treachery—probably Bretonnian (you can't trust 'em!), though some speculate it was the Mutants from the Night Market—caused the grand building to burn down, destroying the new steam tanks and organ guns the College had constructed. It's said part of the building fell into the sewers too, though the Dwarfs still in the employ of the College viciously deny this, claiming if it were true, then it would have to have been a tunnel expansion excavated by Manling hands.

In any event, the Countess half-heartedly funded the reconstruction of the College, and soon her latest party distracted her from her cunning plan. Since the rebuilding of this grand structure was never fully completed, it has languished in obscurity ever since.

Nuln's College of Engineering is a building close to being completed. Surrounded by a tall spiked wall, the College is formidable, replete with a barracks, turrets, bolt throwers, and even a cannon. The grounds are maintained, but not manicured as they are over at the Imperial Gunnery School. The central structure is the college itself, a large building designed to double as a castle. A massive archway allows access to the interior, protected by a dozen elite guards (see page 14 for statistics). Inside, the building looks a bit worn. Enrolment offices are near the front and quarters for the students run along the front of the building on the ground and first floors. The faculty lives in nice rooms on the second floor.

An open gallery with catwalks and balconies that rises from the ground floor to the roof is where all the work and classes take place. Here, masters can instruct their apprentices in the finer arts of engineering, devising new and innovative war machines. Currently, the college is committed to developing a new steam tank that requires less fuel to operate, allowing it to be of more use for sustained conflicts on the battlefield.

Smaller halls adjoining the large hall serve as smaller classrooms to instruct the novices and to construct new firearms. As mentioned though, enrolment is down, and the college struggles to stay functional in the face of a disinterested Countess.

Adventure Hook

Students from all over the Empire come to Nuln to study at this respected institution. And from time to time, one of those students fails and returns home in disgrace. One such student, though, will not admit defeat and believes, right or wrong, that his career was sabotaged. To get revenge, he's sneaking into the school to burn documents, damage equipment, and in general make a nuisance of himself. The Player Characters are hired by the school to act as students to uncover the culprit.

Imperial Gunnery School

Far more successful than the ill-conceived College of Engineering, the Imperial Gunnery School is not only Nuln's most famous attraction, but it's also the most breathtaking example of Nuln's innovative architectural skills. A huge sprawling building with towers kissing the clouds, leering gargoyles, and gigantic flying buttresses, the Imperial Gunnery School draws visitors who just wish to see it, to say nothing of the nobles who send their sons to study here. Created for the purpose of training artillery crews and pistoliers, the finest soldiers receive their training in these celebrated halls.

The School itself dominates the centre of the Universität, dwarfing the College of Engineering and the lesser institutions crowded in its shadows. A large part of the school's grounds are given over to shooting ranges, and throughout the days the crack of gunfire echoes throughout the city. Cannon are test-fired from Aver Island or beyond the city walls. In addition to the ranges, the school also has several large lecture halls, dormitories, and smaller classrooms.

In addition to the training, the Imperial Gunnery School is where the city casts artillery, taking ore from the Industriepplatz and constructing new cannons here. The finest cannons in the world come from the forges of Nuln, as do the best master gunners who serve in the armies of all the Elector Counts.

The citizens are very proud of the school, celebrating the day of the school's founding, and bragging to visitors of its excellence and importance to the Empire. Part of the reason for the loyalty to the school is because of the school's efforts to care for orphans. Called "sons of the guns," these unwanted children serve as workers and apprentices.

Adventure Seed

There are many who would see Nuln's Imperial Gunnery School falter or even collapse altogether. Saboteurs and spies from all over the world make attempts to steal secrets, destroy property, or damage the school's sterling reputation.

University of Nuln

The University of Nuln is an ancient institution, one of the first schools founded in the Empire and certainly dating back to the earliest days of the Empire. Though its prominence has waned somewhat, especially in the face of the progressive centres of learning in Altdorf, the University is respected and regarded as one of the finest in the world. Part of Nuln's cosmopolitan nature stems from the diverse student body that comes to study here, for wealthy parents send their children from as far away as Araby to study here.

The school specializes in mathematics, philosophy, theology, literature, and some sciences, disdaining the fringe sciences of newer

programs. A student studying here receives a fine, albeit classical, education, with an attention to becoming a good imperial citizen. The student body is almost exclusively noble, with only a very few sons of the merchant class in attendance—tuition is high indeed.

The campus of the school rivals that of the Imperial Gunnery School. Situated along Commercial Way, it consists of four large buildings—three hold lecture halls, while the last is for students—surrounding a great statue of the school's founder, Sebastian Veit, a scholar and pious follower of Sigmar. Each building is named for a cardinal point: North Hall, East Hall, South Hall, and West Hall (the dorms).

The school's architecture is much like the Imperial Gunnery School, being large and intimidating. Visitors can tour the South Hall to look out onto the Reik Platz, though only at certain times, which change with each semester. Decorated with the stone busts that celebrate the great scholars who studied or taught here, as well as religious paintings recounting the deeds of Sigmar, Magnus the Pious, and others of import to the Empire's history, the interiors are not much more appealing than the exterior. Some claim that at night ghosts prowling the halls—ghosts of those who committed suicide because of the pressures imposed by the professors.

Perhaps the greatest and most renowned of the University's scholars is Hieronymous. He recently compiled a great treatise on the history

FINDING WORK IN NULN

Sing For Your Supper in *Plundered Vaults* provides excellent examples of the kinds of jobs one might find on the Deutz Elm. You could run that adventure at the same time as *Forges of Nuln*, carefully weaving the plots together to create an even more complex adventure. Otherwise, if the players go to the Deutz Elm looking for work and read the notices, roll on the following table to generate random jobs.

Roll	Result
01	"Axel Erichson—missed...illegible... Middenheim, maybe you're...illegible... Laughing Bear most evenings...illegible." This note is barely legible, having been hung here for years. It's astonishing, in fact, that it could even be here, it's so weather-beaten and worn.
02–10	"Brave men (and Dwarfs) wanted for hard work but with great pay. Adventure awaits beneath Nuln. The Sewer Jacks want you!" Nuln is always looking for doughty tough guys to serve as Sewer Jacks. The pay isn't actually so great—8 s a week—but it's enough for room and lodging at one of Shantytown's fine hostels.
11–20	"Exterminators Wanted! Large rats in cellar. Ate last crew. Inquiries accepted between 9 and Noon at the Pickled Beet." The Pickled Beet is a nasty waterfront dive, with a bad rat problem. Pay varies.
21–30	"Sample fine cuisine, drink excellent wine, and serve your city. Inquire at the High Gate after 4." Food tasters are always in high demand. The pay is quite good, at 1 gc a week, but there's no job security.
31–40	"Missing Ogre. Last seen entering sewers. 10 gc reward." This is a phoney ad.
41–50	"Watchmen needed for easy temple work. Call at the Gardens of Morr." The Gardens have a high turnover rate. They have two positions open and pay 6 p a night.
51–60	"If you can read this, you are on the way to financial peace. See Marcius at the Reaver's Retreat." Marcius is a river pirate. He attracts literate and soft people to capture at the Reaver's Retreat inn near the waterfront to sell in the flesh markets of Miragliano.
61–70	"Good Pay! Light Work! See Captain Shöler at the docks between 2 and 4." Shöler is a river captain and his boat took some damage from pirates just south of Marienburg. He needs a man to enter the hold and hold a light while his workers patch the holes. It pays 2 p a day.
71–80	"Reward! One penny for each rat tail, one shilling for each LARGE rat tail. Deliveries accepted at the Neuestadt Watch Headquarters between the hours of 9 a.m. and 4 p.m. No cow tails please."
81–90	"Have you accepted Sigmar as your personal saviour?" Ah, they're everywhere in the Old World, aren't they?
91–100	"Desperate help needed. Serious applicants only. Come to the Saucy Dwarf at the North Docks at 9. Come quick." This is a default hook to set up any side adventure you'd like, whether you want the PCs to head off to some forlorn place like Karak Azgal or to sacrifice the PCs to Nurgle. Use it as you'd like.

of the Old World for the Emperor Karl Franz himself. In it he offers a broad discussion of the foundation of the Empire, plus travelogues for the major nations including Bretonnia, Kislev, Tilea, and Estalia, whilst also venturing to describe the distant lands of Araby, the Southlands, Cathay, and more. Largely considered the definitive source for historical and geographical information, this volume has been distributed throughout the Provinces of the Empire.

Adventure Seed

Although the school and its products are greatly respected, Nulners are not as fond of the students who attend. A rowdy group of drunkards and mischief-makers, the students go "slumming," drinking in the more dangerous bars and generally being an unruly nuisance. Characters could easily conflict with one or more of these groups. Should one of the students happen to suffer a permanent injury or even die, the characters likely gain a powerful enemy.

Other Institutions

The Universität is home to a number of smaller schools, all established in the hopes of becoming as great as the other schools. None have. Most of these institutions have a narrow focus, covering the arts or trades. The most notable school of these lesser institutions is the College of Barristers. This unassuming building trains lawyers and is fast developing a name for itself in recent years. The reason for its unusual attention is that it was this school that produced one Rosalia Schultz. As Nuln's first female barrister, she is a living scandal, dabbling in the affairs of men. Still, despite the attitudes of the Nulners, Schultz managed to help many folks. After winning a few important civil cases, she felt she owed her success to the city and returned to the College to teach. Her return has been met with mixed reactions. On the one hand she's a skilled professor, but on the other, many families worry that she's corrupting the youth with her "licentious" behaviour. A few believe she must be in the service to the Ruinous Powers, there being no other explanation for her unexpected success.

SHANTYTOWN

Where the Universität is the pride of the Neustadt, the Shantytown is its shame. A collection of shabby houses, filthy streets, and profane odours, the Shantytown is the haven of thief and murderer, men and women of low morals (if they had them, they'd own property), and the diseased and malformed. Most decent Nulners avoid this part of town, seeing the people there as nothing more than rabble. And though it was the Shantytowners who came to the city's defence when the Skaven boiled up from beneath the city, Nulners have a short memory when it suits them.

Most homes here are tenement buildings and bars, with little in between. There's no industry to speak of; those who work do so across the river in the Faulestadt. Sewers do run under this part of town, but the sewer lines are farther apart, being manmade additions constructed well after the Dwarfs picked up and moved on, and so rubbish takes longer to find its way to the Reik. The entrances to sewers are not well protected either, and many a vagabond hunkers down in the foul smelling entrances for shelter against the harsh winter winds. Worse, the things living under the city come out in this neighbourhood to work their evil.

What follows is a description of the better-known locations found here.

Blind Pig

Easily one of the roughest taverns in Nuln, the Blind Pig sits squarely in the centre of the Shantytown, on the corner of Blind Alley. Behind this dive, the alley wends into the heart of the Maze (see page 24). It's sinister reputation is only enhanced by its appearance. A sagging building, inside is just as gloomy as it is outside. Lanterns hanging from hooks on the ceiling shed a meagre light, illuminating the booths lining the walls and the scattering of tables.

The Blind Pig is a place to lose yourself. The watch doesn't come here, and each person's business is his own. Therefore suspicious looking people come here to be among their own kind. Thieves, bravos, and thugs all frequent the bar, but so do students from the University, and no few foreigners come here, too. On any given night, one can find Estalian dancing girls, Kislevian mercenaries, decadent nobles, and even a few Arabyans, all rubbing shoulders as they toss back the bitter ale.

Big Heinz, an old soldier, owns the place. He doesn't mind the roughness of his clientele—he just hires bigger bouncers. Even still, when push comes to shove, Big Heinz can hold his own—he did his time in the military and he still has the grit to win just about any fight.

There are a few rooms for rent upstairs, and though nothing spectacular, they're clean and well-kept. Half of these rooms are for the staff, but Heinz keeps a few extras for paying customers.

Drunken Guardsman

A popular tavern for the watch, the Drunken Guardsman stands on Commercial Way near West Gate. Watchmen at the end of their shifts usually come here to take the edge off a night's patrol. The low-ceilinged common room is not unfriendly, though it's not welcoming either. Filled with benches, tables, and a few booths, the place is warmed by two large fireplaces on either wall. Geoff Lang, an ex-Watchman himself, runs the place and he employs a couple of off-duty guards to make sure no one gets too rowdy. An old guard dog, Kraemer, sleeps near the fire and serves as the tavern's mascot.

Frau Zorin's Room & Board

There's nothing special about this rooming house, rather it's just like all the rest. It's dirty, wooden, and a veritable firetrap. What little décor exists is peeling, faded, mildewed, covered in suspicious stains. This is a place in no way fit for anyone to live, yet people do. Frau Zorin's Room & Board is a three-storey building with 18 rooms for rent. She charges reasonable rates, usually a few pence a day for the nastiest rooms, more for those in better repair. She lives on the ground floor by the only exit from the place, so she can collect rent from tenants without having them sneak out under her nose.

The Green Bottle Inn

This tavern is typical of most in Nuln, being rather small and nondescript. Inside, the common room is smoky with a low ceiling and filled with long tables with bench seating. A few booths offer some privacy, but these are usually full. The tavern also offers a few rooms for rent, by the hour if need be. After recent events (see *Sing for Your Supper in Plundered Vaults*), the inn features a large sign on the front door that states in bold red letters, "No Dogs Allowed."

Maze

The Maze is home to Nuln's poorest and most desperate people. A winding labyrinth of alleys, this place is as dangerous as it is disgusting. Here, there are open sewers leading into the subterranean ones beneath the rest of the city, and the locals sift through the mess looking for anything of value. The buildings are little more than hovels build against the stronger structures that form the border to this place. There's little reason to go in here and those who do sometimes don't come out.

Adventure Seed

It's commonly held, at least by those living in Shantytown, that the Maze holds the secret entrance to the Night Market. As proof of this most point to the greater than normal Mutant population that seems to congregate in this warren of narrow streets and sagging buildings. For the rest of Nuln, this part of the city is simply one more example of the moral inferiority found in poor people all over the Empire. This attitude is why the residents turn to the Player Characters for help when a gang of Mutants starts terrorizing the innocent locals.

Reavers Return

On a dark and dingy lane in the Shantytown near the river stands a vile little two-storey inn called the Reaver's Return. Bizarrely, a sign with actual letters proclaims this over its door—this is bizarre as almost no one reads in the Shantytown. A rooming house and watering hole for cutthroats and thieves, the Reavers' Return has an ugly reputation: people tend to go missing from here, never to be seen or heard from again. The interior is nasty. Mud, droppings, and worse paint the floor, and what few tables it does have are held by dangerous men and women, who'd just as soon cut a person's throat than share a space. The bar lacks any stools; patrons just lean on it, take their drinks, and are grateful.

An impossibly old wrinkled man named Rudolf Grasser runs the place. Though frail and in no way the match for any of the regulars, he has the respect of the locals and they look out for him. The food here is poor quality and the accommodations are worse. Grasser rents small rooms, each with a sodden bed, dresser, and chamber pot, with dirty glass windows offering a good view, if cleaned, of the river. For less discerning guests, he rents a cot in the common room, though such accommodations aren't fit even for swine.

For more information on the Reaver's Return, see **Chapter Five: Investigations**.

WESTEN

East of Shantytown lays Westen, a middle class district and home to the more successful commoners and tradesmen. Most of the buildings here are tenement houses, but a few row houses are held by the wealthiest of the Westen Nulners. The streets here are wider and lined with trees. A handful of parks are available for the children. All in all, this is a nice place to live.

Granaries

Sandwiched between Westen and the Universität are the city's granaries. Four large silos hold the city's reserve food supply, and in the case of shortages the government parcels out rations to the poor. To ensure the granaries are safe from looters, the city has a watch station directly across the street. A few city-employed rat catchers prowl the grounds as well.

DOCKS AND THE RIVER

The docks line the north and south shores of the River Reik. Along the north there is but a short run of wharfs as the land rises further along the city. Few goods are unloaded here, and most traffic on this side of the river comes from passenger ships such as the *Emperor Wilhelm*. Here, the docks are nice and maintained, welcoming travellers to the great city. Carriages are always on hand to transport newcomers to the Altestadt or other parts of the city, moving them swiftly past the run-down Shantytown.

On the southern shore, the docks are far less endearing. Stinking of rotting food, fish, and waste, all cargo ships dock here, where workers swiftly unload the goods to load into warehouses lining the waterfront. At night tough guards patrol the warehouse to drive off burglars. A few seedy taverns illuminate the alleys leading into the Faulestadt.

The River itself is nearly a league wide at the western edge of the city, though it swiftly narrows as it moves through Nuln. The Reik is also deep, allowing even seafaring vessels to travel it, so cargo ships from Altdorf, Bögenhafen, and even as far away as Marienburg occasionally come to port here. The waters are anything but clean, polluted by the soot from the forges of the Industriepplatz.

After hours, dockworkers either withdraw to their homes in the Faulestadt or across the Great Bridge to the Shantytown. Most, though, stop in for a nip at one of the many bars catering to the workers, boatmen, and travellers.

Laughing Bear

This small bar has long served the sailors. Offering decent food, clean lodgings, and a friendly atmosphere, the place does a brisk business and is popular with travellers. Situated on the north shore, it is large enough to accommodate the entire crews of up to five vessels. Though it does a legitimate business, the Laughing Bear is actually a front for the Valantina crime family. An old organization, the Valantinas survived the criminal upheavals a few years back and grew stronger for it, doing a good business in smuggling illegal goods, specifically poisons, into the city from Tilea.

Antonio Valantina operates the Laughing Bear, having purchased it from a retired Kislevian merchant years ago. He and his family do a great job making sure their customers are comfortable, well fed, and relaxed. The tavern is divided into a common hall for sailors and workers, and private dining rooms for upper class guests.

Saucy Dwarf

The Saucy Dwarf is a hovel perched out over the southern shore of the Reik. An old house, it was converted to a tavern by Aden, a scarred Dwarf who never tires of telling how he survived being vomited on by a River Troll in infamous Karak Azgal. The Saucy Dwarf is closed throughout the day, opening its doors an hour after sunset, which is when Aden wakes up. The walls are covered in graffiti and old stains, and though there are a few tables, only a few actually have chairs. The Saucy Dwarf does not serve food, only ale—stout Dwarf ale, strong enough to curl hair.

FAULESTADT

If Shantytown is bad, Faulestadt is downright awful. A new expansion, the Countess decreed that all businesses that created offensive odours were to move across the River and set up shop there. It took about two years, but all the dyers, slaughterhouses, tanners, and any other undertakings the Countess deemed unacceptable for her city, were forcibly relocated here. The result of this migration was a crowd of people poorly funded and ill equipped to start over again, and so the living conditions are deplorable.

A permanent brown haze hangs over the Faulestadt, and the winds carry sinister scents of blood, death, and the acrid stink of dyes. The goods are produced here and then sent over the Great Bridge or by boat to sell in the markets of the Neuestadt. There is little here to attract attention and the watch never patrols this area. As a result, many of the crime families have relocated here to run their operations without interference from the law.

INDUSTRIELPLATZ

Though the Imperial Gunnery School casts and assembles cannons and more advanced artillery in the Neuestadt, the majority of the materials used originate in the forges found in the Industrielpatz. Most of the structures here are factories and foundries where raw ore is smelted into slag and poured into casts. Workers from all over the city leave before dawn to come here for long hours but decent pay. Well after dark the workers tiredly make their way home to sleep for a few hours before their next shift. Casualty rates are high, but the rewards are such that no one cares.

Artillery Workshops

It's true that the College of Engineering and the Imperial Gunnery Schools do in fact produce guns, but the fact of the matter is that they do not produce all of the weapons exported from Nuln. Most, in fact, come from the artillery workshops in the Industrielpatz. There are six workshops scattered throughout this district, two of which are owned by the Richthofen Foundry and two more by the Countess herself, while several prominent families share ownership in the last two shops.

The workshops all have similar layouts, with half the facility devoted to parts storage and the rest holding casting and assembly areas. Raw materials come from the foundries and other businesses that supply wheels, bolts, lubricants, and other needed supplies to assemble the weapons.

Richthofen Foundry

The Richthofen Foundry is at the leading edge of Nuln's metalworking industry. The Richthofen family controls the largest Foundry and supplies over half of the Imperial Gunnery School's raw materials. The foundry employs 300 workers and demands 14-hour shifts, six days a week. Though at least one man dies each week in the foundry, there's a waiting list of people looking for work here.

Karl Richthofen inherited the family fortune and foundry five years ago. A dedicated entrepreneur, he expanded the business by filling the needs of the Empire during the recent troubles in the north. He strong-armed or had killed his competition, to bring them under his family's control, gaining contracts throughout the Empire. Ruthless, Richthofen does not take no for an answer. See **Chapter Seven: The Masquerade** for more information on this man.

AVER ISLE

Aver Isle stands at the mouth of the Aver River and connects to the north city and der Halbinsel by bridges. Used to test-fire new cannons, it is uninhabited except for a small garrison of soldiers and a tavern catering to them off-hours.

The Dog's Bark

Serving soldiers on Aver Isle, the Dog's Bark is a small tavern decorated with cannon memorabilia. Paintings of famous guns decorate the walls, as do the tools of an artilleryman's trade. The most interesting item held by the innkeeper is the Lutzen, one of the Nuln cannons used by the Empire during the days of Magnus of the Pious against the Chaos Incursion. The old gun bears the scars of battle, though the many hands of soldiers who touch it for good luck have worn them down.

IRON TOWER

Rising from the centre of the River Reik is a black and red tower, pointing like a finger at the heavens, as if to remind Nulners of Sigmar's wrath. Called the Iron Tower, it symbolizes Nulner justice at its worst. It is a dark place, a place where people go in and never come out.

Constructed over 50 years ago, the Iron Tower was a show of support for the efforts of the Empire's Witch Hunters. The tower is 75 feet tall and comes to a sharp point at the top. Balconies allow guards to survey the grounds of the island on which it stands. Despite its name, it is not exclusively made of iron; most of it is stone. The iron elements typically are the gargoyles, the latticework on the windows, and a few sections of wall. All of these components are rusted, and long orange-red streaks run down the exterior as if it were bleeding.

Inside, the place is gloomy and foul, stinking of death and fear. The ground floor is a processing centre, where a clerk enters the prisoners' names in the records and assigns them a cell on one of the floors above. The cells are small, windowless, and bleak. Strewn hay serves as bedding and a bucket holds wastes. Though consignment to one of these miserable quarters is terrifying, the real horror begins in the basement, where the interrogators go to work on the detainees. Every means available to extract information is used, from iron maidens and racks, to thumbscrews and hot pokers.

Those who confess to being cultists (and nearly all do eventually) are led outside to the pyres, a permanent area cordoned off by a rusty iron fence, where they are immediately immolated after a reading of their crimes. Through its years, the Iron Tower has seen more and less use depending on the qualities of the city's monarch. The Countess is not particularly bloodthirsty, nor vigilant about hunting down cultists and Mutants, and so the grim tower serves more as a warning than an actual place of interment.

DER HALBINSEL

Nuln's easternmost community consists of a small spur of land between the Aver and the Upper Reik. Once a small village, Nuln annexed it after the Neuestadt expanded beyond the walls. This neighbourhood supports the city's military and



everything here goes to that end, from training fields, to barracks, to the businesses that produce military supplies. Though the streets are wide and for the most part clean, ashes from the foundries in the Industriepplatz tend to fall in this neighbourhood more than anywhere else, lending to the colour of Nuln's uniforms: black.

Rickard's Armoury

One of the more famous places in Der Halbinsel is the Armoury. A wide squat building, it has barred windows and a metal door. A wooden sign depicting a crossed axe and sword, under which is written "Rickard's Armoury," announces the shop's function: buying and selling weapons and armour. Rickard, a pale and sweating obese man with a thin patch of brown hair stuck to his forehead, tends the place, always servile and ingratiating to his customers. Though the soldiers in service to the city are outfitted with weapons of their own, many are interested in investing in specialty weapons, arms culled from foreign lands and old battlefields. Or, these same soldiers may need quick coin to pay off a debt in a hurry, and Rickard is always ready for a deal.

Anyone interesting in purchasing arms need only come here, for Rickard has a wide selection of quality tools of war. If you have *Old World Armoury*, Rickard is almost guaranteed to have any weapon mentioned there in stock (though many are not for sale).

What no one knows is that Rickard is actually a Mutant. He often stares at the Iron Tower with fear, hence his heavy perspiration. He's not sure how it happened, but one day he literally doubled in weight. He can't bear to look at his naked self, seeing the swollen veins, stretch marks, and weird bumps that form in the most uncomfortable places, so each night he beats himself with a scourge in the shadowy confines of his stinking bedroom. He's hidden his ailment quite well so far and the locals think he's just a little portly,

but poor Rickard wonders how long he has. Late at night, bleeding, he has dark thoughts, wicked thoughts, thoughts of frolicking in the wastes and rubbish in the lightless tunnels beneath the city.

UNDER NULN

As mentioned, Dwarf allies excavated most of the passages and tunnels serving as the city's sewer system. Though hundreds of years have passed, the tunnels are intact, and where damaged, Human hands have done their best to patch the excellent craftsmanship. People entering the sewers are always amazed by the attention to detail, and the care and skill that went into fitting the blocks and carving the small symbols and statues filling these reeking tunnels. The reason for this artistry is that the Dwarfs, pining for their lost holds, sought to recreate their homes here, blended beauty and function in an artistic masterpiece that survives still. As the city grew, new tunnels have been added to the old, creating a labyrinth, with some tunnels leading out to the Reik and others delving deeper into mysterious and dangerous places.

The Cathedral

The tunnels themselves are exquisite, but nothing compares to the Cathedral. A confluence of the city's greatest sewer ways, the place is a spectacle despite the offal floating down the tunnels. Statues of Dwarf warriors, little gargoyles on the support arches, and large buttresses make this place as beautiful as anything in the city above.

The sewer jacks frequently patrol here, as they have found signs of cultist activity here in the past. Efforts to track cultist movements have failed, however, and they seem to know the watch schedules, indicating someone in a position of authority is involved.

Asylum

Under the Shantytown, there is a warren of old basements, sewer tunnels, and linked passages collectively known as the Asylum. In times past, this was where the criminal organizations oversaw their operations, using sections as headquarters and barracks for their thugs and thieves. Today, all that remains are a few isolated rooms and the occasional tunnel, most of which are empty, but every once in a while, a group of Goblins sets up shop to make midnight forays into the streets of Shantytown for food.

Night Market

For years, people have whispered of the Night Market, a place somewhere underneath Nuln where Mutants congregate to worship the Ruinous Powers. Though no such place has ever been found, it's said it lies beneath an abandoned graveyard (of which there are many in the city). On occasion, adventurers sometimes descend beneath the city to walk the tunnels in search of this rumoured place, only to return having killed a few Goblins and unrelated Mutants with no evidence of a grand Chaos conspiracy.

Underway

Beneath Nuln's sewers is a honeycomb of tunnels connecting to the Skaven Under-Empire. Underway is a small Skaven outpost, barely occupied since the failed attempt to take the city a few years ago. Most of the Skaven have long since withdrawn to hunt in other territory, but a nest of Clan Pestilens Plague Monks still lurks here—but for what purpose or end remains to be seen.

• FORGES OF NULN •



PATHS OF THE DAMNED, PART III



CHAPTER ONE: THE THIRD SHARD

In this thrilling conclusion to the *Paths of the Damned*, *Forges of Nuln* continues on the heels of *Spires of Altdorf*, taking the characters back into the deadly Drakwald and then south to Nuln. There, the heroes must sift through the lies and conspiracies to track down the final piece and prevent Xathrodex Incarnadine from coming forth to mete out blood and carnage throughout the land.

THE STORY SO FAR

Having gained an old icon of Sigmar from a dying priest as they accompanied to Middenheim a band of refugees fleeing an impending Beastmen attack, the adventurers soon found themselves embroiled in a sinister plot of murder, death, and the machinations of the Ruinous Powers. After solving the mystery of a rash of recent murders, the temple of Ulric recruited the PCs to travel into the forest once more to recover a blasphemous artefact, the Brass Skull, and prevent it from falling into the wrong hands. However, evil forces worked behind the scenes, throwing the city into anarchy. In the end, the heroes struck a terrible blow against the Crimson Skull, a cult of Khorne, and learned the essence of the Daemon contained in the Brass Skull was but one part of three, having been divided between three separate artefacts, and the other two remained unaccounted for.

With the help of the Collegium Theologica, and Professor Zweistein especially, the adventurers discovered a piece of text (see the **Dark Portents** sidebar) that revealed critical information about the nature of the artefacts and a hint to where the second

piece, the Dagger of Yul K'chaum lay. Knowing part of the Daemon's essence was already free, the heroes made haste to Altdorf to locate the second vessel.

Though they knew the Dagger lay in Altdorf, finding it was no easy task. Having to navigate through a web of intrigues, the adventurers used any means at their disposal to gather clues about finding the artefact, leading them into all manner of difficulties. Ultimately, the heroes succeeded in sundering the second artefact, destroying a major component of the Daemon's essence. Their job is not yet done, for now they have the horror's enmity and if freed, it will destroy them.

THE MAIN PLOT

The characters must track down the third and final artefact that holds the essence of the Red Flayer so they can bring it back to Gabrielle Marsner in Altdorf (assuming they contacted her to destroy the Dagger) to be destroyed with the *Cleansing of the Corrupted Vessel* Ritual (see page 35).

IN THE WRONG HANDS

The artefact has found its way into the hands of a young Nulner officer, Rolf Vogt, after leading a unit to defeat a band of Beastmen during the Storm of Chaos. The essence within seeks a quick release from the Chalice and impels the young man to commit terrible atrocities in its name. Rolf, in his madness, believes he actually serves Sigmar.

A NEW WEAPON AND DARK PLOTS

Nobles and merchants from all over the Empire come to Nuln at the Countess' invitation to witness the unveiling of a new cannon, the *Magnus*, a marvel of engineering and craftsmanship. As the city prepares for the influx of people, the Mutants of the Night Market see this gathering as a sign from Slaanesh to seize the city and throw the Empire down in flames.

OLD FOES

Claus Liebnitz, whose body was destroyed by Ulric's flame, now possesses the body of his old apprentice and wants nothing more than to release the evil of the Red Flayer and slaughter the PCs in revenge for their role in the destruction of the Brass Skull.

NEW FOES

Word of the characters' efforts against Chaos in Middenheim and Altdorf spread, and interest in these artefacts grows among the hidden advocates of the Ruinous Powers. Katarine, a secret cultist of Tzeentch, followed the PCs' activities, watching from afar. After they succeeded in destroying the Dagger, she decided to move against them, following their movements in the hopes of gaining the Chalice before they can.

PROPER PREPARATION

Forges of Nuln is a complex adventure, one that offers violence and investigation in equal measure. It's best if you read the adventure in its entirety before running, taking notes about important NPCs and locations the PCs are bound to explore. Much of the

DARK PORTENTS

*The Red Flayer: proud and merciless
This child of Khorne spat in his father's eye
The Blood God drained his husk
But the essence of the Red Flayer survives
He still lives—in the Brass Skull
He still lives—in the Dagger of Yul K'chaum
He still lives—in the Chalice of Wrath
Trapped and bound, he craves blood
The Red Flayer will rise again*

adventure follows a course of events over a matter of seven days, but what the PCs do on each of these days is up to them. To accommodate the often fickle and capricious decisions of players, make use of the adventure hooks presented in **Chapter One: Nuln** to help you come up with appropriate side adventures.

Timed adventures can be difficult to run, especially if the PCs get off track or if they uncover more information than you wanted them to at a particular stage in the adventure. If the characters are not having any luck in uncovering information, you can feed them information or plant additional clues at crime scenes to help get them on track, though events will unfold in such a way that even if they don't figure out the extent of the treachery behind the scenes, they can still enjoy the conclusion.

Alternatively, if the characters are solving the mystery too quickly, play up the Night Market menace, or add additional encounters with other NPCs. A few nasty fights that deplete their Wounds can slow them down a great deal.

— THE CHALICE OF WRATH —

Eons ago, there was a great mortal champion of Chaos, a mighty warrior who had the blessing of Khorne. He was undefeated on the battlefields of the Chaos Wastes, slaughtering any rival champion, warrior, or beast of Chaos that sought to match arms with him. He grew so mighty and fearsome that he amassed a great army of corrupted flesh to fight at his side. He pressed onwards, leading his horde in a bloody swathe of countless victories. Through it all he sought the Meadows of Khorne, where he would fight for his master for all time. One day, a century of fighting later, the Chaos Champion came upon the Bastion Stair, the border between the Outer Realm and Inner Realm of the Blood God. His generals, who had no interest in pressing on into the divine mysteries of Khorne, craved the blood of Slaanesh's minions and bickered amongst themselves. Battle erupted between the champions and all were slain in a terrific combat that rang throughout the Chaos Wastes. The Chaos Champion suffered a grievous wound, one that leaked his lifeblood onto the crimson sands spreading at the base of the blasphemous stair. Instead of finding death, release, and relief from the consuming need to kill, Khorne bestowed a final blessing, transforming him into a vile Daemon. And so was Xathrodox the Red Flayer born.

As the favoured of the Blood God, each day Xathrodox's arrogance and power grew, until fickle Khorne cast the Daemon low. Pinning the Daemon with his boot heel, he tore his essence into three parts, placing each piece into a different vessel: a brass skull, a dagger, and a chalice. The god granted the artefacts to his three

most powerful champions, instructing them in visions to spread his bloodlust throughout the world of men.

Over the centuries the artefacts changed hands many times, but their use left a stamp on the land, causing much death and spilling of blood. Eventually, each disappeared. The Brass Skull vanished in the north, imprisoned in the tomb of a mighty Chaos Warrior. The Dagger of Yul K'chaum vanished, only to reappear in Altdorf centuries later. The Chalice, however, had a slightly different story.

In the time of Magnus the Pious, the vicious hordes of Chaos tumbled down from the north, sweeping over Kislev and razing Praag. The hordes were poised to invade the Empire and with the lands of Sigmar divided by infighting and old hatreds, there was nothing to stop them. However, Magnus the Pious pulled together the factions and led his armies north to staunch the flood of Chaos. In the end he succeeded, crushing the enemy and driving them back to the Chaos Wastes far to the north.

The retreating armies left behind a great many artefacts, and it was decreed that they all should be destroyed. For the most part they were, excepting a few items, which included one important cup discovered in the ruins of Praag. The young priest of Sigmar who found the chalice had seen enough death and blood to last him forever. Though he found it amidst the bloated bodies of dead marauders, he foolishly believed the cup was a piece of plunder, wondering how it could be that such an innocuous item could be counted amongst the tainted relics left from the war. So, he hid the cup in his clothing and brought

XATHRODOX'S TRUE NAME

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The Red Flayer's True Name is unpronounceable in any Human tongue, though many have tried. Eons ago, before the Xathrodox was sundered, he enjoyed a large following of mortal servants. Each time they held a ritual to conjure his essence, they attempted to sound out the name as best they could. At times, this led to disastrous results, whereby one or more of the Cultists would be sucked bodily into the Realm of Chaos. A few times though, it worked. The closest approximation to the Daemon's true name is "Zath-ruh-dochs."

it back with him to the Empire. Upon returning to his monastery, he placed the item in the vault and promptly forgot about it.

For nearly two hundred years the chalice rested, the essence of the bound Daemon asleep, quiet, and harmless. But then a new surge of Chaos threatened the Empire once more. Led by Archaon, the forces of Chaos swept through Kislev once more. But this time they penetrated the Empire, killing and plundering as they went. The sudden violence awoke the Daemon and it sent out a missive to the invaders, drawing them closer to its place of hiding. A horde of Beastmen answered the call and sacked the monastery, butchering everyone inside and hanging the corpses by their guts from the walls. The Beastmen and warriors searched for the vault for days, until they found the iron door barring their entrance. So consumed were they in their work to open the door, they did not notice the approach of a platoon of Imperial Soldiers. Led by the brave Nulner Rolf Vogt, they crushed the distracted forces embedded in the monastery, claiming the ease of their victory was a sign of Sigmar's blessing.

With the last few horrors slain, the soldiers settled in the monastery until they moved on to reinforce Middenheim. That night Rolf explored the ruins, and came upon the vault—to his surprise it was filled with treasures. Though he needed nothing of wealth—his father was an important advisor in his home city after all—his eyes fell on the dusty Chalice. He had to have it. He grabbed the item and the Daemonic essence seized his mind, turning him into a raving madman. He crept up from the bowels of the temple, possessed by the rage of the Blood God and slaughtered his unit to the man. When the bloodlust passed, he forced himself to believe he was the last survivor in the attack. And so, he carried the Chalice with him, joining the forces at Middenheim, where he proved himself a capable warrior and courageous leader of men. Little did anyone realize that the insidious darkness of Khorne fuelled his fighting passion.

After Archaon's defeat Rolf returned to Nuln, having had enough of bloodshed and death. But once he returned, he suffered from terrible visions of bloody battlefields, and an urge to travel north and take the fight to the Chaos Wastes. What he did not realize was the dreams were whispers from the Daemon's essence, and, already corrupted by the Chalice in his frenzied fighting in the Storm of Chaos, he was even more susceptible to the maddening influence of the fiend in the cup. And from his madness, dark plots ensued.

The Chalice of Wrath is a wide mouthed silver cup resembling the Tilean bowls used for drinking wine. It has a short stem and a wide base to keep it stable. The stem is fashioned to look like a

horned fiend bent over as if shouldering the bowl on its back. It has a tail that winds around its leg except for a sharp point that always seems to catch the skin of those who handle it. The bowl itself is fine, but otherwise ordinary in appearance, being silver with faint whorls engraved on its surface.

While the Chalice is in a character's possession, the vessel grants a +10% bonus to Weapon Skill, Strength, and Toughness Tests.

Its true character is revealed when filled with blood. Doing so causes the Chalice to lose its polished appearance and assume a dark and dull cast. Symbols of the blood god flare to life with red light on the outside of the cup, growing warm to the touch. Finally, the blood bubbles, issuing the foul stink of death.

Unlike the other artefacts featured in the previous two instalments of *Paths of the Damned*, the Daemon is very much awake at the start and is active in its efforts to preserve itself. A person grasping the Chalice automatically cuts himself on the fiend's tail—even if the character takes precautions, he eventually nicks himself. When this occurs, the character must succeed on a **Hard (-20%) Will Power Test** or gain 2 Insanity Points and the Frenzy Talent. Each time the character touches the Chalice thereafter, he must succeed on another **Hard (-20%) Will Power Test** to avoid gaining more Insanity Points. If the Chalice drives a character insane he automatically gains Blasphemous Rage (see *WFRP* page 202).

Weirdly, the Chalice can be used as a bludgeon, and when so wielded, it grants a +20% bonus to Weapon Skill Tests instead of the normal +10% and deals SB+2 Damage. However, using this artefact as a weapon forces the wielder to enter a Frenzy, and he loses the ability to distinguish friend from foe. A character wielding the cup gains 1 Insanity Point if he kills an ally and realizes what he has done. Each time the wielder uses the Chalice to kill someone, the Chalice turns darker and cures the wielder of 4 Wounds.

The Chalice is insidious in its efforts to subvert its owner. For as long as the Chalice remains in the possession of a mortal, it sends terrible dark dreams to erode his will and mind. The subject of this psychic assault must succeed on a **Challenging (-10%) Will Power Test** or wake up, entering Frenzy until he kills someone or something. If the character succeeds, he sleeps through the night, but suffers from intense nightmares, waking up tired and haunted. Every 1d10/2 times the Chalice is used as a weapon, it unleashes a pulse of terrible energy, forcing all characters within 10 yards to succeed on a **Challenging (-10%) Will Power Test** or enter a Frenzy until they all kill one person, at which point the effect ends and the character gains 1 Insanity Point.

THE MAGNUS

Whilst the PCs search for the last of the three shards, other plots develop in Nuln, plots that could quickly embroil the characters. Nuln is about to unveil a new cannon, one with a longer range and greater potential for destruction than any previous cannon before it. Though a mighty weapon in its own right, the payload is what makes the Magnus great. This cannon is the first to fire exploding shells that spread fiery death to all around the impact site. To celebrate its unveiling, which occurs at the end Black Powder Week (see page 12), Countess Emmanuelle invited the most prominent citizens from all over the Empire to celebrate its design, and to establish Nuln's place at the technological forefront of the Empire. But, there's one small problem. The shot is sabotaged.

As Archaon's forces swept down from the north, engineers in Altdorf and Nuln did all they could to supply the soldiers fighting the

incursion with the best equipment, from firearms to steam tanks and organ guns. At the behest of the Emperor, a portion of the imperial war chest went to Nuln in the hopes that the city would produce a weapon that would give the Empire's armies a decisive edge against Chaos, but before the weapon could be completed, the war ended.

Still, production continued, despite the reallocation of moneys from Altdorf towards dealing with reconstruction and meeting the needs of hungry and frightened citizens. Nuln had no intentions of stopping now that they started work. Turning to private funding, Countess Emmanuelle's Marshall Lord Randolph spearheaded the project, coaxing more and more Karls from the city's aristocracy and even from other provinces. And work did continue, but the Countess, always capricious, tired of Randolph's lack of progress and so she replaced him with an ambitious sycophant who had an eye on titles and land grants, and who appealed to her sense of the aesthetic.

Randolf's fall was complete. He lost all credibility with the city's elite and so retreated to his townhouse in the Altestadt where he brooded over his disgrace. Despair turned to rage, and from that grew treasonous thoughts, thoughts of sabotaging the weapon he had worked so hard to fund and complete. At first, he put such thoughts out of his mind, but when he learned his replacement took credit for Randolph's efforts, the fallen lord's path was fixed.

Using Lord Randolph

Randolf lives a double life now. Though he did indeed fall from his lofty position as the Countess' closest advisor, he still attends the various parties and events as befitting his station, no doubt preserved by his son's status as a war hero. Behind the scenes, he works in the College of Engineering, ensuring his "changes" to the cannon's initial design are preserved. Also, his son holds the Chalice of Wrath, and so Randolph works against any investigations into his family.

RANDOLF VOGT

Randolf is a thin man, with gaunt features and a slightly stooped posture. He has salt and pepper black hair and watery blue eyes. He wears the best clothing and is a meticulous dresser.

Career: Engineer (ex-Noble, ex-Student)

Race: Human



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	50%	31%	33%	40%	59%	40%	43%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	0	0

Skills: Academic Knowledge (Engineering) +20%, Academic Knowledge (Science), Academic Knowledge (Strategy/Tactics), Charm +10%, Command, Common Knowledge (Dwarfs), Common Knowledge (the Empire), Consume Alcohol, Gossip, Perception, Read/Write, Ride, Search, Speak Language (Classical), Speak Language (Reikspiel) +10%, Trade (Gunsmith)

Talents: Coolheaded, Etiquette, Marksman, Master Gunner, Public Speaking, Savvy, Schemer, Specialist Weapon Group (Gunpowder), Suave, Super Numerate

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Firearm, Hand Weapon (Sword), Dagger

Trappings: Noble's Garb, Book on Strategy/Tactics, Engineering Manual, Writing Kit, 3d10 *gc*

UPRISING

The Night Market, though never found, is a real place in the minds and imaginations of Nulners. Believed to be a congregation of all the foul and twisted Mutants ever spawned in the city, the tales are used to frighten naughty children, and the place and its inhabitants are blamed for all the ills in the city. Whenever the council passes a sketchy law, a new plague surfaces, or a cannon misfires, the people blame the Mutants. This is for good reason, too. There really is a place called the Night Market and it does indeed sprawl far beneath the city, below, even, the tunnels used by the Skaven to infiltrate the city in years past. But the Night Market is more than just a band of Mutants—it is a large and powerful cult of Slaanesh, comprising the idle heirs to Nuln's aristocracy.

Erasmus Teuber, the leader of the cult, received a vision from the Lord of Forbidden Pleasures, foreshadowing a grand congregation of nobles gathered from all over the Empire to bear witness to some new weapon. The leader saw this vision as an instruction from his dark god to destroy the visiting nobles and plunge the Empire into anarchy, paving the way for a new incursion, but this time from within. And so, gathering the Mutants of the Night Market, he makes ready to swarm up out of the sewers and slaughter the gathered spectators, and seize the city for Chaos.

Using the Uprising

The uprising is doomed to fail, regardless of the PCs actions, namely because the visiting dignitaries undoubtedly come to the city protected by their own soldiers and guards. Also, Nuln has a strong military, and they should easily be able to thwart the rabble from below. However, you can use the threat of the uprising to distract the adventurers as they try to locate the third relic, serving as a control mechanism to redirect the PCs as needed to serve the overarching plot.

ERASMUS TEUBER

Soft in flesh and will, Erasmus is the son of Waldred Teuber—the head of the College of Engineering. Having little interest in his father's work, Erasmus shirked his training to focus on his passion for the arts. He lacked appreciable talent and grew frustrated by his failures, eventually turning to the forbidden to find his muse. Slaanesh promised a fulfilment of his desires at a trifling cost: his soul. Since his conversion, Erasmus is a well-known artist and now leads the cult.

Career: Artisan (ex-Tradesman, ex-Burgher)

Race: Mutant

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	26%	39%	39%	47%	51%	35%	53%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	3	4	0	4	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Drive, Evaluate, Gossip +10%, Haggle, Perception +10%, Read/Write, Search, Speak Language (Reikspiel, Tilean), Trade (artist)

Talents: Artistic, Coolheaded, Dealmaker, Savvy, Suave

Mutation: *Grossly Fat*

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon (Sword)

Trappings: Abacus, Lantern, One Set of Good Clothing, Trade Tools (Artist), 20 gc



A HERO'S MADNESS

Rolf still does not know the depth of the evil he recovered from that ruin in the north; he still believes it to be nothing more than an oddity, a memento of his days fighting the hordes of Chaos. He has no memory of sins committed when he first grasped the object. His ignorance, though, grants no protection from the twisted evil wrought by this blasphemous object. Since his return, Rolf has suffered from endless nightmares, dark visions of blood and death. In them, he sees himself fighting Beastmen, Chaos Marauders, and worse, defeating every one and everything that crosses his path. At first, he thought them to be nothing more than the memories of his recent experiences, but soon the visions intruded into his waking moments, shortening his temper and fostering a tendency to explode with little provocation.

Though temperamental, Rolf still seems normal to those who knew him. One day a few weeks back (around the time the second dagger was destroyed in *Spires of Altdorf*), Rolf's dreams intensified, eating away at his sanity, which was already weakened by the Chalice's corruption. In his madness the young man came to the conclusion that Sigmar himself was behind the visions of battle, especially since all the dreams dealt with Rolf defeating Chaos rather than succumbing to it. He sensed something, some essence struggling to return to the world of mankind. Clearly, or at least it was so to Rolf, that being was Sigmar himself. All the man-god needed was a body.

But no ordinary body would do. He needed the best flesh available. Rolf set out one night to find a fine specimen to house the deity. He searched the streets and restaurants and taverns until he found his first victim, a young man with pretty features and long blonde hair. Rolf followed the man until the two men were alone on a side street, caved in his head with a brick, and dragged the corpse to his townhouse under cover of darkness. Once home, he stripped the body to ensure it was perfect for the spirit that haunted his dreams. To his dismay, he discovered the body was imperfect—Rolf damaged the face in the attack, and the body was soft, padded with fat. The corpse wouldn't do, but perhaps the nose and maybe an eye. Rolf realized that no Human body would ever be suitable for Sigmar, but rather the god required the best of all humanity. It became Rolf's duty to assemble the host from harvested body parts culled from Nuln's nobility.

Rolf knew no one would understand his private communications with his master, and his task was dangerous and difficult. He had to dispose of cast-off flesh, and what parts he kept he had to stitch together—a talent he lacked. Also, he couldn't work in the Altestadt, for his father would become suspicious with the smells wafting up from the cellar.

To deal with these problems Rolf rented the cellar beneath the Reaver's Return, an old bar in the Neuestadt, and recruited helpers. Hans was his first recruit. A butcher by trade, he supplied the Halflings with tripe for meat pie fillings. They wouldn't know the difference if the meat they purchased came from Humans instead of dogs and diseased cattle. And the Karls Rolf offered him were enough for the butcher to put aside any reservations about the nature of the work.

Next, Rolf hired a seamstress named Gretyl. A bitter young woman, she hated her fat husband, despising the wide stretch marks on his belly and the stink of his swollen feet. She promised to help the attractive young lord if he in turn would help her kill her husband. Rolf eagerly agreed and killed her husband second, giving the corpse over to Hans for disposal.

By the time the characters arrive in Nuln, Rolf has nearly assembled the Abomination, needing only a few more parts to complete the body. His dreams have become more feverish, his mind's eye filled with fiery words, an invocation of a sort. At first the words were gibberish, but with each kill they become clearer, and now he can make out a few words of the incantation that will allow the entity to emerge and take possession of the horror he's constructed.

Using Rolf

Rolf is the central villain of this adventure, and as the characters explore the many plots they learn of his role and perverted plan. Along the way, visiting nobles begin to disappear. This can occur with more or less frequency, as you need. Also, it's entirely possible the characters meet Rolf or his underlings along the way to foreshadow the events that unfold in the adventure's conclusion.

ROLF VOGT

Though he conceals his appearance beneath the finery of the upper class, Rolf has a muscular build. He has long brown hair starting to turn grey prematurely after his experiences in the Drakwald. Good looking, relaxed, with intense blue eyes and a strong chin, he's friendly and personable, and would likely have been a highly sought after bachelor if it weren't for his father's recent disgrace. He wears clothing appropriate to one of his station, in the colours of his city: black.



Career: Veteran (ex-Pistolier, ex-Noble)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	57%	43%	45%	41%	33%	46%	52%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	4	0	5	1

Skills: Animal Care, Charm, Command, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Evaluate, Gamble, Gossip, Perception, Read/Write, Ride, Secret Signs (Scout), Secret Language (Battle Tongue), Speak Language (Reikspiel)

Talents: Etiquette, Luck, Master Gunner, Public Speaking, Quick Draw, Rapid Reload, Savvy, Schemer, Sharpshooter,

Specialist Weapon Group (Gunpowder), Strike Mighty

Blow, Sure Shot, Very Resilient, Very Strong

Insanities: The Beast Within and Delirious Savior

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Hand Weapon (Ceremonial Sword), 2 Pistols

Trappings: Noble's Garb, Light Warhorse with Saddle and Harness, Bottle of Good Spirits, 8 gc, Jewellery worth 33 gc

HANS

Hans is a large man with a broad belly and porcine eyes. Open sores and bulging white heads mar his wormy mouth and he smells of rancid ham. He wears a bloodstained shirt and dark breeches. When working, he wears a mail apron to protect him from flying pieces of bone.

Career: Tradesman (ex-Burgher)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37%	26%	40%	34%	46%	47%	36%	29%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	1	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Drive, Evaluate, Gossip +10%, Haggle, Perception, Read/Write, Search, Speak Language (Reikspiel, Tilean), Trade (Butcher)

Talents: Dealmaker, Excellent Vision, Lightning Reflexes, Savvy

Armour: Medium Armour (Leather Jack, Mail Apron)

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Hand Weapon (Axe)

Trappings: Bone Saw, Mallet, a Set of Best Craftsmanship Knives, Cart, Mule

GRETYL

A pretty girl of about 20 summers, Gretyl is thin and dresses in a long skirt and blouse. Though she has attractive features, her eyes are malevolent and sinister, and her tongue is sharp and wicked. She has a filthy mouth and people have learned to avoid the expert tongue-lashings she gives. Though not reflected in her skills, she has a knack for sewing. In addition to putting the body parts together, Gretyl also helps Rolf find his next victims.

Career: Spy (ex-Servant)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36%	27%	33%	36%	56%	61%	40%	41%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	1	0

Skills: Blather, Charm, Common Knowledge (the Empire), Concealment, Dodge Blow, Gossip +10%, Haggle, Perception, Search, Shadowing, Silent Move, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook)

Talents: Flee!, Hardy, Lightning Reflexes, Savvy, Sixth Sense, Suave

Armour: None

Armour Points: Head 0, Arms 0 Body 0 Legs 0

Weapons: Hand Weapon (Stout Cudgel)

Trappings: Good Clothing, Tinderbox, Storm Lantern, Lamp Oil, Sewing Kit

JONAS LANG

Jonas Lang was always attracted to power, even though it was denied to him. The fourth son of a wealthy family, he stood to inherit nothing, and at best he could become a steward in his brother's employ. Though bereft of an inheritance, the Lang name was strong enough to keep him in good standing with his wealthy and powerful peers, and during his childhood he acquired a taste for the decadent. As he grew older, he hoped to secure a place in the Todbringer Court, but his parents had other ideas. Sensing a corrupt bent to his character, they sent him to the temple of Ulric to train as a priest.

It was clear from the outset that Lang was no man of piety. He lacked commitment and dedication to the central tenets of the faith, but the Lang family demanded the young man remain in training, and to ensure the youth's success, the cult put the young man under the High Priest Claus Liebnitz' care. Liebnitz, who had no use for such a worthless apprentice, rarely communicated with Lang, and when he did, it was merely to instruct the initiate to read certain passages in Ulric's sacred scrolls.

Liebnitz' disinterest allowed Lang to pursue his own goals, mainly whetting his appetites for food, drink, and women. And as long as Liebnitz remained as a distant mentor, Lang could do as he liked. But one day word reached him that Liebnitz was dead, revealed to be a traitor to Ulric, the cult, and the Empire. He realized his long vacation was at an end, so he had one final indulgence, sampling countless dishes and drinks, and enjoyed the company of many companions of loose morals.

Sated, he returned to his apartments to sleep off his excess, but his respite would be brief. Soon after he nodded off, he awoke suddenly, his stomach roiling with pain. Thinking the ailment was caused by his night's adventures, he emptied his stomach in the chamber pot, but the pain continued. Finally, he lifted his robe to peer at his abdomen, and to his horror he saw his flesh bubbling, forming some awful mutation, which Lang was certain would grant him a place on a witch pyre.

He fell over in a faint, and suffered strange dreams that featured some creature ranting that it was the soul of his master, Liebnitz, and that something called the Red Flayer had granted him eternal life. Lang awoke screaming, his guts roiling in agony. He pulled up his shirt to see the face of his former master pushing against the skin of his belly. Lang shrieked and shrieked, his mind withering as his skin rebelled against him becoming a tool for the damned. After three days of horrific mutations, the thing inside him was finished growing, attaining a partial arm and a fully formed head.

When Lang was lucid enough, the creature calmed the young man with soothing words, somehow convincing Lang not to cut out the corruption himself. Liebnitz explained he was promised a new body, not to share one with another. In any event, Liebnitz demanded Lang help him complete his master's work and perhaps, as a reward, the Red Flayer would separate them once more. Lang, being quite mad by now, nodded enthusiastically. A few days later Lang was lucid enough to move, and concealing the parasite that had taken over his body with loose robes, set out to find the "cure" for his woes.



CHAPTER TWO: FAREWELL ALTDORF

Forges of Nuln begins in Altdorf, a few days after the Player Characters cleansed the Dagger of Yul K'chaum. Having not yet located the third artefact, the adventurers are free to do as they wish in Altdorf. They may have invitations to dinners, rub elbows with the higher-ups in Altdorf society, or follow up other leads. This is a perfect time to introduce new characters to replace fallen comrades or to develop the plots for future adventures. Though these are excellent diversions, the characters should always keep in mind the pressing need to locate the last artefact: the Chalice of Wrath. In addition to whatever plot seeds you devise, you can use the following sidetracks as a transition to the adventures that unfold in Nuln.

OLD FRIENDS

Liebnitz was too late in reaching Altdorf to stop the PCs from destroying the second shard, but that doesn't make him any less interested in the characters' actions. He believes, correctly, the PCs are close to discovering the location of the final component. By tracking their movements, he hopes they will lead him directly to the artefact. How he'll wrest the object from their grasp is not yet clear to him, so for now he's content to watch.

At any point while the PCs are in Altdorf, have a random character make a **Perception Test**. If the test succeeds, tell the player he has a distinct feeling of being watched. If the character keeps an eye out, at some later point have him make another **Perception Test**. If he succeeds, he notices a strangely familiar face—a person he's seen a few times over the last few days. The person seems to notice the character, but moves off in a hurry. He is a corpulent man

dressed in heavy black robes. He has a thin unhealthy face. If the character succeeded by two degrees of success, he also notices that the corpulent man has feverish eyes. This is Jonas Lang.

Pursuing Lang is fruitless; he eventually disappears into the crowds or enters a tavern. If you'd like, allow the characters to follow Lang for a few blocks; as they do they'll notice he periodically looks back at them whilst still managing to avoid obstacles such as an overturned cart, passers-by, an open sewer grate, and so on. To heighten the tension, have the characters make a few **Perception Tests** to keep an eye on the fleeing man, but ultimately, he should escape.

Use these strange encounters as often as you like, but have a care. Each time Lang makes an appearance, the more obvious a threat he seems, and the risk of his capture or death also increases.

DEVELOPMENT

Once the PCs leave Altdorf, Liebnitz compels Lang to leave the city and follow their progress towards Nuln. Along the way the pair encounters a band of Beastmen. Liebnitz assumes control over the band, instructing them to ambush the *Emperor Wilhelm* as it passes along the River Reik. During the commotion Liebnitz/Lang sneak aboard the ship to stay close to the PCs.

NEW THREATS

Whilst still in Altdorf, one of the characters who participated in *Spires of Altdorf* (or, failing that, a noble or character of similar station) receives a card from a messenger. Give the player **Handout**

1. In order to defeat the characters, Katarine realizes she must learn everything she can about them. Playing the part of an admirer, she invites the character of the highest station to dinner.

The Lord's Bounty is an upscale restaurant located in an upper class district in Altdorf. Famous for its exclusivity, the eatery only admits members. The interior is posh and comfortable, featuring private tables lit with candles. Guests are treated to an entire staff of waiters who see to their every need. The invitation is for one character only, so to keep the adventure entertaining, allow the other characters some leeway in gaining entrance to this establishment, either as spies or as additional guests. Of course, the invited character may refuse the invitation, and if so, don't worry—Katarine meets them later.

Assuming the character accepts the invitation, read or paraphrase the following.

Seated alone at a small table for two in a cosy corner of this large dining hall is an attractive woman in her middle twenties, dressed in an expensive gown. She stares off into the fire, sipping a deep red, almost black, liquid from a fragile wineglass. A few paces from the table, her eyes catch yours and she smiles, gesturing for you to take the seat opposite. She exudes confidence and strength, traits typical in a lady of her station.

The lady introduces herself as Katarine Braun. She explains she was born in Praag and moved to Altdorf after the death of her father when her mother married a noble here. The conversation should centre on pleasantries for most of the meal, but in time Katarine explains the reason behind the meeting. She starts by expressing an interest in the PCs' activities, starting with Middenheim and moving on to the most recent developments in Altdorf. She knows the major details, but no specifics. If asked, she explains that since the most recent incursion,

she has a terrible fear of the Ruinous Powers and wanted to meet the kind of person who has the courage to take a stand against the great evil. If the character seems unwilling to divulge any particulars, Katarine feigns disappointment, but she adds she understands the need for secrecy. Towards the end of the meal she informs her guest she will be leaving for Nuln in a week's time for a grand celebration hosted by the Countess Emmanuelle. She invites the characters to come along as her escort on the Emperor Wilhelm, promising 20 gc each for their trouble. If the character refuses, she seems disappointed and ends the interview there. Otherwise, she smiles and entertains the character for a while longer, making idle conversation, for a few hours, with a promise to meet at the docks in a few days.

DEVELOPMENT

Now that the PC knows her name, he may want to do some snooping around to learn more about Katarine Braun. A character succeeding on a **Gossip Test** learns Katarine is a noblewoman of some influence in Altdorf. The stepdaughter of Ansel Braun, she's enjoyed luxury ever since coming from Praag. If the character makes the Test by two degrees of success or more, he learns there are many rumours that Katarine studied under a powerful wizard as a girl, but there is nothing to substantiate these claims.

If the party agrees to escort Katarine to Nuln, they have a week to wrap up any other loose ends in Altdorf, such as locating the last artefact, meeting with any other NPC contacts, spending the remaining time as they like. At the end of the week, proceed to **Chapter Three: Along the Reik**.

Even if the characters opt not to accompany Katarine, you can get the PCs to Nuln through Gabrielle Marsner, who will be sent there by the Amethyst College or she may leave on her own volition should the PCs reveal to her their suspicions the Chalice is there.

— FINDING THE THIRD SHARD —

Even though the characters managed to destroy the second artefact, their work is not yet done. Xathrodax's essence is still free and he poses a significant threat to the Empire if the last shard of his essence is released from the chalice. Thus, the PCs must locate this last component before it is too late.

As with the first two artefacts, the challenge is locating it. All they have to go on is its name: the Chalice of Wrath. If the PCs have the means they can do the research themselves, accessing the libraries in Altdorf, likely with the blessings of the Temple of Sigmar. Doing so requires three successful **Academic Knowledge (Magic) Tests**, with each Test representing six hours of study. Or, if they relied on Professor Albrecht Zweistein of Middenheim to point the way for the second artefact, you can use this character again to put the PCs on the right track.

Regardless of the method, the PCs discover a fragment of parchment dating to the time of Magnus the Pious that tells about a friar named Abelard who happened upon a holy cup, a sign of Sigmar's blessings.

...looms in the east. We just received word that Praag has fallen, its people put to the sword or scattered to the winds. The hordes of Chaos push further south and it seems our fragmented Empire cares not. Our doom is upon us, yet we are content to wallow in excess and decadence. Is there no hope for us? Will nothing rouse the Counts, to make them set aside their squabbles and see the imminent danger? Only

through Sigmar's guidance will they see the truth, but the priests in Middenheim refuse to acknowledge our lord as sovereign. We live in dark...

...Sigmar has shown to me the way. In my black despair I wandered the forests, shielded from the horrors lurking in the shadows by the shield of my divine master. And as I walked, I happened upon a great clearing. The rotting corpses of a dozen Beastmen lay scattered about, the flies thick on their profane hides. In the centre of the battlefield stood a flat rock and on it, lit from above by a ray of holy light, stood a cup of purest silver ... forward, my hands trembling with the beauty of this object. It seemed a sign from our lord Sigmar himself, for the dead around seemed as though they killed themselves in the shame of their perverted forms. I reached out to touch the sacred object, not noticing as a sharpened barb cut my thumb deeply, and felt the power that lay within it. With this cup...

Having learned of the nature of the third artefact, this fragment is the only evidence of its existence. A character (or Professor Zweistein) who succeeds on an **Academic Knowledge (History) Test** knows Saint Abelard's is a monastery founded during the time of Magnus the Pious, in the Drakwald Forest about 30 miles north of Altdorf. However, any Sigmarite priest can tell the PCs that it was sacked during the most recent incursion. The best move for the PCs is to make the journey to the site to see if they can discover more about this mysterious cup.

— THE MONASTERY OF SAINT ABELARD —

Saint Abelard's lies 30 miles (about a 12-hour hike) north through the Great Forest. Over 200 years old, the monastery is famous for producing some of the most eccentric priests in the Empire and for this reason it remained an obscure outpost of the Sigmarite faith. The order supported itself through their vineyard whose grapes, once fermented, produced a sweet, almost syrupy, white wine. For generations the monastery remained untouched, unaffected by the prowling Beastmen of the forest until the recent troubles. A horde of Beastmen broke off from the main thrust towards Middenheim to sow destruction and death behind enemy lines. Instead of moving towards Altdorf, they attacked the monastery, easily breaching the old walls and putting the monks to the sword and axe.

The beasts of Chaos held the site, tearing it apart as if searching for something. So distracted were they that they overlooked the approach of a Nulner detachment led by Sergeant Vogt. The Nulners destroyed the Beastmen at little cost, but that night, Rolf emerged from the Abbey clutching the Chalice in his hand, and turned on his own men, slaughtering them to a man.

After Rolf moved on, his mind somewhat restored, the place has been left in ruins, open to any squatters who might claim the place for themselves, such as the remaining Beastmen who were driven off by the Imperials. A tough Beastman chief led a small group of Gors back to the site, claiming it for himself and daring anyone to approach. Since the attack, the Beastmen have ranged north a few times to raid the smaller communities, but have withdrawn here to plot their next move.

As written, the trek north is free from encounters. The Beastmen have scared away any travellers, and the Roadwarden who tried to investigate the place was brutally killed and devoured. If desired, you can add a few encounters with Beastmen scouts to foreshadow what the characters will find once they reach the ruin. Otherwise the party, following a narrow cart trail in the forest, comes upon a hill rising up through the forest canopy and on it stands the ruins of Saint Abelard's.

A. APPROACH

As the party approaches the ruins, they catch glimpses of tumbled stone and the shattered walls of the place.

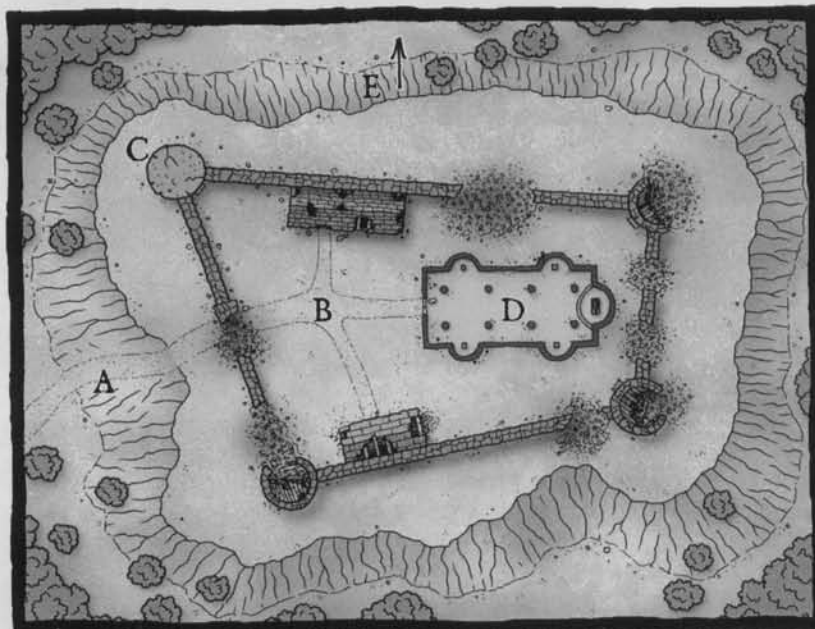
Through the trees, a low hill rises from the forest floor, itself long ago deforested. Settled on top is a walled compound, though its days as a defensible stronghold have long since passed. Now the walls are rent or completely collapsed, with one tower of the four intact, the others shattered and now standing in piles. Of the buildings inside, only one still stands, but even it is scarred by fire and stained with soot. The trail continues up to a gap in the wall, presumably where doors once stood.

The trail is clear, marked by two ruts left by the frequent passage of laden carts. The hill itself has just a few trees near the base, but the rest is open, covered by tall grass. As the characters draw nearer to the ruin, they see several ravens picking through a pile of bones near the gate. Bold, they do not move at the party's approach.

The characters can enter the compound through any of the gaps in the walls, though the footing is treacherous. Characters attempting to pass through one of the breaches must succeed on a **Challenging (-10%) Agility Test** or slip and fall down. Those who fail by 20% or more dislodge some of the rocks and the sound of the disturbance could alert the Beastmen rooting about in **Location D**. Allow these creatures a **Hard (-20%) Perception Test** to hear the noise. If they succeed, they come to investigate in four rounds.

B. COURTYARD

The interior of the compound is heavily damaged. Three of the four towers now lie in heaps of rubble, and the dormitory against the north wall is collapsed. The buildings against the south wall are all charred ruins. They once served as the monastery's winery.



Inside, you're immediately struck by the stench of rot and death. The yard is churned from foot and hoof prints, stained dark in places from spilled blood. Bodies lie everywhere, some Human, others Beastman, others still unrecognisable, all decomposing where they lay. Firepits, some still leaking smoke, are dug out of the ground, stinking of charred flesh.

Only two structures remain intact. One is the Abbey of Sigmar, but it is badly damaged, its roof partially collapsed. The other is the single remaining tower, its surface painted in blasphemous graffiti and covered in crude images of what can only be Sigmar in grotesque situations. The place is quiet, aside from the squawks of the carrion birds feasting on the dead.

STARTING HERE

Though it's recommended that characters play through the first two volumes of *Paths of the Damned*, it is not necessary. You could start the campaign with this adventure. If so, you must establish why the characters are inclined to locate and destroy the last artefact. Perhaps the best way is to have a character be a sibling of another adventurer who died destroying the first or second artefact. The character learns of his relative's death and the significance of the task (best achieved through Zweistein) and can then set forth to locate the Chalice of Wrath.

As *Forges of Nuln* is best played with characters who have nearly completed their second career or are just starting on their third, you could also summarize the events of the previous two adventures, working the story into the party's background. Characters should probably begin play in Altdorf, but they can have equal success in starting in Middenheim. If you choose the latter starting-point, they will need to travel to Altdorf to gain passage on the *Emperor Wilhelm* to carry them to Nuln.

The courtyard is empty except for the corpses and birds. The ground is too churned for a character to pick out individual trails, however a successful **Follow Trail Test** reveals fresh Beastman spoor. Searching the remains of the dead turns up about a dozen dead Beastmen, twenty or more dead priests, decaying where they haven't already been picked clean by scavengers or the foul denizens of this place. None of the dead has anything of value. Succeeding on a **Search Test** uncovers the corpse of a Nulner soldier. He can't be identified; the carrion birds have worried the skin from his face. However, a **Common Knowledge (Empire) Test** identifies the man's uniform (black with gold trim) suggests he's from Nuln.

Each minute the PCs spend here incurs a 15% cumulative chance (check each minute) for one of the Beastmen in **Location D** to come out to snoop around. If so, he lets loose a war cry and his comrades boil out of the Abbey to attack en masse.

C. INTACT TOWER

The first things PCs notice is that the base of this tower is charred and cinders lie heaped around it. A single stout iron door stands closed. It is still locked and can be opened only by making a **Hard (-20%) Strength Test**. When the Beastmen first attacked a few priests escaped to this tower, locking themselves inside in the hopes that Sigmar would preserve them. The Beastmen butchered the rest of the inhabitants and then turned to the tower. Unable to open the door, they piled wood around the tower and lit it on fire. The heat from the flames damaged the locking mechanism, and kept the friars locked within. The priests committed suicide, unable to bear the sounds of their brethren's screams and so here hang their corpses, trapped inside.

If the PCs manage to get inside, they are assaulted by the stench of rotting flesh. A single stair wends up along the tower wall where it ends, some 20 feet up, in a small room. Hanging on ropes from the rafters are six bloated and very dead priests, gently twisting in the air. Rats have eaten away most of the priests' extremities and flee at the PCs approach, back up into the shadowy heights of the room. On closer inspection of the priests, each bears a soot mark on his forehead, recognizable by those who can Read/Write Khazalid. It is a rune of failure.

The room holds little of interest—just a table, cot, and chest. The table is clean and empty and the cot is damp with mildew and stinks of smoke. The chest, unlocked, contains a storm lantern and two spare wicks, along with two brown robes and two pairs of sandals. Also inside the chest is a journal. A casual examination by a character who can Read/Write Reikspiel tells it was written by a homesick initiate and many of the entries are complaints about living here in the middle of nowhere with a group of strange

old men. If examined closely, the last page of the journal is quite interesting. Give the player **Handout 2**.

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The monks who lived here were subtly influenced by the Chalice and over time this influence manifested in the architecture. In the minds of the priests, these scenes were meant as warnings. But to an outsider, they could be perceived as a celebration of the infernal.

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Gor Brutes

Career: Brute

Race: Beastmen (Gors)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
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Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	5	0	0	0

Skills: Concealment, Dodge Blow, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Keen Senses, Menacing, Rover, Strike Mighty Blow

Special Rules:

Chaos Mutations: Animalistic Legs, Bestial Appearance, and Horns. The eighth Gor has an additional mutation: Blood Lust, granting him the Frenzy talent.

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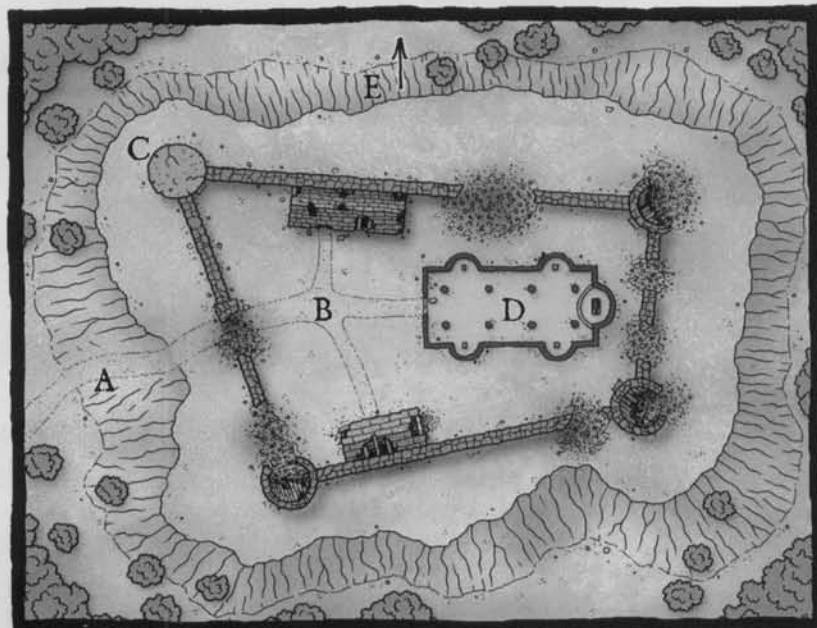
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Talents: Keen Senses, Menacing, Rover, Strike Mighty Blow

Special Rules:

Chaos Mutations: Animalistic Legs, Bestial Appearance, and Horns. The eighth Gor has an additional mutation: Blood Lust, granting him the Frenzy talent.

Silent as the Beasts of the Woods: Beastmen are naturally stealthy and most are also very experienced hunters. They gain +20% to Silent Move Tests and +10% to Concealment Tests.

Armour: Medium Armour (Leather Jack, Mail Shirt)

Armour Points: Head 0, Arms 3, Body 3, Legs 0

Weapons: Hand Weapon (Axe, Sword, or Mace), Shield, Horns (SB-1)

Trappings: Fleas and a few human scalps each

These Beastmen are larger and tougher than are others of their kind. Each has ritually scarred flesh, revealing terrible and vile images of their dedication to the Blood God.

Beastman Leader

Career: Chief (ex-Brute)

Race: Beastman (Bestigor)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65%	35%	61%	67%	52%	25%	50%	37%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	23	6	6	5	0	0	0

Skills: Command, Concealment, Consume Alcohol, Dodge Blow +10%, Evaluate, Follow Trail, Intimidate +10%, Outdoor Survival, Perception +10%, Search, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Keen Senses, Menacing, Quick Draw, Rover, Specialist Weapon Group (Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Very Resilient

Special Rules:

Chaos Mutations: Animalistic Legs, Bestial Appearance, and Horns. He is also Grossly Fat.

Silent as the Beasts of the Woods: Beastmen are naturally stealthy and most are also very experienced hunters. They gain +20% to Silent Move Tests and +10% to Concealment Tests.

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Great Weapon (Two-handed Sword), Hand Weapon, Horns (SB)

Trappings: The skinned faces of 30 dead Imperial soldiers

A hulking fat brute, Teik commands his fellow Beastmen through fear. He stands over seven feet tall and is an albino, having stark white fur, stained yellow in places, and blood-red eyes. He has a scabbed over scar depicting the symbol of Khorne between his eyes, likely carved there by a rusty knife.

Development

Once the Beastmen are defeated, the PCs can explore the ruins of the Abbey. The interior is splattered with gore and dung and the icons of Sigmar are defiled if not outright destroyed. Eight pillars, four on a side, run the length of the open room. At the far end, a dais rises from the floor and on it stands an altar, piled high with faeces. The statue of Sigmar behind it is smeared with foul slime and it's cracked and split, covered in bloody sigils of Khorne.

There's nothing of value left here, but characters who succeed on a **Challenging (-10%) Search Test** (or a **Very Easy (+30%) Search Test** if they discovered the journal in **Location C**) find the secret panel in the side of the altar. Inside, there's a short slanting shaft that opens into a gallery where the Sigmarite relics were once held. The room is unimportant aside from its desecration—each niche holds the blood drenched and shattered remains of the relics, except for one place at the far end—this is empty, aside from a few droplets of blood. On the floor before the chalice's former resting place is a fine sword, left on the floor. Characters with Trade (Weaponsmith) immediately recognize the sword as being of recent manufacture and if they succeed on a **Trade (Weaponsmith) Test** they find the maker's mark: a crude but precisely incised chevron.

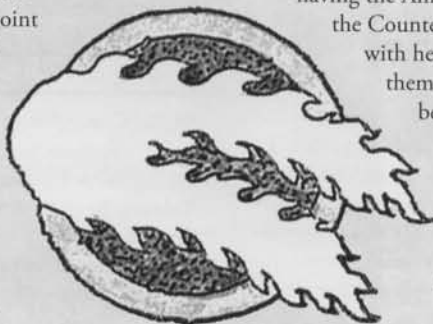
E. CHARNEL HOUSE AND CEMETERY

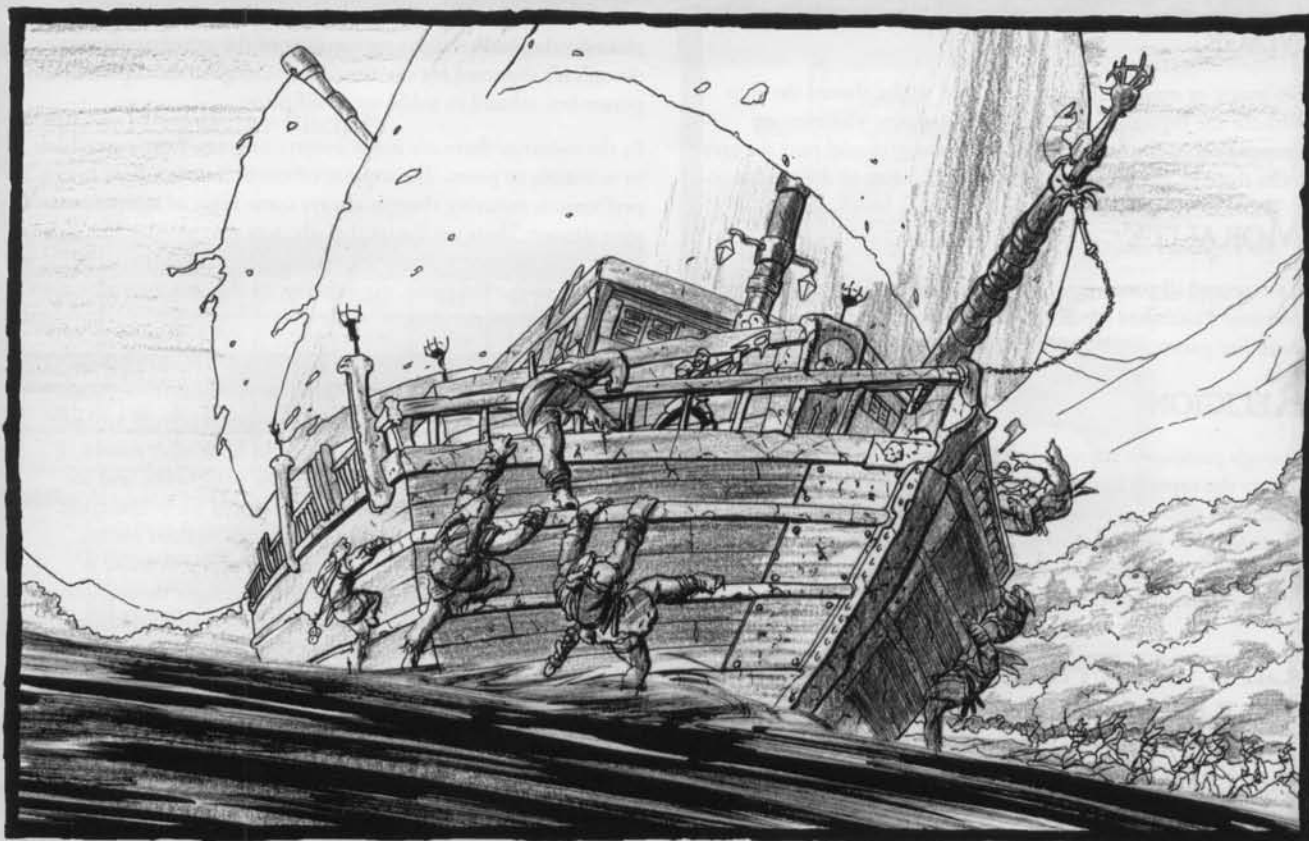
North of the monastery lie the charnel house and graveyard. The graves are all undisturbed, though most of the headstones are cracked or shattered. The charnel house itself is a small stone building with a wood-shingled roof, about 10 feet on a side. The front door hangs open and the interior is dark and foreboding. The stench is thick and the sounds of buzzing flies are loud, for packed inside this small space are the mutilated corpses of Vogt's company. In his madness he dragged the bodies, some still screaming, to this place. Inside he dismembered them, flinging the parts about despite their whimpers for mercy. Rolf, of course, has no recollection of doing this. Characters looking in this building must succeed on a **Challenging (-10%) Will Power Test** or gain 1 Insanity Point.

— BACK IN ALTDORF —

Once the PCs return from the Monastery, the characters should have enough clues to point them towards Nuln. However, if they botched the exploration of Saint Abelard's, such as if they were routed by the Beastmen, failing to discover any of the clues, or even coming to the wrong conclusions, you can still steer them in the right direction. The easiest way is for them to escort Katerine but you can use another NPC if the characters did not make contact with the noblewoman. You can use Gabrielle Marsner to achieve this,

having the Amethyst College send her to see what exactly the Countess has wrought. Assuming the PCs worked with her during the previous adventure, she invites them along on the *Emperor Wilhelm*, as she believes, correctly, she made a few enemies by destroying the second shard. However, if the PCs take up Katarine's offer to serve as bodyguards, Gabrielle makes the journey to Nuln anyway, though by means other than the luxury ship, and doesn't reveal herself until the end.





CHAPTER THREE: ALONG THE REIK

After the clues found in the ruins of Saint Abelard's monastery, the adventurers should now head towards Nuln. The best way for the heroes to reach the southern city is by riverboat in the company of Katarine, or with Gabrielle if they opted not to serve as the former's entourage. Either NPC secures Passenger Cabins for the characters for their journey to the Jewel of the Empire on the *Emperor Wilhelm*—a luxury riverboat that travels the Altdorf-Nuln route of the River Reik. Should the PCs not accompany either woman, they can secure passage on this ship themselves, though they are expected to pay the full fares (unless one or more are entertainers—then the captain will offer a discount, provided the character performs each night of the journey).

It's about 250 miles from Altdorf to Nuln through dense forest. Were it clear, at best they could reach Nuln in about 55 hours of walking, faster with horses. With conditions as they are, the journey more than likely takes at least 6 days—possibly longer. If the characters opt to make the journey over land, you can use some of the encounters included in this chapter as sidetracks. Be careful, though, for Black Powder Week starts exactly seven days after the characters leave Altdorf and if they are late to the city, they will miss important key events. Should the party find themselves falling behind, they can easily make up lost time securing passage on a passing ship bound for Nuln at nearly any of the riverside towns along the way.

— THE EMPEROR WILHELM —

The *Emperor Wilhelm* is a luxury river liner, named after one of the Empire's famous monarchs. Like the *Emperor Luitpold* and the *Emperor Magnus*, which respectively travel the Altdorf-Berghafen route on the River Talabec and the Altdorf-Marienburg route on the River Reik, the *Emperor Wilhelm* is favoured by the social elites, being famous for the comfort and safety these ships offer. Assembled by the Spee boatyards in Altdorf in 2510, these ships are still in service and are as popular as ever amongst the nobility and wealthy merchants.

RULES OF PASSAGE

As on any ship, the laws of the Empire extend to its waterways as well as the vessels sailing on them. The ship's crew and the captain uphold such laws. In addition, passengers are expected to abide by

these rules, which are enforced by the crew. The captain is judge and jury for any lawbreakers on the ship and he has the authority to turn passengers who break Imperial laws over to the proper authorities.

WEAPONS

Upon boarding the ship, all passengers must hand over all weapons and armour beyond a hand weapon (sword) and dagger to the ship's purser. In exchange, the passenger gains a token for each item properly stowed that matches another tied to the item. During a voyage, the passengers can reclaim such items whenever they leave the ship simply by trading in the token before disembarking. It's good form to tip 1–3 *p* whenever dealing with the ship's purser.

MAGIC

No magic or magical item may be used whilst aboard the ship without the express permission of the captain. Violators are dropped off in the nearest port. On the way to said port the crew locks them in the hold under the watchful eyes of the guards.

MORALITY

It's expected all passengers observe proper customs and behave decently. Passengers should do nothing to offend, shock, or appal the other guests.

RELIGION

Though passengers are not required to attend, each night after dinner the captain leads the ship in observances and prayers to Talabec, a river way considered sacred to Taal, God of the Wild. It's considered impolite not to attend, and those who choose not to find all Fellowship Tests for the rest of the trip worsened by two steps to a maximum of Very Hard.

LIFE ON THE EMPEROR WILHELM

Passage on the *Emperor Wilhelm* makes a long and hard journey endurable if not pleasant. On deck there are a variety of diversions to keep passengers occupied as they wend south towards Nuln. From shuffleboard to darts, there is always

something to do. Contests of arms, usually to first blood, take place on the decks for the amusement of the other passengers, though it's expected for the combatants to alert the captain and purser beforehand to avoid any confusion.

In the evenings there are many entertainments, from comedians to minstrels to poets. The captain offers discounted rates to performers, ensuring there is always some form of amusement after dinner. There are limits though; acts that involve fire, animals, or anything of low morals, or which are otherwise insulting to the Emperor, the nobility, or the major religions, are not welcome on the ship.

Though the guests are free to do as they wish, mealtimes are tightly scheduled. The *Emperor Wilhelm* provides three meals, included in the cost of passage, with breakfast offered an hour past dawn, lunch at noon, and dinner an hour after sunset. The lounge serves as a dining hall for the passengers, and for 20 minutes before and after meals it is closed for preparation. Passengers are permitted to take their meals in their rooms if desired, and though a free service, a tip of 5 p or more is expected. The lounge offers snacks and beverages throughout the day, serving spirits, wines, and ales after noon until midnight. These extras are not included in the fare; they are considered Good craftsmanship and cost three times the listed price (see **Chapter V: Equipment** in *WFRP* or **Chapter V: General Equipment** in *Old World Armoury* for details).

THE CREW

The crew of this ship is committed to ensuring each passenger has a pleasant and safe journey. The captain regularly makes rounds among the passengers, politely conversing with each, whilst making sure the rules are upheld. If trouble arises, the captain can rely on his trusty oarsmen and boatswain to keep the peace.

CAPTAIN FLEUGWEINER BISCHOF

Fleugweiner Bischof, the captain, spent his entire life on the rivers of the Empire. He began his career some 25 years ago as a guard on the *Emperor Wilhelm* and might have remained as such had it not been for his courageous act of self-sacrifice to save the Emperor's cousin. During a trip to Nuln a band of savage Beastmen attacked the ship, slaughtering many of the passengers, scattering most of the guards—except for young Flugweiner. He stood fast against the snarling horde, hacking away at them with his sword. In the end, Flugweiner and those who remained on the ship repulsed the attackers. In reward for his service the captain promoted the guard to mate. Ten years later, when the captain retired, Flugweiner stepped into his mentor's shoes and has been the ship's captain ever since.



A pleasant man with a quiet voice, he is personable and friendly. Just over six feet tall with a muscular build, he wears his uniform with pride, displaying his honours and medals on his breast. His brown hair is touched with white, and his features are drawn, if not a little haggard. He's seen many terrible things in his years sailing the Reik, and such things have

FARES

The *Emperor Wilhelm* has two passenger decks. The upper deck holds eight luxury staterooms and 14 three-berth servants' cabins. The lower holds 16 twin-berth cabins. The cost of even the tightest quarters is far beyond the means of most Old Worlders.

Cabin	—Fares—	
	Altdorf-Nuln	Per 10 miles
Stateroom	250 gc	Only available for entire journey
Passengers	75 gc	2 gc
Servants	50 gc	1 gc

Fares include a stay in the corresponding cabin, plus three Good meals per day for Passengers and Servants, and Best meals for Staterooms. Appetizers and drinks are available throughout the day and are added to the bill presented at the end of the voyage.

In some cases, passengers may receive a discount (up to 10%) on their fares, typically because of a dangerous voyage, poor service, or an overbooked voyage, or for helping the crew defeat some menace. Extra folding bunks are available on request (and at a 25% surcharge), but only if all other cabins of the same class are full.

left a mark on him. The crew knows the captain suffers from awful nightmares and he tends not to sleep, walking the decks at all hours of the night.

Captain Flugweiner Bischof

Career: Sea Captain (ex-Mate, ex-Marine)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
57%	44%	45%	52%	54%	53%	53%	67%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	17	4	5	4	0	2	0

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (the Empire) +10%, Common Knowledge (the Wasteland) +10%, Consume Alcohol, Dodge Blow +20%, Gamble, Gossip, Intimidate, Perception, Row, Sail, Secret Language (Battle Tongue), Speak Language (Breton, Reikspiel), Swim +10%, Trade (Cartographer), Trade (Shipwright)

Talents: Disarm, Hardy, Quick Draw, Resistance to Disease, Seasoned Traveller, Specialist Weapon Group (Fencing), Strike Mighty Blow, Strike to Stun, Swashbuckler

Armour: Light Armour (Leather Jack)

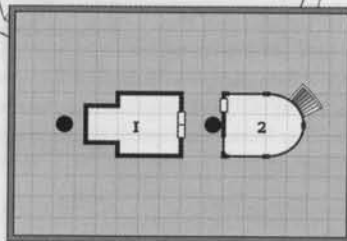
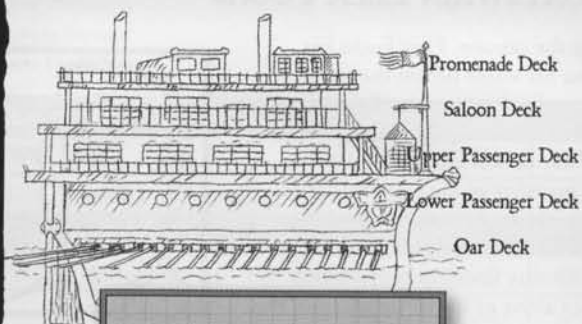
Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Rapier

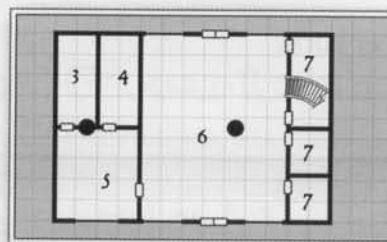
Trappings: Telescope, *Emperor Wilhelm*, 150 gc

THE EMPEROR WILHELM

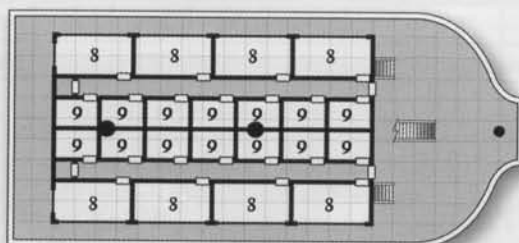
- | | |
|-----------------------|-----------------------|
| 1. Sail & Rope Locker | 10. Passenger Cabins |
| 2. Wheel House | 11. Purser's Office |
| 3. Food Store | 12. Crew Cabins |
| 4. Bar Store | 13. Rowing Benches |
| 5. Kitchen | 14. Rowers' Dormitory |
| 6. Lounge & Bar | 15. Bosun's Cabin |
| 7. Store | 16. Captain's Cabin |
| 8. Staterooms | 17. Pilots' Cabins |
| 9. Servant's Cabins | 18. Lockers |



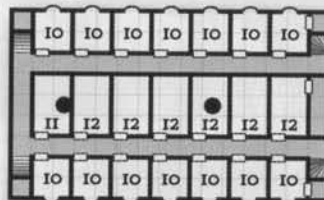
Promenade Deck



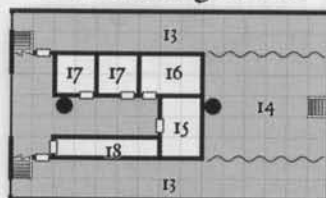
Saloon Deck



Upper Passenger Deck



Lower Passenger Deck



Oar Deck

BOATSWAIN EBER FUCHS

Like the captain, Eber Fuchs has spent his whole life on the river, except for a recent stint fighting against the hordes of Chaos. Before the war he was kind and gentle, but the brutality of the battlefield left its mark. Fuchs is now a cruel man. He's careful to hide his unsavoury personality from the captain, but when alone or in the company of the oarsmen he's crude and blasphemous, with a terrible mean streak. He puts on a good face for the passengers, though, being the perfect gentlemen when needed. But when they turn their backs, he's quick to sneer at the men or leer at the ladies.



He dresses in a decent uniform and is disciplined when it suits him. He has close-cropped blond hair and a wide, unsettling smile. He has a tendency to wiggle the fingers on his left hand when nervous.

Boatswain Eber Fuchs

Career: Sergeant (ex-Marine, ex-Boatman)
Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49%	41%	43%	48%	39%	36%	34%	35%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	5	0	4	0

Skills: Command, Common Knowledge (the Empire) +10%, Consume Alcohol +10%, Dodge Blow +10%, Gamble, Gossip +10%, Intimidate, Navigation, Outdoor Survival, Perception +10%, Row, Sail, Secret Language (Battle Tongue and Ranger), Speak Language (Reikspiel, Tilean), Swim

Talents: Disarm, Fleet Footed, Menacing, Orientation, Seasoned Traveller, Street Fighting, Strike Mighty Blow, Strike to Stun, Strong-minded

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Hand Weapon (Sword), Crossbow with 10 Bolts, Shield

Trappings: Grappling Hook, 10 Yards of Rope

FIRST AND SECOND PILOTS, EDMUND HAINTZ AND FREDRIC BEYER

The *Emperor Wilhelm's* pilots command the respect of the oarsmen who serve the ship's needs. Fair, honest, and hardworking, both Edmund Haintz and Fredric Beyer are well respected around the ship. Haintz, a blond-haired portly man and the first pilot, oversees the rowers during the day shift, and Beyer, a tall muscular fellow with dark hair and matching eyes, commands the night.

Edmund Haintz and Fredric Beyer

Career: Navigator (ex-Boatman)
Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	32%	41%	33%	48%	49%	33%	36%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	4	3	4	0	0	0

Skills: Common Knowledge (the Empire) +10%, Consume Alcohol, Gossip, Navigation +10%, Outdoor Survival, Perception +10%, Row, Sail, Secret Language (Ranger), Speak Language (Reikspiel), Swim +10%, Trade (Cartographer)

Talents: Excellent Vision, Orientation, Seasoned Traveller, Sixth Sense

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Club)

Trappings: 6 Maps and Charts, Trade Tools (Navigator's Instruments)

OARSMEN (20)

The oarsmen are a mix of common men, hired for their strong backs and endurance. Most hail from Nuln and Altdorf, but a few come from the villages that dot the shores of the Reik between these two great cities.

Oarsmen

Career: Boatman
Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31%	29%	49%	35%	28%	33%	31%	29%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Secret Language (Ranger), Speak Language (Reikspiel), Swim

Talents: Orientation, Seasoned Traveller, Very Strong, Warrior Born

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Club)

Trappings: None.

HEAD COOK, RIFFTRUDE DIBBLY-FIRKEN

Rifftrude Dibbly-Firken was, until very recently, the owner of the Blue Swine—a popular inn in Grunberg, several miles east

of Altdorf. She and her husband had a thriving business there and people came from all over to sample Halfling cuisine. But it all changed when Rifftrude discovered her mate of 20 years was having an affair with a sweet little Halfling named Doda. Rifftrude was crushed, but she vowed revenge.

She invited Doda and her extensive family to a grand feast two days hence, to thank them for their constant support. That night, she killed her husband, used his blood for pudding, and his flesh, along with a mix of onions, potatoes, oats, and peppers, as a filling for her famous meatbread. On the appointed night, blushing Doda was there with her father, mother, and all of her brothers and sisters, and all feasted unknowingly on the flesh of Rifftrude's husband.

The matron was quite pleased with the whole thing until her dog, Rufus, entered the common room carrying her dead husband's arm bone in his mouth. The whole clan of Halflings were surprised and a little disgusted, but it was as nothing compared to the wailing sorrow of poor Doda.

Her vile act found out, Rifftrude fled the Blue Swine and crossed the countryside until she came upon the Reik. Fearing capture by her townsfolk, she flagged down a passing ship, the *Emperor Wilhelm*, and secured passage, offering to serve as the ship's cook in exchange for free passage. Captain Bischof agreed and has never regretted his decision since the Head Cook's fare is the best he has ever tasted, though he remains suspicious about why she was so eager to board the ship in the first place.

Rifftrude Dibbly-Firken

Career: Innkeeper (ex-Servant)

Race: Halfling

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	41%	21%	29%	54%	39%	46%	52%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Blather, Charm, Common Knowledge (Halflings), Consume Alcohol, Dodge Blow, Evaluate +10%, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Halfling, Reikspiel, and Tilean), Trade (Cook) +10%

Talents: Acute Hearing, Ambidextrous, Dealmaker, Hardy, Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling), Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Hammer)

Trappings: Good Clothing, Pewter Tankard, Tinderbox, Storm Lantern, Lamp Oil

KITCHEN STAFF (2)

Two Halfling aides help Dibbly-Firken in the kitchens. Both know the circumstances of the Head Cook's placement and also know something about why she fled her hometown in the first place. They serve her in fear, terrified that if they displease her they'll end up in one of her delicious pastries.

Kitchen Staff

Career: Servant

Race: Halfling

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	45%	25%	19%	49%	34%	30%	49%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	2	1	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Blather, Common Knowledge (Halflings), Dodge Blow, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Halfling), Speak Language (Reikspiel), Trade (Cook)

Talents: Acute Hearing, Etiquette, Lightning Reflexes, Night Vision, Resistance to Chaos, Savvy, Specialist Weapon Group (Sling)

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Good Clothing

PURSER, GERHART RIESE

Gerhart Riese is a petty little man, thick in the middle with spindly arms and legs. He has big jowls, porcine eyes, and a mop of thin grey hair that sticks to his sweaty brow. He is fastidious about his appearance and wears a smart vest that strains to contain his girth.

Up until last year Riese was a well-paid Scribe in Marienburg with a brisk business on the side translating letters for commoners. His success took a dangerous turn when he translated a letter



from a wife to a husband in which she wrote she was leaving her husband to follow the armies in the war against Chaos, hoping to lend whatever aid she could to the soldiers fighting the good fight against the enemies of the civilized world. If Riese had put the letter this way, he probably would have been fine, but he offhandedly informed the worried husband that his wife had decided to give herself to all the men in the Empire. Riese soon after left Marienburg and took a position on the *Emperor Wilhelm*, where he serves as purser for Captain Bischof.

Gerhart Riese

Career: Navigator (ex-Scribe)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39%	28%	38%	33%	43%	59%	49%	40%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Academic Knowledge (Astronomy, Strategy/Tactics), Common Knowledge (the Empire), Gossip, Navigation, Perception +10%, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton, Classical, Reikspiel, Tilean), Swim, Trade (Calligrapher)

Talents: Acute Hearing, Linguistics, Orientation, Super Numerate

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Knife, 2 Candles, Wax, 5 Matches, Illuminated Book, Writing Kit, 6 Maps and Charts

STEWARDS (4)

The ship's stewards are skilled in caring for the passengers, anticipating needs before they are voiced. Each man has served on the ship for at least five years and all are elderly, dressed in clean burgundy uniforms trimmed in yellow.

Career: Servant

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
34%	36%	33%	29%	48%	50%	42%	44%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	2	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Blather, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Breton, Reikspiel)

Talents: Coolheaded, Etiquette, Savvy, Seasoned Traveller, Suave

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Sword)

Trappings: Two sets of Best Clothing, Uniform

— TO NULN —

Once the characters board the ship, the *Emperor Wilhelm* sets sail towards Nuln. Though the ship is considerably slower than land travel, the ship sails night and day, allowing it to reach the city faster than one can by foot or on horseback. Barring any unforeseen difficulties the ship reaches the city in approximately 100 hours (about 5 days). This allows you two extra days for the party to embark on any side adventures they wish.

If the characters are accompanying Katarine or Gabrielle, they share Passenger's Quarters paid for by their host. If the characters wish, they may pay for Staterooms. The voyage to Nuln is pleasant, though not without difficulty. You can use the "downtime" to develop characters or for PCs to interact with NPCs, perhaps gaining valuable contacts.

Aside from the adventurers, the crew, and the party's host, there are several other passengers. For the most part, the people onboard are nobles, merchants, and officials being sent to Nuln to see this new weapon's unveiling. Very few bear mentioning as they have little cause or interest in dealing with the NPCs. This is a great opportunity to seed the ship with characters important for running future adventures or to develop the plot as you see fit. There are a few important passengers and some generic ones to breathe life into the voyage.

CAMAREANN YOUNGWOOD

A merchant from Marienburg, Camareann Youngwood hopes to expand her merchant house's influence to the marketplaces in Nuln. She wasn't aware of the weeklong festival in the city until after she boarded the ship, and now sees the entire journey as a

wasted trip. Still, she plans to make the best of it and explore some of the ancient Elven ruins purported to be in the area.

Camareann is a slender woman of disturbing beauty. She wears her honey gold hair long and has upswept emerald green eyes. Placid like many of her people, she does not give over to emotional outbursts, preferring instead to approach every situation with calm and reason. Though she represents her merchant house in their dealings with Humans, she has little love for their kind.



Camareann Youngwood

Career: Merchant (ex-Envoy)

Race: Elf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37%	45%	33%	24%	45%	45%	44%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	2	5	0	0	0

Skills: Charm, Common Knowledge (Elves), Common Knowledge (the Empire), Evaluate, Gossip +10%, Haggle, Perception, Read/Write, Secret Language (Guild Tongue)

+10%, Speak Language (Breton), Speak Language (Eltharin), Speak Language (Reikspiel) +10%, Swim, Trade (Merchant) +10%

Talents: Dealmaker, Excellent Vision, Night Vision, Savvy, Seasoned Traveller, Specialist Weapon Group (Longbow)

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword)

Trappings: Two sets of Good Clothing, Writing Kit, Letters of Credit worth 1,000 gc, 400 gc

Using Camareann

This Elf is a valuable contact for the PCs as she has extensive resources and connections inside the Youngwood merchant house. She will be polite to the PCs, but if there are any Elves among them, she becomes friendly, seeing them as an island in a sea of uncivilized Humanity.

REINOLT LEITDORF

Though Reinolt Leitdorf is a distant cousin to the infamous Leitdorf family squabbling for control over Averland, he was never party to their coup and stayed far from the affairs of the provincial capital. Instead, he served as a professor at the University of Streissen until the town purged it of philosophers and political innovators. Leitdorf retreated to Altdorf where he secured a small governmental position, serving as an advisor to an advisor to an advisor to the Emperor himself. When word spread about Nuln's celebration, Leitdorf was dispatched along with many other officials to record what he sees and report back to Altdorf about the effectiveness of the demonstration.

Reinolt is a gaunt man in his middle years. He has white hair, watery blue eyes, and a large nose. He dresses in fine, though careworn, clothing appropriate for a man of his station.

Reinolt Leitdorf

Career: Scholar (ex-Student)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
24%	25%	25%	26%	38%	60%	46%	44%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	2	4	0	0	0

Skills: Academic Knowledge (History) +10%, Academic Knowledge (Philosophy) +20%, Common Knowledge (the Empire) +10%, Consume Alcohol, Gossip, Perception, Read/Write +10%, Search, Speak Language (Classical) +10%, Speak Language (Reikspiel) +10%

Talents: Acute Hearing, Linguistics, Savvy, Strong-minded, Super Numerate

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None



Trappings: *The Tide of History* by Odwin von Carlsben, *The Nature of Thought* by Ronald Bondandi, Writing Kit, invitation to the Countess' Masquerade, 300 gc.

Using Reinolt

He is quick to befriend a fellow scholar but avoids the ruffraff. Though he would see Humanity rule itself, rather than being enslaved to the crown, he detests the people he champions. Whether befriended or not, Reinolt dies in **Event D**.

MATHIAS ALPTRUAM

Mathias Alptruam has nursed a grudge against the Leitdorfs since his family fell from power in Averland. Saddled with a dangerous temper, he murdered a Leitdorf heir in cold blood and fled from his homeland. Hunted, his family has allies in the rest of the Empire and they have ensured he's remained a step ahead of his enemies. Meanwhile, Mathias has been working to secure arms, mercenaries, and supplies to restore his family to power. Hence, a trip to Nuln was worth the expense despite having to stay in a room beneath his station.

Mathias has black hair and a glowering expression. He's cold, distant, and self-absorbed. He paints a tragic figure, and all the ladies seem enamoured with him despite his lowly quarters and obviously low station.

Mathias Alptruam

Career: Outlaw (ex-Agitator)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38%	55%	31%	33%	37%	46%	32%	43%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	4	0	0	0

Skills: Academic Knowledge (History), Academic Knowledge (Law), Common Knowledge (the Empire) +10%, Charm, Concealment, Dodge Blow, Gossip, Perception, Read/Write, Ride, Speak Language (Reikspiel, Tilean)

Talents: Excellent Vision, Flee!, Marksman, Public Speaking, Sharpshooter, Street Fighting

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword), Bow with 10 Arrows, Shield

Trappings: One set of Good Clothing, 20 Leaflets calling for the restoration of Alptruam family to Averland

Using Mathias

Mathias is absorbed with getting revenge. He'll do whatever he must to achieve his ends and the "liberation" of his homeland. After a day or two, Mathias discovers a Leitdorf on board the ship. He tries to remain civil, but he has a few altercations with the man. When Leitdorf is found murdered, the blame falls on Mathias.



TALIMA LANKDORF

Talima Lankdorf got her start playing the lute and singing in coaching houses, making a name for herself with her clever melodies and stirring songs. Eventually, a passing noble fell in love with her and brought her to Altdorf. After a few weeks the noble's fancy faded, leaving Talima to make her way on her own in the enormous city. Running out of money and having nowhere to go, she hopped on board the *Emperor Wilhelm*, paying half of her fare by performing each night, though she knows she doesn't have the coin to pay the rest of her part.

Long brown hair frames a pretty freckled face with sparkling green eyes. Talima wears bright clothes bordering on garish and has an easy, almost seductive, grace. When playing, she seems to lose herself in the performance.



Talima Lankdorf

Career: Minstrel (ex-Entertainer)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	45%	29%	33%	47%	31%	31%	53%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	2	3	4	0	0	0

Skills: Blather, Charm +10%, Common Knowledge (the Empire) +10%, Evaluate, Gossip +10%, Perception, Performer (Musician, Singer), Speak Language (Reikspiel), Swim

Talents: Etiquette, Hardy, Luck, Public Speaking, Quick Draw

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon (Sword)

Trappings: Entertainer's Garb, Lute

Using Talima

Talima banks on winning a suitor on the voyage to help her pay for her fare, so she's on the lookout for a wealthy passenger to befriend—likely a PC, but if not, she'll take up with a noble. If she fails to find someone to help her out, she slips over the side of the ship the night before it reaches Nuln, getting away without anyone noticing. Should a PC help her cover the costs of the passage, the party gain a friend for as long as they remain in the city.

OTHER PASSENGERS

The rest of the passengers are a broad mix of merchants, gamblers, entertainers, officers, and aristocrats. In general, these characters should serve as set-dressing, background people with their own interests and reasons for going to Nuln. Should a battle take place, the officers may throw in to help the PCs, but largely, the action should centre on the adventurers. The characters may desire to interact with other passengers, and so you can use **Table 3-1: NPC Personality Traits & Quirks** to determine personalities and motives on the fly. You can use this table to quickly determine the personalities of characters they are likely to meet and interact with in Nuln as well.

EVENTS

The journey to Nuln can be as uneventful or eventful as you like. Feel free to add additional encounters or complications to make the voyage more interesting, though you needn't do so if you would rather hasten the trip to Nuln. Regardless, the following events should occur.

EVENT A: AMBUSH!

After learning the PCs slipped out of Altdorf, Liebnitz and Lang followed close on their heels. They knew they could not gain passage on the vessel through normal means, so they travelled overland, within sight of the ship. Along the way they stumbled unto a herd of Beastmen, separated from the rest of the host and driven south by Boris Todbringer's patrols to cleanse the Empire of Chaos' taint. To

TABLE 3-1:
NPC PERSONALITY
TRAITS, QUALITIES, AND FLAWS

—Roll Separately as Desired—

Roll	Trait	Quality	Flaws
01-05	Arrogant	Graceful	Limp
06-10	Foolish	Pleasing aroma	Odd odour
11-15	Naïve	Civilized	Powerful flatulence
16-20	Angry	Nice smile	Facial tic
21-25	Dazed	Infectious laugh	Curious laugh
26-30	Fatigued	Attractive	Hideous
31-35	Irreverent	Sparkling eyes	Weeping sores
36-40	Silly	Well-dressed	Obese
41-45	Generous	Smooth skin	Warts
46-50	Aggressive	Soft hands	Gnarled hands
51-55	Serious	Blushes	Bloodshot eyes
56-60	Pious	Slender	Pock-marked
61-65	Nervous	Clean	Filthy nails
66-70	Lusty	Soft voice	Loud voice
71-75	Insane	Appealing	Repellent
76-80	Callous	Button nose	Long nose
81-85	Empathic	Long hair	No nose
86-90	Perverse	Perfect teeth	Missing teeth
91-95	Obnoxious	Rich	Lazy eye
96-100	Chatty	Perfumed	Bad breath

TROUBLESHOOTING EVENT A

There are several ways for this encounter to go sour. First, the PCs might not be on the ship at all. If not, the Beastmen climb on board and butcher many of the passengers including any or all of the important NPCs described in this chapter. As well, Liebnitz gets on board and reaches Nuln ahead of the PCs. In that time, he begins his hunt for the Chalice of Wrath.

Should a character happen to see Liebnitz/Lang climb on board (unlikely as that is, it is possible), Liebnitz attacks, hoping to kill the character. If severely injured, Liebnitz jumps overboard and loses himself in the wilderness, slowly heading on to Nuln and arriving about three days into Black Powder Week. If the cultist doesn't get on board, Katarine kills Reinolt Leitdorf instead when the scholar stumbles onto her as she invokes the Ruinous Powers in her room in one of the passenger cabins.

Even if the PCs killed Liebnitz/Lang back in Altdorf, **Event A** occurs, but add six Gor Brutes and a Bestigor Chief (see pages 39 and 40 respectively). In addition, the Beastmen are bent on killing and eating all the passengers. If not stopped, they destroy the ship when they're done.

wrest control of the monsters, Liebnitz destroyed their chieftain, and then ordered the rest of the Beastmen to attack the *Emperor Wilhelm* to give Liebnitz enough of a distraction to slip on board.

This event takes place at dinner (seven o'clock) on the second day. Just as dinner is served, a swarm of arrows descends on the ship, fired by a group of six Beastmen on the far shore. Six more, waiting in the water, climb the port side of the ship whilst Liebnitz scales the starboard side. The cultist knows the Beastmen don't stand a chance against the crew of the ship, or the adventurers for that matter, and throws the lives of his minions away to sneak on board. Statistics for Liebnitz and Lang are presented on page 33.

Ungor Sneaks (6)

Career: Sneak

Race: Beastmen (Ungors)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	45%	31%	35%	30%	24%	24%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Skills: Concealment, Follow Trail, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Keen Senses, Rover, Sure Shot

Special Rules:

Chaos Mutations: Animalistic Legs and Bestial Appearance.

The sixth Ungor has an additional mutation: Prehensile Tail, giving him Ag 34% and the ability to wield a weapon with the tail.

Silent as the Beasts of the Woods: Beastmen are naturally stealthy and most are also very experienced hunters.

They gain +20% to Silent Move Tests and +10% to Concealment Tests.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Axe, Sword, or Mace), Bow with 10 Arrows

Trappings: Fleas

Fearsome in their own rights, they are considered lesser Beastmen by their kind for their small horns.

Gor Sneaks (6)

Career: Sneak

Race: Beastmen (Gors)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	45%	45%	54%	55%	26%	30%	25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	4	5	5	0	0	0

Skills: Concealment +10%, Dodge Blow, Follow Trail, Intimidate, Outdoor Survival, Perception +10%, Scale Sheer Surface, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Keen Senses, Menacing, Rover

Special Rules:

Chaos Mutations: Animalistic Legs, Bestial Appearance, and Horns. The fourth Gor has an additional mutation: Regeneration, allowing it to make a **Toughness Test** at the start of each turn to regain 1 lost Wound.

Silent as the Beasts of the Woods: Beastmen are naturally stealthy and most are also very experienced hunters. They gain +20% to Silent Move Tests and +10% to Concealment Tests.

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Axe, Sword, or Mace), Shield, Horns (SB-1)

Trappings: Clothing and Knife

These Beastmen are larger and tougher than others of their kind. Each has ritually scarred flesh, revealing terrible and vile images of their dedication to the Blood God.

Development

Characters opting not to take their meals inside of the lounge and who are instead on the decks can make a **Perception Test** opposed by the Beastmen's **Silent Move Test**. If the character wins the opposed roll, he hears the sounds of the monsters' ascent. Before the Beastmen reach the top, however, the archers on the shore shoot arrows (with a Hard (-20%) Difficulty due to range) at anyone on the deck.

Once combat begins, the Beastmen fight to kill as many people as they can, but make no effort to destroy the ship. Liebnitz sneaks on board whilst the PCs and the rest of the crew contend with the attackers, and slips into a Servants' Cabin on the Upper Passenger Deck, where he intends to hide until the craft reaches the city.

Meanwhile, the Beastmen fighting the passengers and characters do so to the death. The archers on the shore fire and move to keep up with vessel, taking shots once every other round. The Second Pilot pulls away from the shoreline in an effort to distance the ship from the attackers. On the fourth round of combat, the archers must succeed on **Very Hard (-30%) Ballistic Skill Tests** to attack people on the deck and on the eighth round they are out of range completely.

If the PCs take part in defending the ship, the captain rewards them with a 10% discount on their passage for services rendered, or, if the PCs are the guests of Katarine or Gabrielle, the captain offers the same discount on the party's next trip aboard the *Emperor Wilhelm*. If the characters opted not to take part in the ship's defence, the Beastmen kill 2d10 passengers before the captain, boatswain, and oarsmen manage to defeat all of the attackers.

EVENT B: CONFRONTATION

You can run this event anytime before **Event D**, though preferably before **Event C** occurs. At some point on the voyage, Mathias Alptruam (see page 47) learns Reinolt Leitdorf's identity (see page 46). As their families are rivals, enemies even, it comes to no surprise that an argument ensues. The two men engage in an intense fight in front of several witnesses, preferably including one or more of the PCs. Mathias accuses Reinolt of being a treasonous usurper, crippling Averland with greed and corruption. Reinolt argues he had nothing to do with his family's rise to power. The argument grows more heated, and if the men aren't separated Mathias attacks the other man with his fists until the captain comes along and separates them.

Development

This scene is designed to make Mathias a suspect in the murder that takes place during **Event D**. Characters may approach either NPC to determine the reasons for the animosity and either man tells them that up until recently, the Alptruam family ruled Averland, but when the last Count passed on, the Leitdorf family claimed the throne and have ruled since. The current regime has proved inefficient and corrupt (a fact Reinolt readily admits), but they are currently installed as the provincial rulers. Mathias, if asked, explains his family strives to restore their place, and that he'll stop at nothing to make sure his family is fully restored. (For more details on Averland, see *Sigmar's Heirs*.)

After the confrontation, the two men keep their distance, but there should be many opportunities where both men aren't in public

TROUBLESHOOTING EVENT C

The reason for this encounter is to give the party a means of entry into the Countess' party. If the PCs don't find the invitation, they'll have to find another way to get inside the palace, such as by making good contacts in the city or sneaking inside.

view to heighten the party's suspicions when the murder in **Event D** takes place.

EVENT C: ILL OMENS

About halfway to Nuln, the *Emperor Wilhelm* passes a grisly scene on the shore. As the ship draws closer, the horror reveals itself. Characters can see the mutilated corpses of two horses, their flesh blackened and crawling with flies. The remains of the horses are tangled in the harness attached to a ruined carriage. Bloody scrawls decorate the exterior of the vehicle.

Once this is spotted, the captain calls for the ship to stop to see if there are any survivors. He, the boatswain, four oarsmen, and any PCs wishing to accompany them disembark on a small boat to the shore, whilst the passengers crowd on the decks. The wreckage is even worse on the shore. The horses, panicked, fled what was clearly a herd of Beastmen. Most of the horseflesh is gone, leaving bloody bones behind. The carriage itself is in bad shape, with two wheels broken and the door ripped free from the hinges. Blood and wastes paint the outside of the wagon as well as the inside. Bloody parts are scattered everywhere, the flesh gnawed by the horrors that attacked. Inside the carriage, just one corpse remains. Still seated, with eyes wide, and mouth slack is a fat, disembowelled aristocrat, his slippery entrails spilled out onto the floor. Carved on his face is the symbol of Khorne.

Characters can search through the carnage and those that succeed on a Search Test find 1d100 gc scattered about in the grass. The captain frowns at such looting and suggests that the coins be donated to an orphanage in the city. Characters who achieve one degree of success or more find an envelope amidst the noble's belongings. Inside, there is a generic invitation to the Countess' Masquerade (see **Handout 3** at the end of this book). It's not clear from the wreckage whom these people were or from where they hailed; the Beastmen were more than thorough in the destruction they wrought.

EVENT D: MURDER MOST FOUL

Hours after the *Emperor Wilhelm* leaves the scene of destruction on the shore, the atmosphere of the ship is far more subdued, and the passengers whisper nervously to one another. But behind the quiet mutterings and endless speculation, sinister plots are afoot. Later that afternoon, one or more of the characters see an ash-faced steward emerge from one of the stairs leading to the Lower Passenger Deck and head straight for the captain. Fleugweiner gestures for the boatswain to come along, and the three take the stairs to the lower deck. After a few minutes, he returns and orders the stewards to account for everyone on the ship and to instruct each passenger to meet in the Passenger Lounge.

The process of gathering the guests takes approximately one hour. When they're assembled, the captain stands before the gathered crowd. The boatswain, two pilots, and the purser all take positions to watch the exits. The captain then speaks:

"It is with heavy heart that I must bring you all together. It seems there has been a tragic accident. One of my stewards discovered Reinolt Leitdorf dead in a cabin on the Lower Passenger Deck, but I believe this was no accident. In fact, I suspect foul play. Rest assured, good citizens of the Empire, we will find the culprit."

With the murder and the events earlier in the day, the crowd erupts into shouts of panic and confusion. The captain tries to calm the crowd. Any who try to leave the lounge are identified and stopped. The captain answers the questions as best he can, knowing only the following.

- The condition of the corpse leaves little doubt that this was a murder.
- We identified the body from his possessions and the fact that he was nowhere to be found on the ship.
- The room we found him in was not his; he had a Stateroom on the Upper Passenger Deck.
- Though we are entertaining several possibilities, we believe the murderer is still on the ship.

Once all questions are answered, the captain dismisses the crowd. Before the PCs leave, the captain approaches them if they helped defend the vessel from the Beastmen. He explains this is the first crime on his ship, and he's unprepared for a full-scale investigation. He asks the PCs to investigate and uncover the real culprit. If they agree and succeed, he gives them a letter of introduction to Lady Elsbeth Becker (see **Chapter Four: Fear and Loathing in Nuln** for details).

If the characters did not help against the Beastmen, the captain suspects them of being behind the murder. Unless the characters offer to help in the investigation—he accepts their offer if a character makes a **Challenging** (–10%) **Charm Test**—he quietly instructs his stewards to keep an eye on them for the rest of the trip, though nothing comes of this, for the next morning, he arrests Mathias Alptruam and locks him in his quarters until the ship reaches Nuln.

What Really Happened

The identity of the murderer depends on what has transpired thus far. If Liebnitz/Lang climbed aboard the ship during the confusion of **Event A**, then he was hiding here. When Leitdorf entered the room to get away from Alptruam, the cultist was forced to kill the man, ripping his face off with his teeth. Liebnitz/Lang then moved to another room, waiting for a chance to escape—which he does when the captain has assembled the passengers in the Passenger Lounge.

On the other hand, if Liebnitz/Lang did not get on board, Katarine kills Leitdorf instead. She slipped into the empty room to supplicate to her dark master in privacy. Again, Leitdorf stumbled into the room and the woman killed him with a *burning blood* spell and then slipped back to her Stateroom unseen.

Investigating the Murder

The characters can investigate the murder on their own or under the captain's orders. The investigation itself is rather simple; there are only so many places to hide. However, the *Emperor Wilhelm* arrives in Nuln in just a few short days, so the characters must act quickly.

Scene of the Murder

Leitdorf's body remains where it was found, in one of the Passenger Cabins on the Lower Passenger Deck (exactly which one is up to you, though it should be on the port side). The rooms on either side were empty all day; the passengers were in the Saloon Deck and playing deck games. The body lies face down on the floor, its face a ruin of raw meat. The captain briefly inspected the body, just long enough to identify the corpse. He found a few letters addressed to

Leitdorf on the corpse, which are stacked neatly on one of the beds. The ceiling is painted in a spray of blood.

The purser can tell the PCs the room was let to a one Antikari, an Arabyan who cancelled his passage at the last moment, though he paid in full. The room has been empty since.

Characters examining the room and succeeding on a **Challenging** (–10%) **Search Test** uncover the following. If Liebnitz/Lang murdered Leitdorf, the character finds a broken tooth lodged in the ruin of the corpse's face. If Katarine killed the man, the character discovers a spot of black blood on the floor on the other side of the corpse. Also, it appears that the man's face was melted away as if by magic.

Searching the Ship

The PCs may want to search the ship from top to bottom. Doing so turns up little, as Liebnitz/Lang has escaped. If Katarine killed Leitdorf, there's no direct evidence that she committed the crime. Still, allow the PCs to be thorough in their investigation and feel free to plant as many false leads as you like. For instance, in one passenger's room, a PC may discover a burned scrap of paper with a suspicious rune still visible. Or, another passenger may have a cache of illicit goods, such as poison, drugs, or something else even more sinister. These can be dead-ends, or spin off into all new adventures as you like.

The search is not all a loss, however. Assuming Katarine is the killer, she stows her blasphemous symbol of Tzeentch in Alptruam's room when no one is looking, though this merely further implicates the outlaw. Otherwise, Liebnitz/Lang, during their haste to get off the ship, leave a trail of blood droplets down the hall, up the steps, and around the deck to the place where they slipped away. This suggests, obviously, the killer got away, and clears Alptruam's name.

Interviewing Passengers

Questioning the passengers is a great chance for the PCs to meet potential allies for the adventure ahead. If they haven't already spoken with the NPCs described in this chapter, or haven't met Katarine in Altdorf, they can do so now. Also, if you want to introduce other characters or even replacement Player Characters, now is the time. You can roleplay through the various interviews, but the results are typically the same. A few people may implicate other people they don't like, but in all cases they lead to dead ends. However, if the characters did not witness the exchange between Leitdorf and Alptruam, they hear about it from several witnesses. Also, if Liebnitz/Lang murdered Leitdorf, at least one passenger mentions they saw a strange man in dark robes, matching the description of the man the PCs saw in Altdorf (see **Old Friends** in **Chapter Two: Farewell Altdorf**).

Consequences

In all likelihood, the PCs fail to apprehend the true culprit, with either Liebnitz/Lang getting away or Katarine successfully covering up her part in it. Furthermore, unless they provide evidence to the contrary, Alptruam is hung once the *Emperor Wilhelm* docks in Nuln. But if they manage to clear his name, they gain a strong ally in the city and possibly in Averheim if their family is ever restored to power. In any case, the captain makes sure they have some spending money in the city for their efforts, rewarding them with a bag of 75 gc.



CHAPTER FOUR: FEAR AND LOATHING IN NULN

This chapter sets the stage for the final movements of the adventure, describing the key events as they occur over the course of this celebratory week. Although these events are assumed to be fixed, Player Characters are often unpredictable, uncovering the secrets either too soon, or, worse, too late. As their actions are unscripted, meaning they are free to follow what leads

they wish, you should be prepared to improvise, conjuring up a tavern, boarding house, temple, and more, all off the cuff. Though challenging, this is also a big part of what makes being a game master rewarding, allowing you to tailor the adventure to suit your purposes and to modify it to match your preferred style.

— EVOKING NULN —

The heart of this adventure, and perhaps this campaign, takes place in the crowded streets of glorious Nuln. Here, on these streets, amid the press of people celebrating Black Powder Week, chattering with anticipation of the cannon's unveiling, the Chalice of Wrath lurks in the hands of a twisted murderer, bent on restoring his patron to the Old World and ushering in a new era of fear and horror. As the characters explore this city, you should be sure to add descriptive elements to make the city a living, breathing place.

It's not necessary to describe every cobble in the street or to define each building on the street. Instead, add key elements to help players visualize what it's like to be in Nuln, from the kinds of people they'll see on the streets, to a shop front, row house, or even a small shrine to one of the Old World gods. To describe the character of a neighbourhood, make use of *A Guide to Nuln*, so you'll know how the Shantytown differs from Altestadt and the rest of the city.

When appropriate, you can add more details to emphasize the importance of a key location or to supply colour in response to a player's interest. Remember, though, be sure note where you locate businesses, homes of important NPCs, and so on, so that when the characters come back, you'll know exactly what the place is like and where it is. What follows are some useful sensory cues to help you make Nuln a unique and memorable city.

SIGHT

Nuln is crowded. As home to over 85,000 people, Nuln sees almost half that number again in travellers, and the same on the farms and estates that work to supply the city with produce and raw commodities to keep the city alive. Nuln is a commercial crossroads, so people arrive from all over the world, from distant Araby to Kislev, Tilea to Estalia. At nearly any time during the day, the streets are packed with carriages, carts, horses, pedestrians, and

more, all heading to or from some location or another. But the city is not just crowded with people. The buildings are packed tightly together, creating a myriad of twisting and curving streets that branch off from the main thoroughfares.

Though the city is sharply divided in terms of wealth and prosperity, those living in the Altestadt have a clear view of the crowded squalor of the Neustadt and the tendrils of black smoke curling up from their chimneys. The juxtaposition of wealth and decrepitude, privilege and struggle, is to be witnessed everywhere, from the dirty faces of the urchins running along the streets to the sleek black carriages of the lords as they head from one social event to the next.

The contrasts don't end with the people, however. The very architecture reflects the character of the city. The city having been reduced to rubble repeatedly, Nuln's architecture is an unusual fusion of modern and classical styles, of sagging shacks in the Shantytown and walled estates in the Altestadt.

To incorporate the crowded sensations, always be sure to make it hard for characters to move through the streets, have passers-by jostle them, and present a few narrow escapes as a carriage forces its way down the road. For more details on using crowds, see **Movement in a City and Street Chases** in *A Guide to Nuln*.

You can also decorate a scene with random visual elements, such as an overturned cart, a gang of drunken students, or even a merchant hawking his meats. You can roll on **Table 4-1: Random Sights** for quick ideas.

SMELL

Being the second largest city in the Empire, it should come to no surprise that Nuln stinks. The River Reik flows from the Upper Reik and the River Aver, joining at the city and wending its way north and westward to drain out into the Sea of Claws, far beyond the capital. The city does have a sewer system, and a good one at that, but all the tunnels empty into the river, where the effluvium is carried along to collect on the shores downriver.

The sewers, while excellent, are not accessible from all over the city, becoming less frequent in the Neustadt. As a result many citizens just fling their waste and garbage onto the streets, waiting for the rains to wash the filth into channels that connect to the sewers underneath. In periods where rain is infrequent the garbage piles up, filling alleys and sometimes spilling out onto the streets. These heaps attract all sorts of vermin, which in turn bring disease into the city.

Aside from the stench of people and their wastes, Nuln is also as close to an industrial city as one can get in the Old World. The south bank of the River Reik features dozens of foundries for smelting metals to cast cannons. This part of town produces clouds of smoke that coat everything with black ash, choking the air with poisonous odours.

You can best utilize smell by making sure it's the first thing you mention when you describe a scene. In particular parts of town, the smells might be obvious, but if you need quick ideas, roll on **Table 4-2: Random Smells**.

SOUND

With all the people living here, Nuln is exceptionally noisy. The sounds of the city form an almost unbearable din, only muting slightly in the dead of night. Throughout the day the city echoes with the sounds of industry: dockworkers loading and unloading

TABLE 4-1: RANDOM SIGHTS

Roll	Sight
1	A flagellant proselytizes to a crowd of Nulners, prophesizing the end of the world.
2	A gang of urchins crowd a hapless foreigner, begging for coins.
3	Six witch hunters ride through the streets on black steeds, trampling any who get in their way.
4	A travelling menagerie, replete with fantastic animals, meanders through the streets followed by clowns, acrobats, and dancers who are to perform that night.
5	A filthy dog worries a corpse in an alley.
6	A crier marches down the street, ringing a bell and announcing the day's news.
7	An agitator gives out pamphlets to passers-by, either denouncing the Countess, denouncing Wissenland's dependence on Nuln, or calling for the expulsion of foreigners.
8	A procession of priests of Verena moves down the street. As part of the procession, a wagon carries a small stage on its back. Actors take part in a morality play, exclaiming the virtues of learning and justice, and showing the ills of ignorance and tyranny.
9	A firework explodes, either scattering the crowd on the street, or in the sky to the amazement of the people.
10	Slop rains from an open window above the street.

TABLE 4-2: RANDOM SMELLS

Roll	Result
1	Powerful and sour body odour
2	Animal or waste
3	Urine or vomit or both!
4	Garbage or sewage
5	Brimstone and sulphur
6	Rotten fish or meat or potatoes
7	Food and cooking
8	Perfume or chemicals
9	Coal or wood smoke
10	Mildew or spices

ships coming to port; merchants haggling with customers; and screams, laughter, conversation, and argument, only ceasing out of reverence when the College of Engineering or the Imperial Gunnery School test fires a new weapon.

During Black Powder Week, Nuln is even more cacophonous. Firecrackers explode throughout the day, especially in the centre of the city, where people are most likely to be able to afford these expensive diversions. Snaps and pops occur all day until the evening, when the College of Engineering competes with the Imperial Gunnery School to light up the night sky. Particoloured explosions paint blues, reds, yellows, and nearly every colour in the rainbow for the amusement of the crowds. And



TABLE 4-3: RANDOM SOUNDS

Roll	Result
1	Small explosion (firecracker)
2	Murmur of the Crowds
3	Large explosion (firecracker or something else)
4	Mad laughter or scream
5	Cannon fire
6	Grunting
7	Two or more people arguing
8	A man hawking his wares
9	A wet splatter
10	A low groan or high-pitched creaking noise

always, these are accompanied with the telltale bass roars of their cannons.

You can emphasize the sounds of the city by increasing the Difficulty of sound-based Perception Tests, but some parts of the city are liable to be louder than others. If you need quick ideas, roll on **Table 4-3: Random Sounds**.

TASTE

The air in Nuln is acrid; sewage and pollutants from the foundries contaminate the water supply, and the cuisine is often suspicious. Taste plays an important part in evoking the city, from defining the kinds of foods the characters might eat to the wines they drink. For the most part taste is something you will rarely have to describe, but it is a good idea to know the kinds of delicacies the characters might encounter in the city.

Nulners eat a lot of meat, usually in the form of sausages as these last longer. Most meats come from pigs, but also from cattle, and in some parts, dogs, rats, or whatever or whoever else they can catch. Breads are a staple in the Nulner diet and the grains are milled outside of the city and brought in. Rye, wheat, and pumpnickel are all common. Nuln's outlying communities also supply the city with an assortment of quality cheeses. And better still, Nuln is home to many fine wineries, and their vintages rival even Bretonnia.

The impoverished are not so lucky. The poor must subsist on the staples: broth, watered-down wine, suspect meat, and weevil infested flours. As the poor sections are downriver, there are frequent outbreaks of cholera in the Shantytown from drinking contaminated water.

TOUCH

Most of Nuln's structures are built from stone quarried from the nearby Grey Mountains. The poorer parts of town are made from wood, so fire is a serious threat in these neighbourhoods. Ash from the foundries across the river coats nearly everything with soot, and in the brutal winters the coal smoke used to warm homes leaves a hanging black cloud over the city. Soon after entering Nuln a visitor finds soot in everything, from his clothes to his food—locals, of course, are accustomed to this. The nobles in the Altestadt can afford to hire labourers to keep their homes clean, but throughout the city most buildings are covered in a film of greasy ash.

— EVENTS —

The events in Nuln follow a fairly straightforward progression, starting slowly and building speed as the adventure progresses. What follows is a brief summary of the events that should occur on their respective days. It's important to stick to these events as best you can. To do so, manage the flow of information the PCs learn, parcelling it out slowly to keep them on track. If the characters are making too much progress, see to it that NPCs they want to interview are unavailable or missing. Or, if they are confounded, slip additional clues and hints to get them back on track.

DAY O (ARRIVAL)

When the characters reach Nuln, the Mutants in the Night Market are working out a plan to rise up in the streets in seven days, during the naming ceremony and test fire of the new weapon. Meanwhile, Rolf Vogt and his two cohorts have killed a few nobles already, but no one has noticed they've gone missing. He suddenly feels a sense of urgency from the essence feeding his madness, driving him to kill recklessly. Vogt stalks the streets that night, looking for suitable parts to add to the Abomination.

DAY ONE

This is the first day of Black Powder Week. The city enthusiastically celebrates and the sounds of small pops and snaps fill the city streets. In preparation for the grand event at the end of the week, workers make preparations on the Great Bridge, hanging ribbons and banners. To grant assurances to the visiting aristocrats, the watch restricts traffic to the Altstadt and increases patrols through the Neustadt. A patrol of Sewer Jacks comes across a clutch of Mutants in the city. After a brief combat, the patrol vanquishes the freaks and reports their discovery to the Watch. In turn, the Sewer Jack patrols are doubled. That night, Rolf Vogt strikes, abducting the son, Reuben Kuhn III, of an advisor to the Countess.

DAY TWO

The second day of Black Powder Week is just as exciting as the first. Distant lords from Altdorf arrive in greater numbers and the docks in the River Reik start to fill. About midday, the Kuhn expresses his concern about his son to the Countess and the Watch Captain, but eventually all three agree it is important to keep this information quiet lest the visitors get nervous. Patrols set out to look for the missing man and find nothing. Finally, resenting the heightened patrols, the poorer neighbourhoods resist the intrusion of the watch, forming mobs at midnight and killing a few guards. Later that night Rolf kidnaps and kills another, this time abducting a woman named Maglyn Erhard from her rooms.

DAY THREE

Maglyn is the first daughter of a prominent merchant family and her fiancée was a minor lord, and the marriage would have elevated both families' status in Wissenland. Unwilling to keep quiet, they spread word all over the city about the missing woman, creating a big stir with the hefty reward of 200 *gc* for her return. Rumours and accusations fly, but she does not turn up. Riots continue that night as the patrols in the Neustadt increase in response to the unrest of the previous evening.

Another person is kidnapped, again a notable, a man named Harmann Otlzowe. Unlike the previous disappearances, this time there's a witness, who reports Otlzowe had complained to him that he was being followed. The patrols receive their first description of the killer.

DAY FOUR

Gloom settles over the city as a freak storm stalls over the city, flooding the streets with rainwater. The celebratory mood is over and people are suspicious of everyone. Worse, people in the Shantytown are falling ill, afflicted with a terrible bowel sickness. That night, Gabrielle Marsner (if she came to Nuln and isn't protected by the PCs) or Lady Elsbeth Becker is taken. Riots worsen in the Neustadt and nearly a dozen guards are injured or killed.

DAY FIVE

The rains fall, but at midday the Countess' heralds announce that the watch has captured the killer, though in fact they captured a raving lunatic who simply claimed to have done the killing himself. He's executed at dusk. That night, Helmut Allenstag of Altdorf disappears.

DAY SIX

The Countess' advisors cover up the most recent disappearance, putting on a brave face for the now almost jubilant crowds. The rain ends and the fireworks continue again. Workers put the finishing touches on the Great Bridge, and the whole city seems restored. This is the night of the Countess' Masquerade. The most important visitors are invited to attend. That night, Wolfhart von Liebwitz is murdered at the party, but before the killer can take the body, he's discovered by an onlooker. He slices off the victim's nose and flees. These events are described in **Chapter Seven: Masquerade**.

EVENT MAP

Day	Event
One	Black Powder Week begins, PCs arrive, murder of Reuben Kuhn III (see page 66)
Two	Murder of Maglyn Erhard (see page 67), odd sightings
Three	A witness sees murder of Harmann Otlzowe (see page 68)
Four	Patrols double, sickness spreads, Elsbeth Becker or Gabrielle Marsner murdered (see page 69)
Five	"Killer" captured, murder of Helmut Allenstag (see page 71)
Six	Masquerade, murder of Wolfhart von Liebwitz (see page 82)
Seven	Unveiling ceremony, Abomination reborn, Mutant uprising, Liebnitz/Lang Revealed

MOBS

Developments in the Shantytown result in a general dissatisfaction and sense of frustration that eventually gives way to open rioting in the streets. Any time the characters are in the Neustadt at night, there's an hourly chance (20% +10% per day of Black Powder Week) for the characters to encounter a mob. Each group consists of 2d10+5 peasants and 1 agitator. The mob attacks anyone that gets in their way and leaves a swath of destruction in their wake. Characters can disperse the mob if they kill or incapacitate half or more or if they eliminate the agitator. When operating as a mob, the entire group gains a +10% bonus to Fear Tests.

RIOTER

Rioters are a ragtag mix of peasants armed with pitchforks and torches. Unreasoning, they see anyone who's not with them as enemies.



DAY SEVEN

On the dawn of the last day, the Countess refuses to cancel the ceremony. Disgraced, she sees this weapon as her last scrap of dignity, and so orders the engineers to go on as planned. The nobles gather on their ships in the river to look upon the cannon, whilst she herself is situated on the *Emperor Wilhelm* along with her council of advisers. Meanwhile, Rolf Vogt, using the chalice and speaking the ritual, murders Gretyl and with her blood starts

Career: Peasant

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
34%	25%	30%	31%	32%	25%	30%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Common Knowledge (the Empire), Concealment, Gamble, Gossip, Row, Speak Language (Reikspiel), Silent Move, Swim, Trade (varies)

Talents: Flee!, Hardy, Rover, Sturdy

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Improvised Weapon

Trappings: Common Clothing

AGITATOR

Angry and rebellious, the agitator whips the crowd into frenzy, promising justice, food, money, whatever it takes to get them to subscribe to his cause.

Career: Agitator

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	36%	33%	37%	34%	39%	32%	35%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Academic Knowledge (History), Academic Knowledge (Law), Common Knowledge (the Empire), Concealment, Charm, Gossip, Perception, Read/Write, Speak Language (Reikspiel, Tilean)

Talents: Flee!, Luck, Public Speaking, Street Fighting, Sturdy

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Club)

Trappings: Good Clothing, 8 Leaflets about corruption in the watch

to release the last of the Daemon's essence. Back at the river, before the cannon is fired, Mutants from Night Market boil up out of the sewers to attack the ships in the river. Liebnitz/Lang stumbles in on Rolf Vogt in his perverse workshop beneath the Reaver's Return and kills him, sending his maddened spirit into the Abomination. Crazed, Rolf's animating essence breaks out of the tavern and starts slaughtering crowds of people in the streets, whilst Liebnitz remains behind in anticipation of his master's release. These events are described in **Chapter Eight: All Hell....**



CHAPTER FIVE: INVESTIGATIONS

This chapter is by far the hardest to manage. The characters have seven days to locate the Chalice of Wrath, and during this time there are plenty of things to keep them busy. From investigations into the unit of troops that came upon Saint Abelard's, to the maker of the sword, to following up on the murders, the spread of sickness in Shantytown, attending the Masquerade, and saving the Countess' life is nearly enough for a campaign in itself, especially when the characters are prone to follow leads in their own order. This chapter is arranged into smaller parts, each set up as a micro adventure. It's likely the characters may start one and then another before finishing the first. It's also possible the characters will do

something completely unexpected, ignore obvious clues, latching onto some minor thing, stalling the adventure. To help you get back on track, there are troubleshooting sidebars to help keep the PCs on the proper path or stall them long enough to allow the events at the conclusion to unfold naturally.

Chapter Five: Investigation covers the typical types of things the characters can uncover over the first five days. For sidetracks and events involving the plots to sabotage the weapon, see **Chapter Six: The Weapon and Under Nuln**. The last two chapters detail the final events of this adventure.

— ARRIVAL —

The Emperor Wilhelm arrives in Nuln about five days after leaving Altdorf. This allows you two extra days for the characters to recover from exploring the monastery or for some other diversion of your own making. However long it actually takes, the characters arrive on the evening of Day 0, the eve of Black Powder Week. Read or paraphrase the following text.

In the dimming light of the setting sun, the Emperor Wilhelm passes the river gate, moving through the heart of the Jewel of the Empire. The city is still very much alive, and workers swarm over the docks to make ready for the incoming ship. You hear the Second Pilot shout orders below decks and the faint sounds of the oarsmen grunting as the ship slowly

turns to the wharf. From your position on the deck, the city seems to rise before you, almost as if the buildings are stacked on one another, rising higher and higher until they terminate at the palace looming from a tall hill. To the south, ghostly fires from the foundries turn the river red and plumes of black smoke from the smokestacks verily blot out the sky. You're here, finally. Nuln awaits you.

The ship docks at one of the wharves, and the crew lowers a gangplank for the passengers. Everyone else must wait to disembark until those who secured passage in the staterooms do so themselves, and most of them take their time. Awaiting these wealthy passengers are carriages that serve the many upscale hotels. Once the upper class guests clear out, the rest of the passengers

can leave at their leisure and those with the most coin can secure passage on any of the remaining wagons.

What happens next depends on what the party has accomplished thus far. If they came with Katarine, she bids them good night, pays the fees for their voyage, and gives them 20 *gc* each, before taking a carriage to the Neuestadt. If the characters came along with Gabrielle, she stays with the PCs, though throughout the rest of the adventure she tends to her own business until the conclusion. Otherwise, if the PCs came on their own, they are free to do as they wish.

FINDING LODGING

The first order of business is finding a place to stay. With the influx of travellers, available rooms in Nuln's hostels are rare. Unless one of the characters is a noble, they will have to find lodgings in the Neuestadt. Even in the worst parts of town, there

are few places with available rooms. The first place the characters find is the Reavers Return, a grimy tavern a block away from the docks.

THE REAVERS RETURN

This hostel is a two-storey building with a stone walled ground floor and a timber and plaster first floor. Slate tiles shingle the roof and a stone chimney releases coal smoke into the air. A lettered sign hangs above the door, though it bears no other marking. There are a few windows on the ground floor with only the faintest suggestion of light coming through—the contaminants in the glass and the soot and grease covering each pane make the windows nearly opaque.

The Reaver's Return is a rough place with a history of catering to some of the most dangerous people who come up the river. The innkeeper, Rudolf Grasser, is ancient, having lived in Nuln for more years than any can remember. He himself came into possession of the Reaver's Return after winning a bet with the previous owner, and he's held the place against all odds ever since. One might think that such a place would see more patrons given its proximity to the river, but its clientele and the conditions of the place keep most people away.

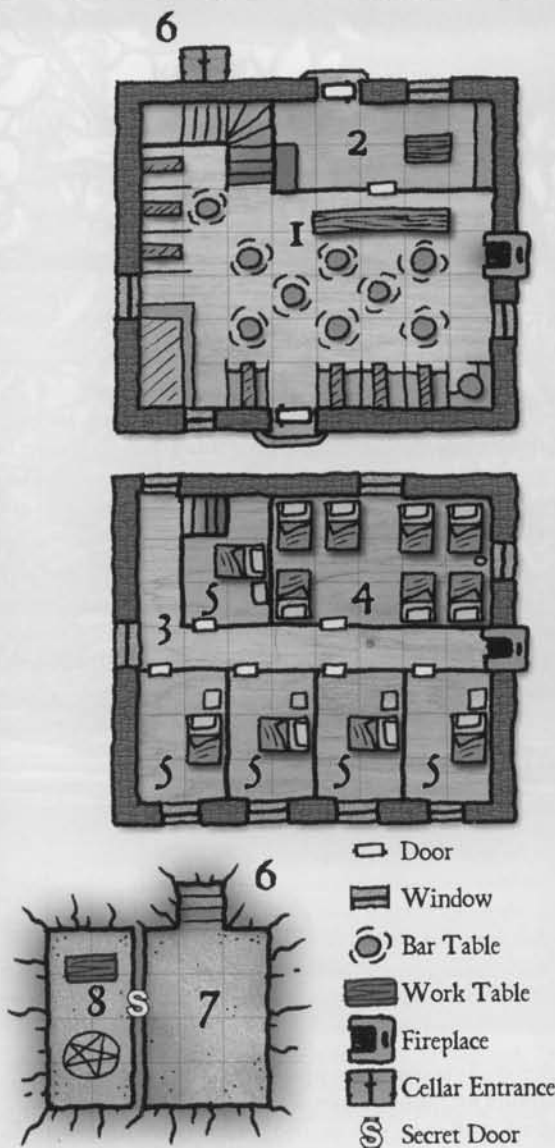
The characters should not feel compelled to stay here, but given the hour and the place's nondescript appearance, it should serve their purposes well. Also, unbeknownst to the party, Rolf Vogt and his two cohorts use the basement of this place for their grim work, which should be ironic at the adventure's conclusion. If they choose not to stay here, such as if one or more Player Characters are of exceptional wealth, feel free to lodge them elsewhere in the city, but be sure to note this building as they pass it by.

Otherwise, the Reaver's Return has eight keyed locations as described on the corresponding map.

I. BAR ROOM

This wide room is dominated by a bar running against the far wall. There are no stools; guests find a place to lean and drain tankard after tankard of Grasser's best—a thin bitter beer that's almost indistinguishable from a drunkard's urine. Nine tables, each with four to six chairs, are arranged haphazardly about the room, though most are clustered near the hearth where an iron pot hangs on a hook, heating whatever foul stew Grasser threw together the week before. On the wall opposite of the bar, booths offer patrons a little more privacy, but less comfort as they are simply wooden seats held up by old and wobbly crates on either side of a stained table. A makeshift stage stands in the corner farthest away from the hearth and across the room is an old stairway leading up to the rooms above.

The first things characters notice is the smell. This place reeks of mildew, mould, and decay. The stench of sweat from those sitting too close to the hearth adds to the stink of whatever is burning in the pot. Rushes cover the floor, mixed with vomit, spilled food, beer, and worse. At any given time there are 1d10+2 patrons seated or standing against the bar (use Gambler and Sell-sword statistics on pages 234 and 235 of WFRP), each minding their own business. Grasser still tends the bar himself, though his young girlfriend waits the tables, and his son (and his nephew) works in the kitchen back behind the bar for those guests who want something beside whatever is on the hearth.



THE REAVERS RETURN

RUDOLF GRASSER

Tremendously ancient, Rudolf Grasser is a leering, lascivious fossil. He shuffles about in his patched clothing, his milky blue eyes always searching for a new love. In his sucking cankerous mouth, he has but a single black tooth that hangs from a corner. He also has a terrible wet cough. Rudolf is oblivious to what goes on in his basement, and enjoys pinching Kayla, and displaying his good fortune in her to his guests.

Rudolf Grasser

Career: Innkeeper (ex-Servant)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
26%	22%	27%	27%	33%	36%	33%	26%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	2	2	4	0	4	0

Skills: Blather, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gossip +10%, Haggle, Perception, Read/Write, Search, Speak Language (Reikspiel), Trade (Cook)

Talents: Acute Hearing, Etiquette, Flee!, Savvy, Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Inn, 2 servants

KAYLA

Quiet and withdrawn, Kayla is a gaunt woman with haunted dark eyes, and can be seen weaving through the tables, tending to the customers' needs. She has thinning brown hair and open sores around her mouth. She wears ill-fitting garments and is generally unappealing to everyone but Rudolf.

She knows Rolf Vogt sometimes enters the cellar; she provided him the key. The young lord promised to rescue her from the tavern in exchange for her help. She is also having an affair with Johannes, and the two meet for secret trysts when the old man passes out from drink.

Kayla

Career: Servant

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
29%	27%	29%	22%	38%	25%	28%	25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	2	2	5	0	2	0

Skills: Blather, Common Knowledge (the Empire), Dodge Blow, Evaluate, Gossip, Perception, Search, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook)

Talents: Flee!, Fleet Footed, Hardy, Lightning Reflexes, Resistance to Magic

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: List

2. KITCHEN

The kitchen contains a bloody chopping block, a small hearth, a big barrel of sow's eyes, and shelves loaded with rotting vegetables. A bag of salt, darkened by filthy hands, sits in the corner next to a few bags of flour, their contents spilling onto the floor. A backdoor offers access to an alley.

Johannes, Grasser's son and nephew, lives here. He's tried to escape a few times in the past, but Grasser always managed to bring him home. To keep him in the place, Grasser welded a manacle around the lad's right leg and attached it to a chain set in the middle of the floor. Forced to cook meals for the patrons, Johannes prides himself by adding whatever disgusting ingredients he can to the meals he serves.

JOHANNES GRASSER

A gaunt young man, no older than twenty, Johannes is condemned to spend his days and nights in the kitchen, thanks to the manacle around his ankle that is fixed to an iron ring set in the floor. The flesh around the metal band is putrid and rotting, lending to the kitchen's unique odour. The chain is long enough for him to get around the room though.

He has ragged blond hair and a scraggly beard. The old man gives him rags to wear and these are stained with the food he prepares. His mouth is full of blackened teeth and his face and hands sport oozing sores. Though decrepit, Maggie finds him attractive, and the two carry on a secret love affair behind Grasser's back.



Johannes Grasser

Career: Servant

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	23%	36%	37%	28%	30%	36%	28%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	2	0

Skills: Blather, Common Knowledge (the Empire), Dodge Blow, Gossip, Haggle, Perception, Search, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook)

Talents: Acute Hearing, Coolheaded, Hardy, Sturdy, Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: None

3. HALL

The stairs end at a hall. The floors and walls are black with mildew and mould, and there's a sour stink in the air. Grasser keeps an old storm lantern in the hall, but he regularly forgets to light it. The hall extends towards the front of the building, and then turns about halfway across to run the length. Mismatched doors lead into rooms for rent. At the end of this second passage is a large fireplace for warming the entire floor.

4. COMMON ROOM

This long room sports nine sagging cots infested with vermin and fitted with filthy sheets and thin blankets. The floor is wood darkened with old stains, and spider webs fill the corners of the room. A few grimy windows look out onto the darkened alley running behind the hostel. A bucket in the corner serves as a communal chamber pot.

5. PRIVATE ROOMS

Grasser rents five private rooms. Though a vast improvement over the common room, these rooms are certainly no resort. Each includes a large bed elevated on a wooden frame, and a dresser, fragment of mirror hanging on a nail, and bucket. Each room features a window that looks out over the shorter buildings and offering a view of the river.

6. CELLAR ENTRANCE

Behind the inn is an alley, frequented by rats, roaches, and the destitute. A pair of cellar doors stands closed, a few feet from the back door. A heavy padlock ensures they remain shut. Grasser has one key, as did Maggie, but she gave hers to Rolf Vogt, who in turn had three copies made. Without a key a character can open the lock with a successful **Challenging** (–10%) **Pick Locks Test**.

7. CELLAR

Ten cracked stone steps lead down into the dripping cellar. The cellar was designed to store vegetables and meats, but Grasser doesn't keep enough food on hand to need it. Instead, he keeps a few tools and other miscellaneous items here, including the remains of a man he murdered ten years ago. A search of the room turns up nothing of value, a few old bottles and tins, a rake, and burlap sacks, but if a character succeeds on a **Very Hard** (–30%) **Search Test** he discovers a false wall and concealed door leading to **Location 8**.

8. LAIR OF THE ABOMINATION

Beyond the secret door is another room, a place not even known to Grasser. Once part of the city's old network of tunnels forming what is known as the Asylum, this basement was part of a much older structure. Rolf Vogt, who has connections at the Hall of Records, learned of its existence from an old property deed and determined the place was remote enough for his purposes.

Inside this macabre room is a large oaken table stained dark with the blood of Rolf's victims and holding an assortment of strange blades and saws. Strange whorls of gore decorate the walls and the earthen ground is muddied with the ichor of the dead. Cast-off bits of flesh rot on the floor, until a bold rat slips in to snatch the morsel away. Though awful, nothing compares to the second table that holds the partially assembled Abomination. For more details on this thing, see **Chapter Eight: All Hell....**

A NIGHT AT THE REAVER'S

Most evenings the characters spend in the tavern are quiet and uneventful, though as the night grows old the patrons' tongues loosen. Perceptive characters can hear bitter complaints about Nulner society, about how the merchant class tramples on the workers, and worst of all, how the young aristocrats have no respect for tradition. Without a doubt, the bar room of this place can certainly serve as a hotbed of other rumours and plots and it's likely the characters will hear about the murders here as these sorts of people know to keep their ears to the ground. Also, if you want to seed this adventure with other diversions, this is the place to do it.

— LADY ELSBETH BECKER —

Assuming the characters helped the captain of the *Emperor Wilhelm*, they received a letter of introduction to Lady Elsbeth Becker. A highly placed lady in Nulner society, she has several contacts and the benefit of being a close friend of Emmanuelle von Liebwitz. Becker can supply the Player Characters with important information about the city and make introductions to other NPCs, but the most important benefit she can provide is an invitation to the masquerade. Though a useful ally, gaining her friendship is not vital to concluding this adventure, and if the

characters failed to gain the letter of introduction, you may want to introduce her through other means—she might be a friend of Gabrielle or the PCs might simply encounter her on the street.

There is no set moment for the Player Characters to approach Lady Becker; they can go whenever they wish, though she does not receive visitors after dusk. However, Lady Becker dies on the evening of the fourth night of Black Powder Week, so if the characters don't establish her as a contact before then, any aid she can give them is lost.

An **Easy (+20%) Gossip Test** locates Lady Becker's estate—she lives on Nuln Hill, near the palace. From the Reaver's Return it's several hours of slow travel through the Neuestadt and into the Altestadt. A low stone wall surrounds the estate and inside the wall are sumptuous gardens of beautiful flowers. A few smaller buildings house servants, Becker's personal carriage, and equipment for maintaining the grounds. When the PCs arrive, they merely need to show the letter to be ushered into a sitting room in the main building where they receive refreshing drinks and light snacks, and are instructed to wait. Becker arrives in 5d10 minutes.

ELSBETH BECKER

Even in her middle years, she retains the beauty of her youth. She wears her long red hair in ringlets, and has bright intelligent green eyes. She wears clothing suited to her station, consisting of expensive bejewelled gowns, rings, and necklaces, all in the current fashions of Bretonnian nobility. Though her attire is worth more than a peasant would earn in his entire life, she is gracious and polite, even to those of an obviously lower station.



Elsbeth is deeply involved in the machinations of Nulner upper society. She moves through the intrigues and plotting with unmatched skill, landing her a place at the Countess' side. Elsbeth has more than she could ever use, and wants for nothing. What motivates her is not power, but a love for the city itself.

Elsbeth Becker

Career: Noble Lord (ex-Courtier, ex-Noble)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	28%	32%	34%	46%	56%	57%	63%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	0	0

Skills: Academic Knowledge (the Arts, Genealogy/Heraldry, History), Blather, Charm +20%, Command, Common Knowledge (Bretonnia), Common Knowledge (the Empire) +10%, Evaluate, Gamble, Gossip +20%, Perception, Performer (Musician), Read/Write, Ride, Speak Language (Breton, Classical), Speak Language (Reikspiel) +20%

Talents: Acute Hearing, Dealmaker, Etiquette, Master Orator, Public Speaking, Savvy, Schemer, Sixth Sense, Specialist Weapon Group (Fencing), Suave

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Best Craftsmanship Rapier

Trappings: Best Noble's Garb, 610 gc, Jewellery worth 500 gc

THE INTERVIEW

Elsbeth Becker is a welcoming and gracious host, but throughout the initial encounter she assesses the Player Characters' qualities. She queries them about their recent adventures, the purpose of their visit to Nuln, and how long they intend to stay. Through it all, she's careful to deflect questions about her status and position, claiming she is a person gifted with wealth, but of little influence in the court. Though the word of Captain Fleugweiner Bischof, who is an old flame, is good, she's suspicious about the characters' motives during a time that is so important to Nuln. Once she's confident in the party's good intentions, especially if they inform her about the Chalice of Wrath, she offers to help in whatever way she can.

Becker knows a great deal about the political climate in Nuln, including the Countess' desire to break Nuln away from Wissenland to become a city-state. She can also tell the characters about the general layout of the city and its recent history. She doesn't know anything about the final artefact, but vows to make some discrete inquiries. Becker is also aware of the disappearances, and if the characters are looking for anything unusual, she mentions it, including the names of the people missing at the time of the interview.

Perhaps the most important information she can offer the characters is about the new cannon itself, though she doesn't bring it up unless they mention it. She explains Lord Randolph's recent disgrace, how he was suddenly replaced by the Countess in favour of her cousin Wolfhart. Becker has no confidence in the younger man and it disgusts her that he is taking credit for this magnificent new cannon. As far as the cannon goes, she knows a little. It's purported to have the best range of any weapon ever produced in Nuln and it uses an explosive instead of cannonballs.

If one of the characters carries the sword found in the ruins of the monastery, she asks where the characters came by it. She explains that it is one of a few swords bequeathed onto the Nulner officers just prior to the Storm of Chaos.

Once the interview is concluded, and assuming the characters were well behaved, she welcomes them back to her home any time. As the adventure progresses and if the characters investigate the murders in the city, Elsbeth Becker can supply the adventurers with pertinent information about the missing people's identities and just about anything the Watch knows. Finally, if asked, she can secure the characters invitations to the Masquerade.

— THE SWORD —

Perhaps the most important clue found in the monastery is the ceremonial sword from the vault. However, unless the characters also found the Nulner uniform in the courtyard, they should have little reason to think the sword has something to do with Nuln. This can be easily remedied by the fact that most people of station recognize these distinctive swords on sight, as the Countess bequeathed them to the officers before the left to

join the war in the north. Elsbeth Becker brings this to their attention during the interview. Otherwise, any weaponsmith or armoursmith can tell the characters the same.

The Countess commissioned Grunbar, a Dwarf weaponsmith, to forge seven identical swords for her brave leaders that were to throw their support behind Middenheim and repel the forces of

Chaos. Luckily for Grunbar, he had already made the weapons and others like them, intending to sell them on the open market, but the Countess' impossible demands forced him to make some slight alterations to the exquisite blades, to which he added a distinctive mark to distinguish them from the others he sold in the city during the war.

After the Nuln's soldiers marched north, Grunbar sold duplicates of the weapons, commanding a high price. When word reached the Countess, she was incensed and demanded his capture and imprisonment. The "copies" were confiscated and destroyed and poor Grunbar found a cold cell in the Iron Tower, where he rots to this day. Characters can learn this information by succeeding on a **Challenging (-10%) Gossip Test** or **Routine (+10%) Gossip Test** if conversing with a weaponsmith.

IRON TOWER

The Iron Tower, as described in **A Guide to Nuln**, serves as the city's most infamous prison. Here cultists, murderers, and the worst criminals are held with no hope of escape. Anyone attempting to see a prisoner is rebuffed without a Writ of Passage from the Temple of Verena, which in itself must be signed by the High Priest and accompanied by a donation of 1 gc to the temple.

— NULNER SOLDIERS —

After exploring the ruined monastery of Saint Abelard, the Player Characters likely uncovered the uniform of a Nulner soldier. Clever players may think to try to track down the unit that was there. Such research, however, is time consuming and tedious; Nuln supplied a great number of soldiers to combat the most recent incursion.

Tracking the soldiers that went north is impossible; there were just far too many, and none of the veterans that returned to the city actually fought at the Monastery of Saint Abelard, as Vogt killed them all. So, interviewing the various ex-soldiers is fruitless, and the futility should be evident after a day of investigation. Still, this path is not a dead-end. Though many of the officers are still in the north, a few have returned—three in fact.

Tracking down the three officers requires a bit of work. They can be located through Elsbeth Becker, through the Imperial Gunnery School, or by asking around on the streets. Elsbeth can get the names of all three in 1d10/5+1 days. The Imperial Gunnery School releases the names with a successful **Hard (-20%) Charm Test** and a bribe of 1d10/2 gc. Finally, the characters can get a name with each successful **Challenging (-10%) Gossip Test** they make. Feel free to roleplay through the process of gaining the names, perhaps developing side-adventures or taking characters to seedy districts in their efforts to track down the identities of the three soldiers, or simply handle the information gathering with a few rolls of the dice. The three officers follow.

GERLACH BAER

Gerlach Baer returned to Nuln three weeks ago in disgrace. He and his unit were to reinforce supply lines to Middenheim from Altdorf during the siege, but when faced with a horde of Beastmen, he fled, leaving his men behind to be slaughtered. He was captured by the survivors of his unit and taken back to Altdorf where he was stripped of his rank and imprisoned awaiting

A Writ of Passage is good for just one visitor and with it one of the guards accompanies the guest.

Inside, the place is gloomy, lit by sputtering torches casting grotesque and twisted shadows on the dark walls. It is quiet, silent even, except for the sudden piercing scream of the tortured, echoing from some cell. A guest quickly becomes disoriented as they are taken through a convoluted path through the place until they are sufficiently dizzied.

Once at the cell, the guard unlocks the door and stands just inside with sword drawn. The character is free to interrogate Grunbar as he wishes, but no matter what he says or does, the guard does not leave until the interview is over.

Grunbar is dying. Despite his Dwarfen constitution, he's succumbing to the coughing sickness. He's pale, wasted, and covered in rat bites. To any questions about the swords, he spits a glob of phlegm onto the floor. Characters using Intimidate or Torture automatically compel the Dwarf to divulge everything he knows, which is nothing. He simply says he was tasked with producing seven fine swords in an impossible period, so he did what he could. Who can blame him for trying to make extra coin on his labour? In any event, he says the seven swords were given to Nuln's best, though he doesn't know who they are.

execution. But he would not hang, for his family had connections with a highly placed member in the Emperor's court, and so Gerlach Baer was flogged and sent back to Nuln.

Now he spends all of his time drinking in the Blind Pig (see page 23), one of the most dangerous taverns in the city. His family no longer claims him, and so he spends his time on the streets, squandering his meagre wealth on thin wine and cheap ale.

GERLACH BAER

A thin man in his early twenties, the flogging he received in Altdorf crippled him physically and emotionally. He has filthy black hair, haggard features, and his left eye is a mass of ruined flesh. He's no coward and he knows it. He swears he was afflicted by dark magic on the battlefield, but no one believes him. His life ruined, he wants nothing more than to die.

Gerlach Baer

Career: Pistolier (ex-Noble)
Race: Human



Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	38%	35%	32%	30%	31%	30%	38%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	4	0	2	0

Skills: Animal Care, Charm, Command, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble,

Gossip, Perception, Read/Write, Ride, Speak Language (Reikspiel)

Talents: Etiquette, Public Speaking, Sharpshooter, Specialist Weapon Group (Fencing, Gunpowder, Parrying), Sturdy, Sure Shot, Warrior Born

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Rags, 6 p

FINDING GERLACH BAER

Characters can locate Gerlach Baer by making a successful **Routine (+10%) Gossip Test** if in the Shantytown, or a **Challenging (-10%) Gossip Test** anywhere else in the city, learning he spends all of his time at the Blind Pig. If a character achieves a degree of success, he learns the circumstances of his disgrace, and if he achieves two degrees of success, he learns that his family pays his bills.

USING GERLACH BAER

Gerlach teeters on the brink of suicide and most of the time he's deep in his cups. When encountered, he's drunk, belligerent, and unfriendly, responding only to force (such as a successful **Intimidate** or **Torture Test**). He explains his predicament and he's innocent of the crimes levelled against him. He doesn't know anything about the Chalice, nor does he know anything about the other two men. If shown the sword, he tells the characters he had one like it, all the officers were awarded these swords as gifts from the Countess. Baer sold the weapon for a few tankards of ale—he doesn't remember who bought it from him. In truth, it was Rolf Vogt.

If the characters used Torture on the wretch, he kills himself the next day. But Baer is not a hopeless case. If the characters make an effort to befriend him, helping out of his wallowing self-pity, he offers to help them in their mission, seeing them as his last chance for redemption. He'll serve as extra muscle or as a spy, leaping at the chance to be of use once more.

ROLF VOGT

Rolf is fully described in **Chapter One: The Third Shard**. Of course, his public face is not that of a blood-crazed thrall to Khorne, but rather as a war hero and dilettante. He spends most of his time moving among the circles of the upper class, welcomed where his father is reviled. At night, he stalks the streets, looking for victims with just the right parts to add to the Abomination.

FINDING ROLF VOGT

Most people know of Rolf Vogt. The characters can learn about his exploits and his achievements by succeeding on a **Routine (+10%) Gossip Test**, revealing he was a great hero in the north. Although many people know about Vogt, few know exactly where he is. In fact, the best guess anyone has is to check with the fallen Randolph Vogt who now spends his time in his townhouse in the centre of the Altestadt. Otherwise, the characters can locate the Rolf by succeeding on a **Hard (-20%) Gossip Test**, finding he spends a fair amount of time at the Golden Hammer (see **A Guide to Nuln**). Elsbeth Becker can tell them this if asked. If the characters try to use her to arrange a meeting, Vogt kills her and she becomes the fourth victim

during Black Powder Week (though even if she doesn't set up the meeting, Vogt claims her as one of his victims). Should they fail to find him, they can meet him at the Masquerade, a fact nearly everyone, including Elsbeth Becker, brings up.

USING ROLF VOGT

If the characters manage to locate Vogt, he is cordial and polite, the perfect gentleman. He does nothing to reveal his nocturnal ventures. He explains he served in Middenheim and the enemy wiped out his unit. He claims not to know anything about the Chalice and he never saw or was at the monastery. If shown the sword, Vogt smiles and says the Countess bestowed a blade onto each officer for his or her service to the city and the Empire. Vogt shows the characters his, but it is actually Gerlach Baer's.

If the characters opt to track Vogt's movements, he spends most of his time in the Golden Hammer or visiting with well-placed citizens. At dusk, he hires a man to dress in his clothes and ride out of the city towards the country estates that encircle the city, while Vogt slips out of his father's house in the Altestadt to find his next victim. Allow Vogt some leeway; don't let the characters discover his nightly ventures just yet. If the PCs employ spies, such as Gerlach Baer, Vogt kills them, and has Hans dispose of the bodies. Rolf disappears from public view until the masquerade should the PCs try to investigate too closely.

If they follow the decoy, he leads them on a merry chase through the woods, emerging at a farmstead in the centre of the clearing. There, he removes his hood, revealing he is not, in fact, Rolf. If questioned, he explains exactly what he was hired to do, which was to simply ride out of the city.

SEMUND TOLZEN

Son of the Tolzen syndicate, a powerful importer of Tilean goods, Semund Tolzen took service under a Knight as his Squire. After a life of training, he finally earned his spurs just when war broke out in the north. Offered a command of a company by the Countess herself, he received his ceremonial blade, and travelled the distance to wage war against Archagon's worst. Like few others, he survived, but the experience changed him. When he returned to Nuln, about a month ago, he gave up the sword, his wealth, and status, entering the service of Sigmar, where he has studied ever since he returned, four weeks ago.

A big man with a shaven head and intense blue eyes hinting of madness within, Semund Tolzen is a deeply spiritual man, and when he speaks, he often injects prayers and invocations to Sigmar. Over the battle-scarred armour of his past, he now wears the black robes of his faith.

Semund Tolzen

Career: Initiate (ex-Knight, ex-Squire)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
67%	29%	56%	54%	42%	38%	38%	45%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	5	5	4	0	3	0

Skills: Academic Knowledge (Genealogy/Heraldry, History, Religion, Strategy/Tactics, Theology), Animal Care, Animal Training, Charm, Common Knowledge (the Empire), Dodge Blow, Gossip, Heal, Perception, Read/Write, Ride +10%, Secret Language (Battle Tongue), Speak Language (Breton, Classical, Estalian, Reikspiel, Tilean)

Talents: Ambidextrous, Etiquette, Public Speaking, Sixth Sense, Specialist Weapon Group (Cavalry, Flail, Two-handed), Strike Mighty Blow, Very Strong, Warrior Born

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Flail, Lance, Shield, Ceremonial Sword

Trappings: Religious Symbol of Sigmar, Robes, Destrier with Saddle and Harness

FINDING SEMUND TOLZEN

Elsbeth Becker knows Semund Tolzen, and the two are in fact old friends. She can vouch for him, saying that he was always an honourable and pious Knight. She can set up an introduction for them with ease, though he is not available until Day Five. Otherwise, the Player Characters can ask around and if they make a **Gossip Test**, they learn he lives at the Temple of Sigmar where he is in training to become a priest. Should the characters head that

way, they learn Tolzen is unavailable until day five due to prior commitments.

When the PCs finally encounter him, he meets them in the vestry, before a smaller altar to Sigmar. He quickly takes over the conversation, extolling the virtues of Sigmar, and going to great lengths to explain the theology behind Sigmar's ascent. Only if pressed does he answer the characters' questions. He knows of Saint Abelard's, admitting he passed the place in the war, but when he did, it was in ruins. He knows nothing of the Chalice, but if the characters let any information slip about the artefacts, Semund becomes a problem. He begins a separate investigation into the matter to locate the missing artefact, even going so far as to pull in the Witch Hunters (if you have *Ashes of Middenheim*, use statistics for Matthias Hoffer, Jakob Bauer, and Ulrich Fischer to represent a trio of Witch Hunters). Their involvement spreads word about the Chalice throughout the city and the riots in the Neustadt worsen as people begin to fear the taint of Chaos. You can play up this angle as much as you like, or minimize it, making it nothing more than window dressing for the rest of the adventure.

Semund further advises the PCs check out the sewers, stating it's a well-known fact that Nuln's woes stem from the Mutants lurking beneath its streets.

— LORD RANDOLF'S TOWNHOUSE —

Located in the heart of the Altestadt, Lord Randolph's Townhouse, though not on the hill, is a fine building with a small garden in the back. This is his family's ancestral home. Randolph held a place closer to the palace, but couldn't bear to live there after losing his post. He reopened his old home and has lived here since.

The house is a two-storey building, over 200 years old, built during the time of Magnus. Constructed from stone blocks and shingled with slate tiles, this house has withstood fire, war, and plague. The interior consists of the usual rooms including a parlour, sitting room, four bedrooms, study, dining room, and kitchen. All rooms are decorated in the old, but serviceable furniture, and the walls are papered, and floors covered in rugs. Despite its comfortable appearance, there is nothing welcoming about this place.

Randolf lives here with his son Rolf, three servants, and a valet. Randolph is here 60% of the time during the day, and never here at night, as he spends most evenings sabotaging the ammunition. Rolf is here 20% of the time during the day and never at night. Each believes the other is home during the night hours, though Randolph suspects something strange is going on with his son.

Characters snooping around the house are shooed away by the servants. If any of the characters try to make an appointment with Randolph, the valet makes a record and tells them to return in five days. For every *gc* the characters offer the valet as a bribe, he shaves a day off the wait.

Naturally, the characters could break into the house. The details are unimportant about the individual rooms as they are all standard for a house of this quality for a man of Randolph's station. Thieves find little in the way of coin; Randolph is smart enough to bank his coins, but the artwork, silverware, and other odds and ends, if they can be transported from the house, are worth a small fortune, bringing in at least 50 *gc* and maybe more.

If the characters are searching for something other than treasure, they will need to make **Search Tests** for each room. None of the rooms contains anything suspicious except for Randolph's bedroom. If they succeed on a **Hard (-20%) Search Test** here, they discover a blueprint for the cannon covered with strange markings. A character that studies this diagram and succeeds on a **Challenging (-10%) Academic Knowledge (Engineering) Test** learns the markings and notations suggest ways to sabotage the weapon. Randolph realized from examining the diagrams that he couldn't sabotage the weapon and so shifted his efforts to the shot.

Though they have this information, they gained it through illegal means. Were they to report it to anyone, the best case scenario is that no one would believe them, and the worst could be *much* worse for them. The Countess wouldn't believe them without proof, and anyway, getting an audience with Emmanuelle is nigh impossible.

MEETING LORD RANDOLF

The characters can, of course, meet with Lord Randolph through legitimate means instead. Once they secure a time for an appointment, Randolph carves out 15 minutes from his busy schedule to meet with them. He's distant and aloof, but he answers questions as honestly as he can. He reveals nothing about his son, and he dodges any questions about the cannon, claiming such information is classified. He gives the characters so little in fact, most of the conversation is nothing more than pregnant pauses and idle comments about Black Powder Week and the weather.

After the interview, Randolph suspects the PCs are on to him and so he arranges to get them out of the picture, by diverting their attention to the sewers. See **Chapter Six: The Weapon and Under Nuln** for more details.

— THE MURDERS —

Starting on the very night of the Player Characters' arrival, notable people start to disappear. Xathrodox, in an effort to re-form before the characters locate the Chalice, urges Rolf to speed up the assembly of the Abomination. Once assembled, the Abomination will come to life, and start killing, devouring souls as it goes, until it has destroyed the requisite number of essences to release Xathrodox from his damnable prison. Rolf needs only six more parts to complete the ritual, but though driven by the Daemon, his obsession with finding the perfect parts prevents him from simply killing six people all at once.

So, Rolf starts hunting the night the characters arrive, and continues each night until he snatches the last piece at the Masquerade. A few murders in themselves don't warrant suspicion, since people disappear in this city all the time. However, the targets and the frequency are likely to draw the attention of more than a few important people.

HOOKING THE CHARACTERS

The murders are important to setting up the conclusion of the adventure, but this may not be apparent to Player Characters, at least right away. To draw the adventurers into this plot, consider using any of the following hooks.

Connections

NPCs the characters meet are probably the best way to draw the characters into the plot. As the days progress and word gets out about the disappearances, the social elite and visitors understandably become nervous, fearing that they could be next. Worse, the riots in the Neuestadt take up more and more of the Watch's time and manpower, preventing them from conducting a full-blown investigation. The Player Characters might be asked to serve as bodyguards or to investigate the murders in the hopes of ending the abductions. The NPCs asking could be anyone the characters meet—notables encountered on the *Emperor Wilhelm*, or important figures they encounter in the city, such as Elsbeth Becker. Even if the characters fail to become involved from the outset, on the Third Day, they are sure to catch wind of the reward for the missing Maglyn Erhard (see page 67).

Missing Friends

If a direct request is not to your liking, you could hook the Player Characters through less direct means. Have the characters establish a friendly relationship with one of the victims. For example, Reuben Kuhn III could help them avoid a mob of drunken students, or a character could have a tryst with Maglyn Erhard. This is the same sort of hook used to ensure the characters are drawn into this plot when Elsbeth Becker (or Gabrielle Marsner) goes missing. Once word gets out that their one-time ally went missing, the characters are likely to investigate on their own and without overt prodding.

Suspensions

Another hook is to make the Player Characters suspects. This works best if they behaved strangely on the *Emperor Wilhelm*, refusing to help in the boat's defence or refusing to investigate the murder that took place. Alternatively, if the adventurers failed to adequately

clear their names on the boat, then when the captain learns of the disappearances he reports his suspicions to the Watch. Now, wanted by the Watch, the Characters must get to the bottom of the abductions to clear their names.

If All Else Fails...

It's possible that the PCs will ignore every hook and not be interested in the murders, either absorbed fully in their search for the last component, or out of a general malaise for murder mysteries. This is fine. The murders can become set dressing for the city and the Player Characters will likely hear about the disappearances over the course of the week until they finally witness Rolf Vogt kill Wolfhart von Liebwitz at the Masquerade.

RUNNING THE MURDERS

The method you use for hooking the PCs can help you determine the nature of the investigation. If the characters are asked to investigate the murders directly they should have an easier time accessing the crime scenes, witnesses, and gathering clues since they have the authority of an important person behind them (either the Watch or a notable). On the other hand, if the characters work to clear their names, much of their time will be spent evading the Watch and skulking about in unsavoury parts of the city, slowly collecting evidence to clear their names, whilst also searching for the last shard.

The abductions are the surest route to finding Rolf Vogt and gaining the Chalice of Wrath. When running this line of investigation, there are a few things to keep in mind. First, keep the tension. Trickle the information the PCs get, and control their movements by placing logical barriers to their investigation such as the presence of the Watch, the city's bureaucracy, or even through liberal uses of riots (see page 57) in the Neuestadt. And as the Player Characters contend with the obstacles you place in their way, emphasise the ticking clock and the sense that something big is about to occur.

Second, be adaptable. Players often come up with unusual or unexpected ideas about a crime scene or want to talk with a character you or the adventure has not defined. Be prepared to conjure up additional evidence on the fly and always keep handy a few spare NPCs to help get the party back on course. In addition, feel free to add to the crime scenes. Each crime scene gives you a skeleton. It is up to you to make these atrocities seem real and horrific.

Third, let the players determine the pacing. The characters follow whatever leads they think are relevant to their investigation. Don't force them to follow a script. No one likes to be led by the nose. If the characters think a watchman is behind the crimes, let them. Respond to their lines of investigation, plant a few pieces of false evidence to let them follow their theories. And there's no reason why the watchman couldn't be a murderer too. Let them follow the man through his daily activities, question him and do whatever they want to in the investigation. All the while, Rolf Vogt assembles his Abomination in the background. And if the characters don't solve the murders, it really won't matter in the end anyway.

Last, keep Rolf Vogt ahead of the game. Sure, he's nuts, but a very powerful and very intelligent Daemon drives him. He won't expose himself to the PCs any time before the Masquerade. If the characters get too close, use Katarine or Lang to distract them or use the Mutant threat under the city to keep them busy. By preserving Rolf until the end, you ensure a satisfying conclusion to this campaign.

LEARNING ABOUT THE ABDUCTIONS

Once involved, the Player Characters will look for more information about the abductees. Sources of information range from official statements from the city's government, to gossip on the streets, to informed citizens who have motives of their own. What follows is a brief survey of possible sources of information, but you should feel free to develop more as needed.

Official Sources

The Countess is more concerned with ensuring the orchestrated events go as planned than she is about a few missing people. From the outset, she and her advisors try to quash the rumours, denying that anything is wrong. When things begin to spiral out of control, the Countess demands the Watch find and hang someone, anyone, to restore the festive mood in her city. Attempts to garner information from the government automatically fail and no one, regardless how well placed they are, can pry the truth out of the Countess' advisors.

The Watch

The Watch is another matter. Though the officers clearly take the Countess' line, the men and women who walk the streets and who investigate the crime scenes have other theories. PCs can get some information about the character of past suspects as well as the circumstances of their abductions by greasing a few palms or lubricating watchmen with drink. Such probing requires a **Challenging (-10%) Charm Test**, but the difficulty lessens with each drink offered and coin spent. Should the characters assist a patrol against a mob (see **Mobs** on page 56), the characters gain allies amongst the members of the patrol. These watchmen will be helpful, supplying information and helping the characters through sticky legal problems.

People on the Street

Nulners are sure to have something to say about the abductions and the abductees. Characters can make Gossip Tests to learn something about the victims and the circumstances of the kidnapping. Early in the week there are no witnesses, but as the week progresses and Rolf becomes more desperate, he becomes careless, and a few people catch sight of him at his grisly work.

USING REUBEN KUHN III

The Player Characters have little opportunity to encounter Reuben while he's alive, since he's the first victim. However, you can have the characters meet him just prior to his murder if they spend the evening in a tavern. Reuben could be one of the people in the same place. If the characters are fishing for information, Reuben might be one of the patrons they speak to, though he knows nothing about the Chalice, specialised as he is in politics and economics. He eventually leaves the tavern near midnight, tipsy, but not drunk. He refuses any offers to escort him home.

Others

The victims have friends, family, and acquaintances, who may all be plied for information. The most relevant individuals are mentioned under each victim's description.

THE VICTIMS

Six people are taken from the streets or their homes for a particular piece to add to the Abomination. Each day, one more person is abducted. What follows is an overview of the victims, highlighting who they were, how they were taken, and what the Player Characters can learn about them. At your option, you can introduce more unconnected victims to create a few false leads.

REUBEN KUHN III

Reuben Kuhn III is the son of the city's Exchequer, and he attended the University of Nuln where he studied economics and government. Reserved, quiet, and a good student, he took his studies more seriously than did his peers. His plain appearance, mild manner, and his father's unpopular position all kept the younger Reuben outside of the popular social circles.

On the first night of Black Powder Week, during his hunt for the proper body parts Rolf Vogt notices Reuben heading back to the campus from a nearby pub. Seeing the young man's striking green eyes, Rolf decides that these perfect orbs must be added to the Abomination. The noble follows the student through the streets amidst the cracking of fireworks and the press of people, keeping at a discrete distance. When Reuben steps into an alley to relieve himself, Rolf sees his moment to strike. He follows the young man into the alley and whilst Reuben fumbles with his laces, Rolf smashes him in the head. He hides the unconscious body deep in the shadows and goes to collect Hans to help cart the body back to the Reaver's Return.

What Rolf doesn't know is that the younger Reuben was to have breakfast with his father at the palace on the following day. When the student doesn't show, the Exchequer grows concerned. He takes a carriage to the University, but after hours of searching and speaking with professors and other students, he can find no sign of his son. He returns to the palace and speaks with the High Constable. The advisor reminds Kuhn that this is in fact quite the celebratory week and in all likelihood, his son drank a little too much and wound up in a woman's arms. The Exchequer reluctantly agrees but asks the High Constable to have the patrols keep an eye out for the younger man.

Developments

Reuben Kuhn II grows more concerned with each passing day and he discretely hires a few locals (perhaps the PCs) to keep an eye out for his son. When word gets out about other missing people, the Exchequer knows for certain that his son was the victim of some terrible plot and finally steps forward publicly after Madame Oztlowe reveals the disappearance of her husband on the third day. This enrages the Countess, and she coldly removes the Exchequer from his post on the same day.

Investigation

Characters investigating this disappearance can learn information from speaking with the following sources.

- **Official:** An **Easy (+20%) Gossip Test** reveals Reuben Kuhn III is the son of the city's Exchequer, a widely despised man who managed revenue, including tax collection, in the city. A **Routine (+10%) Gossip Test** tells a character that while not loved, he was respected for being fair and incorruptible. Finally, characters succeeding on a **Challenging (-10%) Gossip Test** learn Reuben Kuhn III shared many of his father's views towards tax collection and many felt he would be a worthy replacement. Most officials aren't aware of the younger Kuhn's disappearance, and those who are follow the official story—he drank too much and is living the life of a typical student. Officials maintain this story even after the Exchequer steps forward on the third day.
- **Watch:** The Watch is under orders from the High Constable to keep an eye out for the missing student. Characters can learn this by succeeding on a **Challenging (-10%) Gossip Test**. Those who succeed on a **Hard (-20%) Gossip Test** also learn that the day after his disappearance (Day Two) a guard found a pool of blood covered under some rubbish in an alley near the place where the young man was last seen. The patrolman reported this to his sergeant, but the Watch never investigated the lead.
- **Word on the Street:** As Reuben and Rolf passed through the crowded streets, the revellers were too absorbed by the entertainments to notice them. Thus, there are no witnesses to the crime. A **Hard (-20%) Gossip Test** allows characters to locate the tavern where Reuben spent his evening (either the PCs' inn or another one in the Neustadt, such as the Green Bottle Inn), though no one remembers seeing the young man leave. If the characters were present, they can make **Easy (+20%) Intelligence Tests** if they spoke with Reuben, or otherwise **Very Hard (-30%) Intelligence Tests** to recall when he left.
- **Students:** By interviewing students the Player Characters can learn what Reuben looked like and what his personality was like, with a **Charm Test**. If the characters achieve two degrees of success, they learn that although the young man was ordinary in most respects, he had striking green eyes.

Crime Scene

The characters can locate the crime scene if they learned from the Watch about the blood found in the alley. Once there, read or paraphrase the following.

The alley is a narrow gap between two large tenement buildings, just wide enough for two men to navigate. The ground here is surprisingly cobbled, but slick with filth and covered in rubbish. A path winds through the debris until it reaches a dead-end.

The alley contains many interesting (and disgusting) things, but few have any relevance to the abduction. The place reeks of ammonia, dung, and rotting food, making it difficult to explore for long. Flies are thick and maggots infest everything. Feel free to plant whatever false leads you like, such as scraps of clothing, pamphlets, and so on. The most important aspect of the alley is a congealed puddle of blood at the far end. PCs succeeding on a **Challenging (-10%) Search Test** notice some hastily covered drag marks in the debris. Those succeeding by one degree of success also find a splatter of blood on one of the walls, about 3 yards from the pool of blood. Finally, those

succeeding by two degrees of success find a strange bloody mark, probably left by a single wheel. It fades a few feet from the blood.

MAGLYN ERHARD

The Erhard Company is one of most successful charcoal companies in Nuln, having made their fortunes supplying the Richthofen foundries in the Industriepplatz. Despite their great wealth, the family has a modest house in the Altstadt. The most notable member of the family is Maglyn Erhard, who is one of the most eligible ladies in the city.

Beautiful, sensual, and popular with the young men, she's had many suitors and attends the best parties. Some claim she has even had a private audience with the Countess herself. In any event, she recently settled on one suitor, a man named Barnabas Liess. A minor noble, the third son of a country lord, he hoped to improve his family's wealth and standing by this profitable marriage. This is not an arrangement of love, though. Maglyn despised his lack of manners and refinement, and Barnabas didn't trust his bride to be, seeing her as a woman of loose morals.

Rolf Vogt had a dalliance with Maglyn before he left for the war. Always taken by her charm and good looks, he had hoped to marry her, but when he came home he heard of her unsavoury reputation and penchant for fornication. Needing a scalp for the Abomination, Rolf can think of none better.

When they were lovers Rolf would climb the trellis to her second story window, and the two would whisper sweet nothings to each other until dawn. Recruiting Hans to watch out for him, Rolf climbs the wall as he had done countless times before. Once he crosses the sill, he finds Maglyn with a man (not, of course, Barnabas). He kills her lover and then murders the young woman, being careful not to damage her fine head of hair. He lowers the corpse out the window to Hans and turns back to her lover to see if he had any qualities worth harvesting. He has none, so Rolf leaves and he and Hans return to the Reavers' Return to peel the scalp from Maglyn's skull and turn her body into meat pies.

The next morning the Erhard family discovers the lover's corpse, the open window, and the blood all over her bed. They immediately call for the Watch, but when the watchmen have little success, the family posts a reward for 200 *gc* for her return.

Investigation

Characters investigating this disappearance can learn information from speaking with the following sources.

- **Official:** Characters succeeding on a **Challenging (-10%) Gossip Test** learn something of the victim's popularity

USING MAGLYN ERHARD

If the characters spend any time with people of the upper class, such as having a meeting with Elsbeth Becker or even going to one of the temples, they could easily meet Maglyn. If so, emphasise her attractiveness and appeal. She should flirt with any male Human characters, though she's a bit aloof towards Dwarfs and Elves and avoids Halflings—they make her nervous. Take this as far as you like, perhaps even starting a romance between a noble character and this infectious young woman.

and presence at some of the high-brow parties. Those who achieve two degrees of success learn that Maglyn was becoming a friend of the Countess and had visited her twice in the past month. Those achieving three degrees of success learn that during Maglyn's visits to the palace, she spent nearly all her time among the courtiers and never once spoke with Emmanuelle.

- **Watch:** PCs can locate a watchman who investigated the crime scene by succeeding on a **Challenging (-10%) Gossip Test**. If interviewed, a **Challenging (-10%) Charm Test** inspires him to reveal that the girl vanished from her room and the only thing left was the corpse of a minor courtier named Pieter Felps. With one degree of success, PCs also learn that the window was open and a trellis climbed the side of the house. With two degrees of success, the PCs learn Barnabas Liess is the prime suspect, though he has a good alibi (he was with his mistress).
- **Word on the Street:** Few commoners ever had the fortune to speak with the beautiful Maglyn, but some who did were occasionally taken as short-term lovers. Characters succeeding on a **Routine (+10%) Gossip Test** learn that Maglyn was free with her love and had many suitors.
- **Barnabas Liess:** Finding Barnabas Liess is simple; until something conclusive is found out about Maglyn's fate, he remains at the house. A simple man with soft features, he speaks with a slight drawl and lacks the social graces of the Erhard family, who seem to find his simple ways charming. He viciously denies any involvement with Maglyn's disappearance, though he admits it looks bad. If pressed, he pulls a character aside, and informs them that he was with his mistress, Candace, that night. If asked, he supplies the character with an address, which checks out. Barnabas does not reveal his indiscretions to the family, in the vain hope of gaining something from his now dead engagement. He is also fully aware of Maglyn's infidelity, and he can supply the Player Characters with a long list of names, of which there are 33. Devise whatever names you like, allowing the characters to follow up on each one. The men listed should come from a variety of occupations, and some are now dead or missing. The only one of import (but don't reveal this right away) is Rolf Vogt. To quickly generate names for Maglyn's suitors, use the Imperial Names described in *WFRP* or in the *WFRP Character Pack*.
- **Erhard Family:** The Erhard family (mother, father, and a younger sister) is blissfully ignorant of Maglyn's nocturnal guests. They hotly deny any allegation otherwise. They have no idea why anyone would hurt Maglyn, for everyone she met loved her at once. They show the PCs her portrait, which shows a beautiful girl with long blond hair. The family did not hear anything in the night.
- **Erhard Servants:** The servants are another matter entirely. Characters who can speak to any one of the maids in private and who succeed on a **Challenging (-10%) Charm Test** can convince a maid to reveal what she knows. All of the servants are deeply ashamed of Maglyn's appetites, but they are paid well and so they covered up any evidence of her suitors' visits. A character that succeeds by two degrees of success can learn that Maglyn's most ardent lover was Rolf Vogt before the war, but if he ever called on her when he returned, the servants do not

know. The servants heard the suitor enter on the night of the murder, but nothing else.

- **Rolf Vogt:** As with tracking down the owners of the swords, finding Rolf Vogt is difficult. See page 32 for details on his movements. If the characters manage to find him, he claims innocence. He freely admits to his past romance with the girl, but he says the war changed him and he felt he needed someone more grounded in the realities of the world rather than the capricious romances of a flighty noble. He further claims that he was with his father, Randolph Vogt that night. Though a lie, Randolph, should he be asked, backs up his son's story.
- **Gardens of Morr:** The courtier's body is moved later in the same day that Maglyn is discovered missing. Carted over to the Gardens of Morr (see page 19), he is interred in the vault for preparation. Characters can see the body if they each pay a penny and don the required black robes. The Priest takes the visitors inside the bowels of the temple to where the young man is laid out on a stone slab. His cause of death is obvious; a bludgeon caved in his skull with such force that his brains splattered out. A **Hard (-20%) Perception Test** reveals strange bruises on his body—caused by Rolf's grip as he flipped the body to inspect it for any parts worth salvaging. There is nothing else of interest here.

Crime Scene

Word of the reward spreads quickly through the city, so unless the party is exploring the sewers or is out of the city altogether, they overhear the news. Gabrielle is an old family friend of the Erhards, so she can get the Player Characters in the house if they desire. But if they delay more than a day following the disappearance, the family has had the house cleaned and the corpse of the suitor removed to the Gardens of Morr.

Examining the room after it's been cleaned turns up little. A **Very Hard (-30%) Search Test** uncovers a bloody boot print under the bed on the side furthest from the window. A **Challenging (-10%) Follow Trail Test** reveals the track was left by a large man wearing fine boots—it has a long toe. Examining the window, which Rolf left open, reveals nothing unless the character looks out and succeeds on a **Challenging (-10%) Perception Test**. If so, the character notices some of the vines crawling up the trellis were recently disturbed.

If the characters are lucky, and arrive before the family has the room cleaned, they find a grisly scene. The bed is in disarray and sodden with blood. Chunks of brain matter cover one pillow and the floor. Blood sprays stand starkly on the ceiling's white paint. The window is wide open. A **Routine (+10%) Search Test** reveals all of the Maglyn's valuables remain, some of which lie in plain sight.

HARMANN OTZLOWE

A petty merchant of low character but of exceptionally fine appearance, Harmann Otzlowe has a reputation for vanity. He makes his living importing salted fish from Marienburg, but with the stiff competition he faces from his rivals, he can barely make ends meet. Furthermore, he has trouble at home. Since before he was wed, his wife has never trusted him, claiming his pretty face would land him in the arms of another woman.

Having long sickened of her accusations and suspicions, Harmann spent more and more time in the taverns, drinking away the shrill

sound of her nagging voice. And during the festivities of Black Powder Week, what could be better than a few extra brews at the Drunken Guardsman? On the third night of the festival, Otlzowe stumbles out of the tavern just before midnight, resolved to face the harpy waiting for him at home. He weaves through the streets, but along the way, he notices someone following him.

Nervous, especially after hearing word of the first two abductions, he slips into the Randy Robin for a nip, but also to get a better look at his pursuer. A few moments later Rolf Vogt enters after him, taking a seat further down the bar. Otlzowe recognizes the man, buys him a drink, and claps him on the back. The two chat for a bit, though no one can hear what they say, and then the merchant leaves. Rolf slips out after him, clubs him in the back of the head with the Chalice, and dumps him in Hans' waiting cart. Rolf needed a face for his creation. Whilst walking the streets with Hans, he spied Harmann coming out of the Drunken Guardsman and was impressed by the man's features.

The next day, the Otlzowe matron complains to the Watch that her husband hasn't yet come home. They assure her such behaviour is not uncommon during this time of year. Frustrated, she calls in a few favours and complains to the higher-ups—word spreads about Otlzowe's disappearance, and soon after Reuben Kuhn II steps forward.

Investigation

Characters investigating this disappearance can learn information from speaking with the following sources. If the characters have not yet gotten involved, have them each take a **Gossip Test**. Anyone succeeding learns that people are starting to disappear in the city. If they succeed by two degrees of success, they learn the names of the people who are missing.

- **Official:** The official word on Otlzowe is that he left his wife and fled the city.
- **Watch:** Talking with the watchmen, Player Characters learn on a successful **Gossip Test** that everyone knew Otlzowe's wife was a shrew and she harped on him incessantly. A **Challenging (-10%) Charm Test** also reveals that there are suspicions that she killed her husband, but there's no proof. The riots in the Neustadt stretched the Watch too thinly to investigate this matter, and those characters succeeding on a **Challenging (-10%) Gossip Test** learn that the Watch has made but a token effort.
- **Word on the Street:** Anyone who lives near the Otlzowe house near Banker's Row can tell the characters that the Otlzowes were anything but happy. A **Routine (+10%) Gossip Test** reveals Harmann liked to drink, and characters succeeding by two degrees of success learn that he favoured the Drunken Guardsman (see page 23).
- **Drunken Guardsman:** Characters following up this lead learn that Otlzowe was indeed there that night, and with a **Routine (+10%) Charm Test** a character can learn from the bartender that the man left just shy of midnight. Succeeding by two degrees of success reveals that Harmann mentioned that he'd better head home, "lest the missus find some new excuse to scream at him." Assuming the characters follow his path home, they find nothing of interest and no additional clues along the way until they pass the Randy Robin.

USING HARMANN OTZLOWE

Harmann is best used as an antagonist for the Player Characters. Sometime in the days leading up to his death, the characters should run afoul of this merchant, perhaps tipping over a barrel of salted fish, spilling their contents onto the street or perhaps just angering the man for no reason. He's memorable as he's extremely attractive.

Crime Scene

They see on an **Easy (+20%) Perception Test** a man snooping about in the alley next door. If asked, and with a successful **Charm** or **Intimidate Test**, he explains what happened the night before, and he thought to do some investigation of his own, hoping to claim the reward, if any, for himself. Characters that succeed by two degrees of success get the bartender to mention the exchange at the bar. Although he doesn't know who the man was, the bartender can offer a description of Rolf Vogt (see page 32). Characters searching the alley and succeeding on a **Challenging (-10%) Search Test** find a strange trail in the gunk. It appears to be a straight line followed by a set of footprints—such as that left by a man moving a wheelbarrow.

A LOST FRIEND

The next murder depends on what has happened so far. If Gabrielle Marsner accompanied the characters to Nuln, she is at risk. The Red Player compels Vogt to find and kill her in the hopes of preventing her from using the ritual to destroy its essence. If the Player Characters protect her at night, Vogt doesn't attack, and instead targets Elsbeth Becker. Likewise, Rolf abducts and kills Becker, if Gabrielle did not come to Nuln. Note, even if Gabrielle does not accompany the Player Characters to Nuln, she shows up in the final chapter of this adventure.

Gabrielle Marsner

Late at night, on the fourth day of the festival, Rolf Vogt slips into Gabrielle Marsner's room above the Golden Hammer (or wherever else you might place her) and kills her in her sleep. He dumps her body out of the window to the waiting Hans before climbing down after her.

The characters might not discover her death right away—perhaps not until they face the Abomination at the conclusion of the adventure. Inspecting the room turns up no hints or clues as to motive or means, although Rolf did paint "Sigmar Returns" with Marsner's blood on all the walls.

With her death, it may seem the adventure is doomed. Not exactly. One of the Player Characters may have learned the ritual from Marsner in Altdorf or along the way to Nuln. If not, the characters must come up with another way to destroy the final piece. They have a few options open to them. The first and best is to send word to a contact in Altdorf and perhaps friends there can devise some other way to destroy the vessel. Alternatively, they could forge an alliance with the Necromancer Cohl who lives in the sewers (see page 79). He alone in Nuln has the means to sunder this final artefact. Finally, the characters could just carry the artefact back to the Colleges of Magic in Altdorf in the hopes of finding some other way to destroy the Chalice. For more ideas, see *Spires of Altdorf*.

Elsbeth Becker

Elsbeth Becker has likely helped the PCs a great deal in their investigations, arranging meetings and assisting them in their efforts to locate the third shard. Her work has not gone unnoticed. Rolf Vogt decides to silence her and prevent the Player Characters from digging any deeper. That night, he and Hans climb over the wall, break in through a window, and butcher everyone inside, including the servants. No one escapes.

The characters should be the ones who discover the corpses. When they next call on Becker, they find the gate closed and no activity inside the estate. They can climb the wall by succeeding on a **Scale Sheer Surfaces Test**. Once over, they see the full extent of the macabre scene. Everyone is dead. Servants, grooms, the entire staff, and even the animals all lie in twisted ruins. Each character seeing this should make a **Will Power Test** to avoid gaining 1 Insanity Point. Inside the house it is even worse. The walls are painted with symbols of Khorne and warnings of Sigmar's imminent return. The "brush" lies beneath the graffiti; it is one of Elsbeth Becker's severed hands.

Characters searching the estate find no additional clues, nor Becker's body—just her hands. Though with a **Challenging (–10%) Search Test**, they find a cache of 100 gc for those callous enough to steal from the house of their benefactor. In addition, the characters find an invitation to the Countess' masquerade. Reporting the crime to the authorities proves fruitless, though doing so absolves the characters of suspicion. If the PCs don't report what they find, the Watch may very well suspect them.

HELMUT ALLENSTAG

Helmuth Allenstag came from Altdorf to see what all the chatter was about regarding this new weapon. A man of means, he is a self-satisfied expert on the subject of warfare and was one of the first to go to Middenheim to advise the people there in the matters of defence, and one of the only ones to leave once Archaon's horde drew close. So, when he heard of this new weapon, he quickly took the first carriage to the city.

Though he's been around firearms throughout his career, he's never grown accustomed to the noise. And so, as no fan of loud noises, it has been a miserable week for poor Helmuth. He's been touselled by a mob, robbed by a thug, saw a horrid Mutant, and has been shaken by the frequent cracks and pops of fireworks. To make matters worse, he's heard about the abductions and he's frightened for his life. So, by the fifth day, he's more than ready to leave the city, cannon or no cannon. He goes over to the carriage house near West Gate, but is forced to wait until well after sunset before he can make arrangements to leave—evidently, other people have the same thing in mind. By the time he leaves it is well after dark. He resolves to get back to his bed, relieved to be leaving the next day—emboldened by the apparent capture of the culprit, he makes his way back to his lodgings.

USING HELMUTH ALLENSTAG

The PCs might encounter this man during their investigations, perhaps saving him from a Mutant or mugging. Alternatively, they might discover his body.

At this time, however, Rolf is returning through the West Gate after a ride to clear his mind of the confusing thoughts running through his head. He spies Helmuth, noting the man has very nice ears—nice enough to adorn the head of the Abomination. He follows Helmuth through the streets, noting with amusement how the man jumps with each explosion in the sky. No one seems to notice as he strides right up to Helmuth, shoving him into an alley and slitting his throat. No one hears the man's gurgling screams, or sees as Rolf saws off his latest victim's ears. Rolf leaves the corpse in the alley and returns to his hideout to give his newest acquisitions to Gretyl.

Investigation

Characters investigating this disappearance can learn information from speaking with the following sources.

- **Official:** On the fifth day, the Countess' heralds announce that the Watch has captured the killer. Criers and rumourmongers carry the message through the streets, naming the villain as Magnus Kummel, a local dockworker who turned himself in, claiming he was responsible for all the murders. The man is taken to the Iron Tower, where he is tortured by the Witch Hunters throughout the day—his screams seem to echo from the imposing structure. Any attempt to interview the man fails, though characters who ask about the man can learn, by succeeding on a **Hard (–20%) Gossip Test**, he was famous for being a lunatic and had been jailed for madness several times in the past, though he was always thought to be harmless. At dusk, the city executes Magnus, hanging him by the neck from one of the Iron Tower's rare windows. The city is not aware of Helmuth's death and if it is brought to an official's attention, it is dismissed as an incidental death probably caused by a mob in the Neuestadt.
- **Watch:** By now, the Watch is hard-pressed to control the uprisings in the Shantytown and do not have the time to investigate another murder, even if it is brought to their attention. The Watch Headquarters bustles with activity as injured watchmen are carried in on stretchers. If the characters report the corpse, they are offered 5 gc to take the body to the Gardens of Morr and then summarily dismissed.
- **Word on the Street:** As far as anyone else is concerned, the man was just another nosy 'Dorfer who probably got lost in a bad part of town. A **Hard (–20%) Gossip Test** reveals the man's identity, and characters achieving two degrees of success learn he was leaving the city.

Crime Scene

The Player Characters are the most likely to find the body. It lies in an unnamed alley in the Neuestadt near West Gate. The alley is filled with blood, but there's little evidence to be found. Inspecting the corpse reveals that the man's ears have been removed. He has no possessions, having been thoroughly searched by thieves.

MOVING ON

By the start of the sixth day, the characters ought to have a good idea who's behind the murders. Pinning it on Rolf Vogt is another matter. He's hard to track in the city and covers his trail well. They'll have their chance, though, at the Masquerade.

If the PCs are not having much luck, you can use this side encounter to put them on track on the fourth day.

The Trotts

As if the disappearances and brutal murders weren't bad enough, vague reports of a plague start to spread throughout the Shantytown. People complain of a stomach distress accompanied by vomiting and spectacular diarrhoea. As the plague has been a problem many times in the past, people are terrified something new has doomed Nuln. But, thankfully, the reports are contained to single neighbourhood.

In all likelihood, this little sidetrack won't involve the PCs, but if the characters purchase one of the meat pies in the Reavers' Return, they'll have a small bout of stomach sickness. The source of these woes stems from Hans, who butchers the leavings of Rolf's victims to resell as cheap meat pies.

If the characters are having a tough time pinning the murders on Rolf or fail to come to the right conclusions about Rolf and the sword, not guessing he bought the sword from Gerlach Baer, you can use this development to establish a link between Rolf and the murders.

The characters should be able to home in on the source of the plague. All victims are within just a few blocks of the Reavers' Return. Interviewing the victims, whilst they squat on rented pots in alleys, requires a successful **Easy (+20%) Charm Test** to learn the sorts of food they've been eating. After speaking with just a few unfortunate souls, there's one thing in common with all of them—they've been eating Hans's meatbread. Finding Hans is another matter entirely. He's no fool, and it's clear to him people are falling ill because of his sinister meatbread. When word about the sickness spreads, he decides it's time to cut his losses and get out of the city.

On the fifth day, he goes out to sell his meatbread throughout the morning on the corner of Stink Avenue and Hobbler's Crawl: two crooked streets near Reavers'. After lunch he heads back to the Reavers' Return, entering into the alley to retrieve his coin and slip away. Characters can make **Routine (+10%) Shadowing Tests** to follow him, as he's so distracted by his own fears of capture and imprisonment. He pulls together his things in about 15 minutes, comes back out of the cellar, and heads straight for West Gate. If at any time Hans notices he's being followed, or if the Player Characters call out to him, he flees through the streets, pulling crates down behind him, weaving through passers-by, and generally creating havoc wherever he goes. (See page 33 for Hans's statistics and page 18 for **Movement in a City and Street Chases**.)

If Hans gets away, he's gone for good—or at least until you want to use him again. Otherwise, if the Player Characters catch up with him, he collapses in tears, begging forgiveness in front of everyone for his sinful ways. He begs for mercy, pleading with the characters to let him go. If they refuse, he wails, claiming, "He'll get me... and it won't be quick either!" The characters may be able to calm Hans down if they take him somewhere quiet, where they can talk. Otherwise, Hans screams and moans, bawling his fate until the Watch comes for him, which they do in 1d10 rounds.

Hans can be calmed with a successful **Challenging (-10%) Charm Test**, but only if he's taken out of the street. If so, he tells the characters everything he knows—that he's been working for Rolf Vogt and that they've been taking people off the streets back to the Reavers' Return, though Hans never says for what purpose as he himself doesn't know. He mentions he's seen a girl working for Rolf, but he doesn't know her name.

With Hans' story, the characters have enough to condemn Rolf to death, but the problem is finding the younger Vogt and getting the



Countess and the elite to believe the tale of a man who sells meatbread made from human flesh. Worse, Rolf Vogt is a war hero and an upstanding citizen. When and if the PCs turn him over to the authorities, they listen to his tale, and hang him the next day.

Alternatively, the PCs may want to investigate the cellar where Hans takes and prepares the corpses. As mentioned under the description on page 60, a heavy lock secures the doors. If they bypass the lock, they find nothing in the cellar that arouses suspicion unless they somehow find the secret door. Should they locate the secret door, they find a gory—but empty—room beyond. Gretl grabbed the Abomination and fled upstairs after Hans gathered his things, lest she fail Rolf. She and Rolf later move the Abomination to the other side of the river, hiding their creation in an abandoned factory in the Industriepplatz. Finally, Rolf is careful to watch for watchers, and so he won't stumble into an obvious trap. About six hours after Hans is captured, if he is, Gretl locates her master, explains what happened, and urges him to stay away from the inn. Thus, even if the characters find the "workshop," they still lack the means to pin it on Rolf.

THE GRIM TRUTH

Rolf Vogt forged an agreement with Hans, supplying the man with free fresh meat in exchange for his help in capturing the nobles and bringing them back to the Reavers' Return. Hans, ever the opportunist, and thoroughly wicked in his own right, saw the clanks he'd earn with the steady supply of flesh, and jumped on the opportunity. He's mixed the flesh of Vogt's victims with the usual assortment of rotting meat and animals he can catch in the city, giving his meatbread its distinctive taste and unfortunate side effects.



CHAPTER SIX: THE WEAPON AND UNDER NULN

Even as Rolf Vogt snatches nobles and merchants from the streets, Randolph Vogt, his father, makes adjustments to the *Magnus'* ammunition, so that it will malfunction when fired. Schooled in the mathematics and science behind war machines (he is an alumni of the College of Engineering), Randolph Vogt disguises himself as a worker, making changes to plans,

damaging components, and doing whatever he can to ensure the weapon will fail when fired, but not in a way that would hurt anyone—well, anyone that counts, that is. He hopes a misfire in front of the gathered aristocracy of the Empire would embarrass the Countess, forcing her to terminate the upstart Marshall and replace him with Randolph.

— BAITING THE HOOK —

Over Black Powder Week, the Player Characters should find themselves embroiled in a complex investigation involving special swords, missing nobles, and tracking down the third shard. However, they should get a sense that things are also amiss with the crowning event that will end the celebration. What follows are a number of ways to get the characters involved in Randolph's plot and ultimately in the sewers, which serve as an excellent device to slow the characters' progress in unmasking Rolf as the true villain.

DEVASTATING LOSS

If Gabrielle Marsner is murdered, the Player Characters have likely lost the only means available to them to destroy the Chalice of Wrath, thereby dooming their efforts. Some investigation, though, may turn up a ray of hope. A successful **Challenging** (–10%)

Gossip Test in Shantytown uncovers a few rumours about a frightening wizard who lives in the sewers, only emerging at night. If a character makes the test by one degree of success, he also learns that this wizard is a necromancer, and if by two successes, he learns that the wizard is in possession of many magical oddities.

HIDDEN PLANS

If the characters explored the Vogt house in the Altestadt (see **Chapter Five: Investigations**), it's possible they uncovered the plans for the new weapon and perhaps discovered that it is in fact being sabotaged. This should be enough to redirect the characters' attentions to the elder Vogt, at least for a time. Considering they acquired this information by breaking into the man's house, they will have to find other evidence to convict Randolph Vogt.

MUTANTS!

From the first day of Black Powder Week, there have been many signs of Mutant activity including a few attacks in the poorer parts of town. This has resulted in widespread fear in the Shantytown, and mobs of citizens are creating havoc with the watch. Rumour has it that the Mutants are coming out of a place called the Maze.

SIGHTINGS

Starting on the second day, dockworkers on the north banks report seeing suspicious characters near the sewer grates that empty the effluvium into the river. Characters can learn about these reports by succeeding on a **Gossip Test** or if they keep in contact with the captain of the *Emperor Wilhelm*.

INTRUDERS

After several days of investigation, the Player Characters are likely to become known commodities in the city. With the watch

forced to deal with the growing unrest in the Shantytown and the Mutants stirring in the sewers, people are turning to private sources for protection. On the fifth day, an engineer from a factory where the new cannon is being fine-tuned approaches them about his concerns. He's suspicious because strange things are happening at the worksite. He explains he's frequently found evidence of someone tampering with the weapon. To catch the saboteur in the act, he went to the site early one morning, well before dawn, and he spied several robed figures skulking about. When he called out to them, they scattered and fled. He looked around, and the only thing he found was an opened sewer cover, with a scrap of filthy cloth caught by the lid. He asks the characters to investigate the site in the interest of safeguarding the cannon.

In truth, the engineer works for Randolph Vogt, who fears the characters—either on his son's behalf, though he can't imagine why, or on his own, suspecting they might be close to uncovering his plot. To eliminate the threat, he hired a gang of thugs to descend into the sewers and set a trap for the characters, aiming to silence them for good. See **Asylum** for more details.

— PLACES OF INTEREST —

When the characters start investigating the plots surrounding the weapon, or if they follow up on the scattered reports of Mutant activity provoking mobs of concerned citizens in Shantytown, there are a few key locations the characters are likely to explore.

MAZE

The most desperate place in Nuln, the Maze is a twisted labyrinth of alleys. The buildings are ramshackle and sagging, on the verge of total collapse. Rubbish, leavings, open sewers, and no few bodies make this place all but intolerable. Only Nuln's poorest and sickest people live here.

Locating this part of town is quite easy; it's a part of Shantytown and locals point the way but always with a warning. Exploring the Maze is tricky, for it's easy to get lost, and losing oneself here is a good way to find an early death. Once inside, the paths through this place are more akin to tunnels, for the buildings crowd out the sky overhead, darkening the alleys no matter the time of day. Grubby faces peer out of doorframes and shadows to watch the interlopers pass by. The people here are unwelcoming, hostile even, and more than a little mad. Finding your way out of the Maze is not as easy as getting in. Every 10 minutes allow characters to make a **Challenging (-10%) Perception Test** to see if they notice a familiar landmark. If they fail the test, they must keep searching for another 10 minutes, and so on until they succeed.

Mutants retreat to these sorts of places in the cities of the Old World to escape the eyes of the priests and witch hunters, so the taint of Chaos is strong here. Disease is also rampant, so it can sometimes be hard to distinguish people warped by the Ruinous Powers from those ravaged by plague. The Maze is also home to criminals, exiles, and practitioners of the dark arts. If it's illegal, illicit, or just plain depraved, it can be found here.

INVESTIGATIONS

Characters snooping around here are likely to have a tough time. The locals are closemouthed, either out of spite or fear, and have little use for uppity strangers. Signs of a Mutant infestation are everywhere, but they're hard to pick out from the few remaining Skaven in Nuln, or other darker things that have staked a claim on this neighbourhood. In short, the Maze doesn't offer much to the characters. However, their presence is bound to attract attention. For every 10 minutes the characters remain in the Maze, they



TYPICAL STREETS IN THE MAZE

have a 30% chance of encounter the Sons of the Eye, a brutal gang of Mutants that dominates the other gangs that prowl these streets. A gang consists of a Mutant Brute, two Mutants, plus one more Mutant for each character in the party. The gang members seem to emerge from the piles garbage and filth, gaining surprise against any Player Character who fails a **Challenging (-10%) Perception Test**.

Mutant Brute

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	31%	46%	46%	31%	31%	31%	12%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	3	0	0	0

Skills: Animal Care, Command, Concealment, Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Frenzy, Street Fighting, Strike Mighty Blow, Strike to Injure

Special Rules

Chaos Mutations: Bestial Appearance, Blood Lust, Short Legs, Suckers (+20% bonus to Scale Sheer Surface Tests)

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (A human thighbone wrapped in rotting flesh)

Trappings: 1d10 gc

This vile beast has stubby legs and a Daemonic appearance, with its skin covered in strange suckers that it uses to pull itself forward, leaving a trail of ooze in its wake.

Mutants

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31%	31%	31%	31%	31%	31%	31%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!

Special Rules:

Chaos Mutations: The following assumes six Mutants; if you need more for larger parties, see page 230 in *WFRP* or page 102 in the *Old World Bestiary*. Those Mutants described have the following mutations:

- Mutant #1: Claws (gains Natural Weapon Talent), Fur (cosmetic), Foul Stench (Fel 17%, opponents within 2 yards take -5% penalty to WS)
- Mutant #2: Animalistic Legs (M 5), Leathery Skin (T 41%; TB 4), Snout (gains Follow Trail skill), Tail (Ag 37%)
- Mutant #3: Red skin (cosmetic)
- Mutant #4: Thick Fur (1 AP all locations)

- Mutant #5: Snout (gains Follow Trail skill)
- Mutant #6: Horns (SB-1), Tentacle-like Arm (+10% grappling-related tests)

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0; Mutant #4—Head 1, Arms 1, Body 1, Legs 1

Weapons: Hand Weapon (Clubs and Hatchets)

Trappings: Rags

These disturbing men and women are barely Human, their flesh corrupted by the taint of Chaos.

DEVELOPMENT

The Mutants fight until their leader, the Mutant Brute, falls or until half their numbers lay dead. If the Player Characters manage to capture one alive, they may be able to coax some information out of it. This requires a successful **Hard (-20%) Intimidate or Torture Test**. The kinds of information learned depend on the degrees of success.

MUTANT INTIMIDATION RESULTS

Degree of Success

Information Learned

Success	The Mutant is part of a vicious gang called the Sons of the Eye and they rule the Maze.
One	There are many more of their kind in the Maze and beneath the city.
Two	They actually serve a great man who rules the Night Market.
Three	The Mutants are planning an attack on the last day of Black Powder Week.

Under no circumstances will the captured Mutant lead the characters to the Night Market; the threat of death is meaningless to one in its state. Reporting the impending attack to the Watch results in disbelief and the explanation that the stories of the Night Market are nothing more than children's tales. Even if the characters report their findings to someone of authority, though they can't get anywhere close to the Countess, the Watch still does nothing, perhaps because one or more of their commanding officers are in fact secret cultists....

THE DOCKS

The docks are in full view of the sewer grates that empty Nuln's wastes into the River Reik. Though each is fitted with bars, it's possible for a small creature to wriggle between them to enter the sewers under the city. Since the Countess invited people from all over the Empire to witness the newest addition to the city's arsenal, the docks have been busier than normal and ships crowd the river, so much so that one could almost cross to the other side by jumping from deck to deck. With all the activity, few have paid attention to the small details, such as the comings and goings of the things beneath the city.

During the party's investigation of other plots, they might come across a rumour of things entering the city from the river—you can drop this clue at any time after the second day. With a little probing, the characters learn some of the dockworkers have spied weird comings and goings in the dead of night, through the sewer

grates. If the characters decide to follow up on this, they can ask around on the docks to find out that the night before, a worker saw something strange near one of the grates. A cloaked figure pulled a few of the bars free and climbed inside. A moment later, the thing's bestial head poked out to look for witnesses before it reset the bars to conceal his entrance.

The man and a few others went for a closer look, and indeed found that the bars had been cut, but none were foolish enough to climb inside. They reported the incident to the Watch, who sent a group of Sewer Jacks in this very morning. None of those men returned.

Characters inspecting the damaged grate see that something sawed through four of the six bars. A character succeeding on a **Search Test** notes that the bars were cut with a file or saw. After a few moments, have the characters make **Easy (+20%) Perception Tests**, and those who succeed note that the sluggish water suddenly turns bloody and a moment later, a torn arm follows.

The characters can enter the sewers if they like. If so, see **The Sewers** below.

FORGES OF NULN

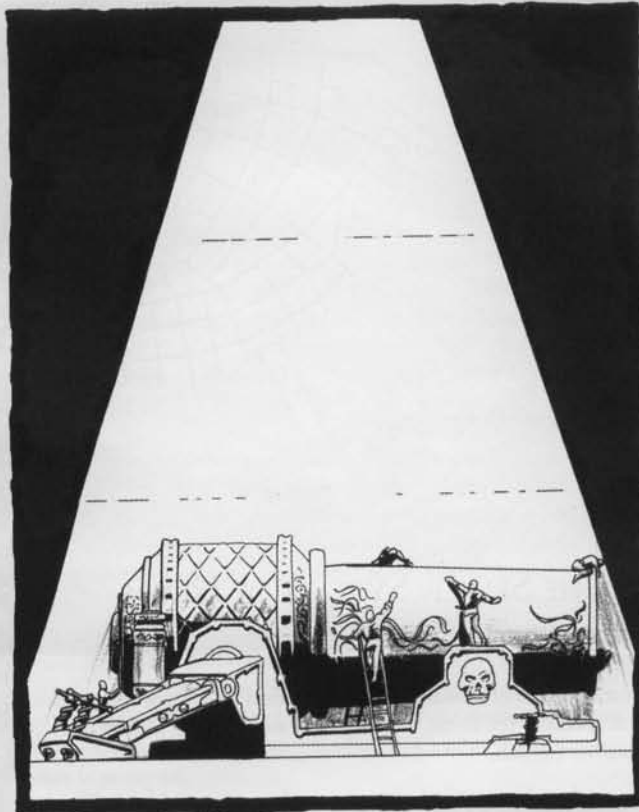
The characters might want to get a look at the weapon if they're following up on the reports of foul play. Under no circumstances are they allowed into the College of Engineering, and if they try to sneak in there are plenty of guards on hand to deal with trespassers, likely resulting in a short vacation in the Iron Tower. In any event, the weapon isn't stored there and it is actually at a nondescript warehouse in the Industriepplatz. Searching all the warehouses could take weeks, but the engineer, if he contacted them, can lead them to the proper one.

The building is a large empty structure that covers a few blocks. Of stone and wood construction, it has large glass windows near the roof for ventilation. There's nothing here except for the cannon itself and about a dozen workers who polish the barrel and see to the last preparations before it will be unveiled. Among them is Randolph Vogt, who watches the characters while he works.

The weapon is enormous, being a long barrel mounted on a wooden frame. Though larger than normal, it appears to be a normal weapon. If asked, the engineer explains that though it does have a superior range, it is the projectile that's the innovation. Instead of normal iron cannonballs, the ammunition is designed to detonate on impact, spreading iron fragments and fiery death over a large area. The engineer assures the characters that none of the tampering was significant enough to put the weapon or anyone else in jeopardy.

Once inside, the engineer leads the characters to a large drain set in the floor. The man adds that this warehouse has at least three more, but when he last checked, they were still secure. This is the only one that seems to have been tampered with. The grate is still loose and is askew from its seat. The engineer shows the characters the scrap of cloth he found. It's of a reddish cloth, probably stained with rust for colour, and it stinks of animal.

The characters can move the drain cover and enter the sewers from here if they choose. If they decide to sit and guard the warehouse, their efforts are wasted, for there are no more break-



THE SEWERS

Originally constructed by Dwarf exiles, Nuln's sewers are the finest in the Empire. Each tunnel seems more like a work of art than a place to channel filth to the river. The walls are fitted stones and details like arches, columns, bosses, and buttresses are added for utility but also to evoke the halls of the Dwarfs' lost holds. In the centuries since, Nuln has grown, been ruined, and rebuilt, so many of the passages were repaired or expanded by Human hands, none of whom had the same commitment to beautifying the place as the Dwarfs.

Generally speaking, there are three kinds of passages beneath the city. The primary tunnels are wide corridors that move most of the water and filth to the river. These are three to five yards across and just as tall, and ledges on either side of a deep channel allow workers and guards to walk whilst keeping their boots somewhat clean. Secondary tunnels carry effluvium from particular areas to the primary tunnel. These are smaller, being two to four yards wide and tall and with only a single ledge for walking.

In addition to the tunnels, in places where primary tunnels meet there are large rooms, called nexuses. Here, the morass collects and drains out to the Reik through secondary tunnels. Like the Cathedral (see page 19), nexuses are amazing areas. Statues stare down at the dirty secrets of the city as they flow past, and leering gargoyle faces peer down from the keystones fitting the arches. Carefully constructed bridges cross the churning fluids to connect to other passages.

SEWER ENCOUNTERS

Though the sewers are stunning works in their own right, they are also Nuln's greatest liability. The size of the passages could allow



great numbers of invaders to navigate them quickly, and combined with access to the rivers, all manner of awful things lurk in the shadowy tunnels.

To combat the menace lurking beneath its streets, Nuln's Watch has a special branch of militiamen who are trained to walk the tunnels and eliminate whatever they find there. Sorely depleted after the Skaven menace, they are just now getting back to numbers that allow them to patrol some of the more remote regions.

While exploring the sewers, the Player Characters are likely to encounter many threats and dangers. You can add additional encounters to the specific locations to heighten the tension or to provide additional challenges.

Foes and Allies

As mentioned, many nasty things live deep in Nuln's sewer system. What follows are examples of the kinds of creatures characters are likely to encounter when exploring below. See *WFRP* or *Old World Bestiary* for statistics.

- **Ghouls (1d10/2):** Among the varied horrors lurking beneath Nuln, few are as terrifying as man-eating ghouls. These creatures prey upon the lost and the weak, slowly devouring the flesh as their victims scream for mercy.
- **Giant Rats (2d10):** Giant Rats are a problem everywhere. In Nuln, though, they are bold and unafraid, infesting everything and every place.

- **Mutants (1d10):** Many mutants live in the Maze, but some are so hideous that they are shunned even by their own kind. Mobs of twisted people roam the lightless tunnels in search of rats or people to feed upon.
- **Night Goblins (1d10):** Nuln's sewers are infested with these miserable creatures, likely living in a colony somewhere far from the normal Sewer Jack patrols. Though Nuln has taken steps to find the source of these vermin, and have slaughtered hundred of them, they keep coming back.
- **Skaven Clanrats (1d10+2):** Though Nuln managed to avert disaster by defeating the Skaven menace, many of these creatures still wander the tunnels, hatching wicked plots to destroy the hated humans. There are whispers that

Packmasters still breed Rat Ogres to do their bidding somewhere in the depths.

Strange Discoveries

A city's darkest secrets lay in its sewers, and Nuln is no different, especially considering its long history of facing Greenskins, Skaven, and worse. Characters exploring the turgid waters can stumble onto bizarre and sometimes dangerous things.

SEWER FINDS

Roll	Discovery
01–10	A Skaven poison wind globe (though it no longer works and the toxins have long ago seeped out)
11–20	A lump of disgusting organic matter
21–30	A wheel from a Steamtank
31–40	A severed head with the skull cracked open and brains scooped out
41–50	A pouch with 1d10 <i>p</i>
51–60	A broken religious symbol
61–70	A severed hand holding a lucky charm
71–80	A dead animal
81–90	A bloody sword, axe, or dagger
91–100	An empty set of clothes

— KEYED ENCOUNTERS —

Aside from the random excitement characters might encounter in Nuln's sewers, there are two keyed areas for the Player Characters to explore. The Asylum is the first (noted on the sewer map), the sinister lair of the necromancer Cohl. The second location (actually a location type), the Cyst of Unspeakable Dreams, can be placed where necessary in the sewers.

ASYLUM

Years ago, Nuln was in the grip of powerful criminal families like the infamous Schatzenheimers, Valantinas, and the Huydermans. They occupied a series of linked tunnels and basements known

collectively as the Asylum. But after brutal fighting and treachery, they turned on one another, effectively destroying their operations. Other criminal elements have since moved in and taken over some of these old hideouts, claiming them for themselves.

If the characters enter the sewers based on their findings in the warehouse (see **Intruders** on page 72), an **Easy (+20%) Search Test** reveals a disturbance in the muck on the ledge below the grate. A character may follow the tracks by succeeding on a **Routine (+10%) Follow Trail Test**. A gang of thugs in Randolph Vogt's employ laid a visible trail to lead the characters into a trap in the old Valantina base in the Asylum. The thugs had not been to the old base before, but one had an old map he had taken from his grandfather's things. His grandfather was a guard for the Valantina family. When they broke through the old door, they found the place was not as empty as they had thought.

Since the Valantinas moved to other parts of the city, a perverted Necromancer named Cohl fled into the sewers after he murdered his family and turned them into Zombies. Cohl was not pleased to see visitors and used dark magic to slaughter the intruders. Not finished, he raised them to be his servants and to guard against other intruders.

It shouldn't take the Player Characters long to locate the old Valantina headquarters—a few hours at most. As they approach, allow the characters to make **Hard (-20%) Perception Tests** to hear the sounds of the Zombies shuffling about in **Location 2**.

I. ENTRANCE

The trail leads to a rent in a tunnel wall, which leads about 10 yards into the darkness until it ends at a door. The floors, walls, and ceiling before the door are slick with blood. Droplets still fall from the heaviest spray marks on the ceiling. A few fat brown rats munch away at the torn pieces of flesh scattered on the floor, though they scatter in the light. The door itself is old and befouled with a sweeping line of gore. There is nothing else of interest here.

2. OLD GUARDROOM

Through the Entrance door, there is a short hall that ends at another door. Beyond it is another dark room, with empty sconces bolted to the walls and a pile of rubbish against the northwestern corner. Three Zombies, the animated remains of Vogt's hired thugs, shuffle about in confusion. At the sound or sight of intruders, they attack.

Zombies

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	35%	35%	10%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules:

Mindless: As animated corpses, Zombies cannot take or fail Tests based on Intelligence, Will Power, or Fellowship.

Shambling: Zombies cannot take the run action.

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Club)

Trappings: 1d10 p each

Their pale features, sagging mouths, and glassy eyes combine with their terrible injuries to reveal these former men to be the walking dead.

Development

Sounds of combat attract attention from another four Zombies in **Location 3** in 2 rounds, and Cohl himself in 4 rounds to demand an explanation for the intrusion, not attacking unless he himself is first attacked.

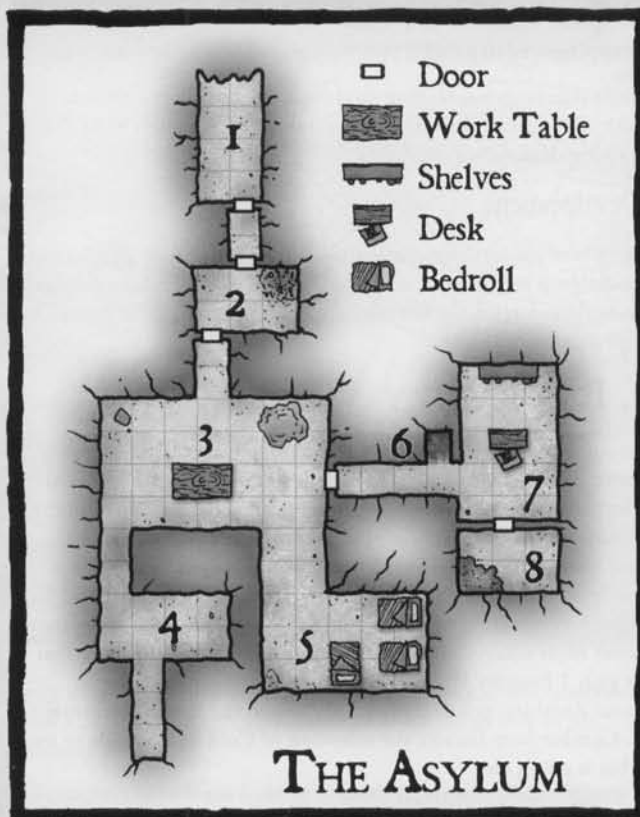
3. LABORATORY

About ten lanterns hang from the ceiling in this large, macabre room, casting a greenish glow on the horrors found here. Cohl uses this room for his necromantic experiments. Strapped to the table is a dismembered Zombie, its severed parts still twitching and mouth stupidly opening and closing. Nailed to the wall at eye level are an assortment of hands, tongues, faces, feet, and organs, all moving in a mockery of life. Characters entering this room must succeed on a **Challenging (-10%) Will Power Test** or gain 1 Insanity Point. Stumbling about the place are two more Zombies, unless they already joined the rest in **Location 2**. Combat here attracts the attention of Cohl in 2 rounds to see what is going on.

4. GUARDROOM

This small room is filled with old bones. Empty eye sockets from a hundred skulls stare out from the piles. A small tunnel leads out of this room, connecting to a secondary tunnel.





If his lair is attacked, Cohl retreats to this room and animates a few Skeletons to keep the characters at bay until he can bring his deadliest spells to bear.

Skeletons

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	20%	30%	30%	25%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules:

Mindless: As animated bones, Skeletons cannot take or fail Tests based on Intelligence, Will Power, or Fellowship.

Shambling: Skeletons cannot take the run action.

Armour: Light Armour (Leather Jerkin and Leather Skullcap)

Armour Points: Head 1, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon (Sword)

The jumbled and bleached bones of the dead come together through fell magic to form a caricature of the living.

5. DORMITORY

In the days when the Valantinas used this place as a hideout, the thieves used this room for sleeping. A few mouldy bedrolls and personal effects lay as they were left. A successful **Search Test** uncovers 1d10 *s* and 2d10 *p*. Otherwise this room is empty.

6. ANTEROOM

An old lantern hangs from a hook in the ceiling. The walls are adorned with dusty hunting trophies, stolen signs, and old yellowed wanted posters, all left over from the previous inhabitants. A desk dominates the area, though little else remains.

Searching the desk (requiring a **Search Test**) uncovers old illegible papers and 3 *gc*.

7. STUDY

This long room serves Cohl as a study. Rugs cover the floor and a bookcase laden with scrolls, grimoires, and the like leans against the far wall. A desk stands in the centre of the room and on it sits a candelabrum holding six fat black candles.

Cohl is almost always here, pouring over a new volume purloined from some temple or wizard's home. Knowing the sewers very well, Cohl slips out under the cover of night and sneaks into the homes and offices of his rivals, stealing supplies, books, and whatever suits him.

An encounter with this necromancer need not descend into a fight. He knows what's going on in the city above, and the last thing he wants is a rival force. He believes the killings are drawing attention to himself, thinking the thugs were there to root him out. Cohl responds with force when he realizes there are intruders, but if a character makes any effort to talk, Cohl backs down, curious about why they are there if not to destroy him or his work.

Cohl

Career: Master Wizard (ex-Journeyman Wizard, ex-Apprentice Wizard)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37%	36%	29%	32%	42%	67%	61%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	2	3	4	3	6	2

Skills: Academic Knowledge (Magic) +10%, Academic Knowledge (Necromancy) +10%, Channelling +20%, Common Knowledge (the Empire, Tilea), Gossip, Intimidate +10%, Magical Sense +10%, Perception, Read/Write, Search, Speak Arcane Language (Magick) +10%, Speak Language (Classical, Reikspiel), Swim

Talents: Acute Hearing, Aethyric Attunement, Dark Lore (Necromancy), Dark Magic, Fast Hands, Lesser Magic (Aethyric Armour, Silence), Luck, Meditation, Petty Magic (Arcane), Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarter Staff

Trappings: Backpack, Grimoire, *The Dark Arts*, Writing Kit, Rod of Separation

A gaunt man in foully stained robes, Cohl reeks of decay. His skin is extremely pale and covered in weeping sores. He wears mouldy black robes that are patched and threadbare.

ROD OF SEPARATION

Academic Knowledge: Magic

Powers: Separates an essence from a possessed object and forcibly returns it to the Realm of Chaos.

History: When Magnus pushed the forces of Chaos back into the Chaos Wastes, many strange things were found in the ruined city of Prag. One item was a heavy lead rod decorated in strange and twisting runes. The Witch Hunters declared that everything found in the city was suspect and should be destroyed, but the Rod of Separation was spared when it accidentally came into contact with another object of Chaos—a Daemon-possessed sword. When the rod touched the weapon, the sword let loose a horrific shriek and the Daemon within fled like a cloud of black swirling ash. The priests who served Magnus believed this rod was in fact a gift from Sigmar, and its touch was capable of destroying Chaos-tainted objects. Magnus was suspicious, but allowed the object to come back with him to Nuln.

Once it reached Nuln, it was forgotten in the celebrations of the Empire's recent victory. Left in a vault, much as the Chalice was, it wasn't recovered until generations later by Cohl, who snuck into the temple in search of old texts dealing with dark subjects. Cohl recognized the power in the odd object and seized it for himself.

The Rod of Separation does not in fact destroy the essence of the possessor Daemon. Instead, it forces it back to the Realm of Chaos, essentially liberating the Daemon. Using this item against the Chalice is exactly what the Red Flayer wants, for it will be able to reconstitute itself with the other tatters of his essence and eventually return to the world of men to destroy them (an interesting future adventure and a just reward for characters who are willing to hand over their friend to a necromancer). Unfortunately, Cohl doesn't know this.

Development

All Cohl wants is to be left alone. He has no designs on conquering the city or becoming involved with the troubles above. But he also realizes his abode has been uncovered and though destroying the characters would safeguard his place, he worries they might be too powerful for him to defeat. Hence, he's willing to talk, if the characters hold off their attack.

In his nocturnal explorations, Cohl has a good idea about what's been happening in the city, even witnessing two of the abductions. He can describe the abductor in perfect detail, making it clear the killer/abductor is in fact Rolf (though finding him is another matter). Should the characters mention their mission—finding and destroying the third artefact, Cohl offers to help, for a price. He has the means to destroy the object, through the Rod of Separation (see sidebar). Cohl explains that were the Daemon released, it would surely mean the destruction of his city and introduce a powerful enemy he would eventually have to confront later. He asks that the Player Characters bring him the artefact for destruction, but he also wants Elsbeth Becker. In his youth, he loved her passionately, but she rejected his advances. If the characters want to succeed in their mission, they will bring her to him.

This puts the characters in an uncomfortable place. To hand over Becker means betraying their staunchest ally, but if they don't, the Red Flayer will break free. Frustrating indeed.

8. BEDCHAMBER

This chamber contains a heap of old rags on which Cohl sleeps. The room stinks of sweat, filth, and droppings. There's nothing of interest or value here.

CYST OF UNSPEAKABLE DREAMS

Throughout the sewers, the Mutants, under the guidance of Erasmus Teuber, make ready for their assault on the city above.

They congregate in specially prepared rooms, readying weapons and channelling the foul powers of Slaanesh. There can be as many of these cysts as you like, but there should at least be ten positioned at various points on the Sewer Map. If the Player Characters manage to destroy all ten of these locations, then they have done enough damage to stop the Mutant uprising that takes place at the conclusion of this adventure. What follows and the corresponding map are examples of what a Cyst should look like. For other locations, you can use the same map or design some of your own, adding additional rooms, more Mutants or even a few other monsters.

I. SENTRIES

Hiding on either side of the entrance are two Mutant Sneaks who keep an eye out for trespassers. If anyone approaches, they hiss warnings to their compatriots inside **Location 2**.

Mutant Sneaks

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36%	31%	36%	31%	31%	31%	31%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	0	0

Skills: Animal Care, Concealment +10%, Dodge Blow, Follow Trail, Outdoor Survival, Perception +10%, Shadowing, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Tunnel Rat

Special Rules:

Chaos Mutations: These mutants have the following mutations:

- *Mutant #1:* Emaciated Appearance (S 27%, SB 2), Horns (SB-1), Large Ears (gains Acute Hearing talent)
- *Mutant #2:* Running Sores (Fel 17%)

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Club), Crossbow with 10 Bolts

DAEMONIC AURA

Daemons are made of the very stuff of magic, protecting them whilst in the mortal world. Any time a non-magical weapon strikes a Daemon, the creature's Toughness Bonus counts as if it were 2 higher. In addition, the Daemon's own attacks count as magical. Finally, Daemons are immune to the effects of poison and suffocation.

WILL OF IRON

A creature with this talent is immune to fear and terror, as well as the effects of the Intimidate skill and Unsettling talent.

2. TEMPLE OF SLAANESH

The Temple of Slaanesh is a foul and horrid place. A fleshy substance covers the walls, floors and ceiling, and quivers with delight. A close look reveals that fine hairs and weeping eruptions mar the surface. In the centre stands a profane altar to Slaanesh. Though stone, it seeps a pale yellow fluid from its surface, which the cultists lick in perverse ecstasy. At any given time, there are 1d10 ordinary Mutants and a Daemonette of Slaanesh (for more details see the *Old World Bestiary*, pages 88-89). There's also a 50% chance for Erasmus Teuber to be here as well (see page 31 for statistics).

Use Mutant statistics as presented in *WFRP* on page 230. Possible mutations include any of the following.

- *Mutant #1*: Blue Skin (cosmetic), Foul Stench (Fel 22%, opponents within 2 yards take -5% penalty to WS), Spiked Tail (SB, Pummelling)
- *Mutant #2*: Foul Stench (Fel 16%, opponents within 2 yards take -5% penalty to WS), Tail (Ag 32%), Tentacle-like Arm (+10% to grappling-related tests)
- *Mutant #3*: Blood Lust (gain Frenzy Talent), Snout (gain Follow Trail skill)
- *Mutant #4*: Pincer Hand (gain Natural Weapon Talent, Precise), Spiked Tail (SB, Pummelling)

- *Mutant #5*: Eye Stalks (+2 Initiative rolls)
- *Mutant #6*: Large Ears (gain Acute Hearing Talent)
- *Mutant #7*: Claws (gain Natural Weapons Talent), Fangs (SB-2, Precise), Leathery Skin (T 41%, TB 4)
- *Mutant #8*: Cyclops (BS 15%), Thick Fur (1 AP all locations)
- *Mutant #9*: Emaciated Appearance (S 28%, SB 2)
- *Mutant #10*: Warped Mind (Int 18%)

Daemonette of Slaanesh

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	0%	40%	37%	52%	31%	40%	55%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	12	4	3 (5)	5	0	0	0

Skills: Charm +20%, Dodge Blow, Gossip +20%, Night Vision, Perception, Performer (Dancer), Speak Arcane Language (Daemonic), Speak Language (Dark Tongue), Speak Language (Reikspiel), Speak Language (Tilean), Torture

Talents: Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Will of Iron

Special Rules:

Aura of Slaanesh: Daemonettes are so seductive and bewildering, living creatures within 4 yards take a -10% penalty to their Weapon Skill and Will Power Tests.

Chaos Mutations: Animalistic Legs (included), Pincer Hand (has Precise Quality).

Instability: On any round in which a Daemonette is injured in melee combat but fails to inflict any Wounds in return, it must succeed on a Will Power Test or be banished back to the Realm of Chaos.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

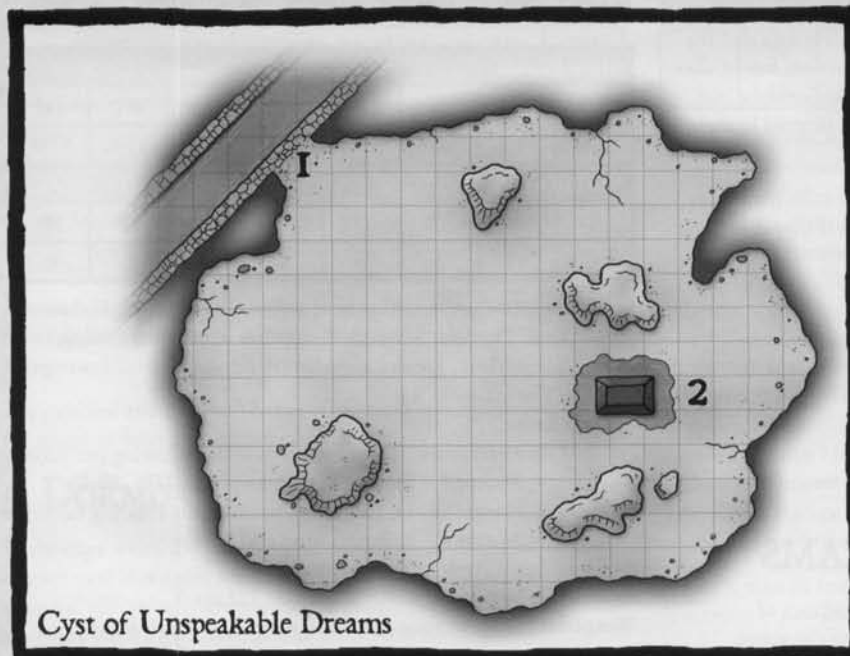
Weapons: Pincer Hand

Both seductive and terrifying, these horrific fiends are deadly killers.

Development

The Mutants attack any intruders and fight to the death. If Erasmus is here, he hangs back, pretending to be a captive unless it's clear the Mutants are winning, at which time he joins the fray. Otherwise, he plays the part of a victim, claiming the Mutants had snatched him from the streets and were to sacrifice him to their foul god.

The characters can destroy the Altar (TB 5, Wounds 15) and burn the flesh from the walls. There is nothing of interest here, though if the characters encounter several of these places, it should suggest something nasty is in the works.



Cyst of Unspeakable Dreams



CHAPTER SEVEN: THE MASQUERADE

Nuln believes it found the abductor, and though the victims were never recovered, the city returns to the gay celebration in the streets, despite the heavy rains. The sounds of revelry, from the snaps and pops of firecrackers during the day to the explosions of colour in the night skies, all go a great way to restoring the

mood of the people. Amongst the visiting nobles and merchants, though, the mood is tenser, with doubts about the arrest and execution. Perhaps in the face of these misgivings, the Countess still throws the Masquerade at the palace as planned, on the eve of the unveiling.

— GETTING INVOLVED —

The adventurers have plenty of reason to suspect that the Watch pinned the murders on the wrong person, especially if they encountered Hans (see **Trotts** in **Chapter Five: Investigations**) or if they learned of Helmut Allenstag's disappearance earlier on the sixth day.

As it's clear Vogt preys on the upper class, a gathering of the most important people like the Masquerade seems like the perfect place to catch the villain in the very sinister act. But, the characters have to find a way into the party first.

A PC IS A NOBLE

If any of the characters are Nobles, Noble Lords, or Guild Masters, they can arrange an invitation to the Masquerade by simply schmoozing with the right people. They can gain access to the members of the Council or other important citizens and use their social skills to gain entry. During these interactions, these characters can secure additional invitations for each degree of success by which they make their Charm Tests against these well placed persons.

RECOVERED INVITATION

The characters might have found the invitation in the wreckage of the coach while travelling on the *Emperor Wilhelm*. Characters can forge additional invitations by succeeding on a **Trade (Calligrapher) Test**.

ELSBETH BECKER

Elsbeth Becker, if still alive, or if asked before she's killed, can get the Player Characters into the party by supplying them with invitations.

SNEAKING IN

If through either poor planning or bad luck the characters lack an invitation, they may sneak in. This should be a challenge, so consider adding some obstacles to make this more complex. Examples include suspicious servants, patrols of guards, drunken guests, and so on.

— THE LIFE OF THE PARTY —

The Countess' ballroom is a massive room, central to the palace and, at least in her eyes, it is the most important room in the place. Not content with just a single large room, Emmanuelle had the two floors above it opened to look down on the marble tiled floor below. The ground floor is open, featuring four fat marble columns on each side to support the balconies on the first floor. The servants keep the floors here polished to a mirror finish. At the north end, a dais rises from the floor where the Countess tends to stay to be seen by her guests. At the opposite end is a grand staircase that leads up to the room's entrance. Beneath the stairs is a separate kitchen where cooks prepare *hors d'oeuvres* in the Bretonnian fashion. Masked servants

filter through the crowds bearing trays laden with delicacies to delight the palates of the guests.

Above, the first floor offers private balconies where guests can speak in relative privacy and watch the movements of the social elites as they dance the dance of intrigue under the vacant stare of the capricious Countess. More stairs lead up to the second level, which is essentially a catwalk that encircles the entire room. For security, the Countess' advisors post guards on each level, at the tops of stairs and before the doors leading into the second level. See page 14 for statistics on elite guards. In addition, four more guards protect the Countess at all times, standing at the ready to remove any potential problem that threatens their charge.

TIMETABLE OF EVENTS

The doors open at 9:00 o'clock on the sixth night of Black Powder week. Aside from the servants, only the Countess' advisors and counsellors are here to greet the first guests as they arrive. By 10:00 o'clock most of the guests arrive and the place becomes quite noisy, increasing the difficulty of all hearing based Perception Tests by one step. The Countess joins the party at 10:30. At 11:45, Rolf lures Wolfhart von Liebwitz to a balcony to discuss a private matter. Five minutes later, Vogt kills Liebwitz and flees through the main doors.

RUNNING THE MASQUERADE

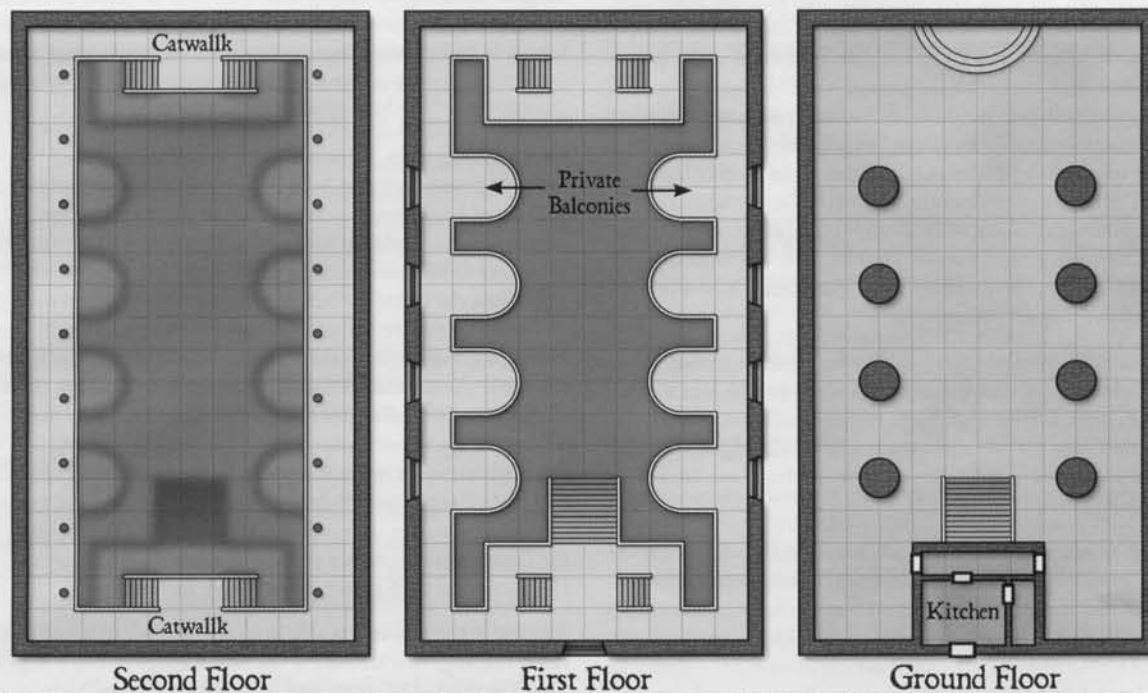
Running the masquerade can be challenging, especially if characters spread out and engage a number of different people or simply do different things. To keep the action moving, spend a few minutes on each player, ensuring each has an opportunity to interact with the other guests. Avoid spending too much time on one character unless the rest of the party hangs their hopes on that character's actions. Likewise, give characters who specialize in these sorts of environments (such as Nobles and the like) a chance to shine.

During the Masquerade, there are over 100 guests. It's not necessary to define each personage they meet, but if you need a

TABLE 7-1: RANDOM GUESTS

Roll	Personality/Mood	Motive	Origin	Masks
01-05	Greedy	Curiosity	Wissenland	Goblin
06-10	Amorous	Hunger	Wissenland	Spook
11-15	Friendly	Love	Reikland	Soldier
16-20	Rude	Ambition	Reikland	Wizard
21-25	Aloof	Revenge	Averland	Priest (non-Sigmar)
26-30	Craven	Hope	Averland	Rooster
31-35	Bold	Information	Stirland	Pig
36-40	Sinister	Hate	Stirland	Norscan Warrior
41-45	Fiery	Fear	The Moot	Tilean
46-50	Happy	Theft	Talabecland	Estalian fop
51-55	Drunk	Intelligence	Middenland	Arabyan
56-60	Confused	Pride	Ostermark	Sarcosan Pirate
61-65	Nauseated	Envy	Ostland	Orc!
66-70	Uncomfortable	Greed	Hochland	Peasant
71-75	Confident	Lust	Norland	Simple Mask
76-80	Tongue-tied	Thirst	Marienburg	Exotic feathered mask
81-85	Sad	Consolation	Tilea	Beastman
86-90	Giddy	Deception	Karak Azgal	Harlequin
91-95	Offensive	Forgiveness	Bretonnia	Bretonnian Lord
96-100	Condescending	None	Kislev	Marienburg Merchant

THE COUNTESS' BALLROOM



quick personality and appearance, you can roll four times on **Table 7-1: Random Guests**, for personality or mood, motive, origin, and finally for masks or costumes.

The characters can use the Masquerade to establish new and very important contacts, meeting highly placed and important individuals from all over the Empire, and in fact the entire Old World. You could also use this event to plant future plots, seeding the party with other intrigues and conspiracies. However, characters should not have an opportunity to speak to Emmanuelle personally—her advisors and guards restrict conversations to the most interesting and important guests.

Though there are many people here, there are a few who are important to the characters' investigation. In addition to characters described in this chapter, Elsbeth Becker, Gabrielle Marsner, Erasmus Teuber (if they're alive), Captain Fleugweiner Bischof, and other figures of your choosing are here as well.

WOLFHART VON LIEBWITZ

Costume: An extravagant mask depicting a corpulent man with rosy cheeks and a long nose.

Role: Sycophantic and ambitious yes-man.

In Brief: Countess Emmanuelle's cousin and Marshall.

Typical Quote: "Yes, that's all very interesting. Now let me tell you about me..."

Description

Wolfhart is a young man in his middle twenties. He has good looks, a graceful bearing, and a quick wit to serve him as he climbs the ranks of Nuln society. Since his promotion, he's squandered a great deal of his wealth on women and alcohol and has proved to everyone but Emmanuelle that he's an incompetent fool.

COSTUMES

This is a masquerade, and the attendees pride themselves in elaborate costumes, so they tend to favour people with creative and outrageous attire. If the characters intend on attending, they will have to do something about their clothes. Costumes have common availability for the first two days of the week, which worsens one step for every two days thereafter—becoming average on the third and fourth days and scarce on the fifth and six days. With each step in rarity, the price increases by +50% as people become more desperate to find a suitable costume for the event. If the characters don't think about it or forget, the servants provide them with masks at the door.

In addition to fitting in with the crowd, costumes can help characters in their interactions. The more elaborate the garb, the easier the Charm and Gossip Tests become. Use your discretion, though. Characters wearing an incredibly lifelike Skaven costume will not be as popular, given the recent difficulties with those creatures, as say a comical Goblin or one that mocks Bretons or Tileans.

Background

The fourth son of the Meissen von Liebwitzes, Wolfhart comes from a family that has done everything they can to profit from their familial relationship to the Elector Countess. With interests in the silver trade, they found they could not gain a foothold in the town's competitive market, even with the Countess' half-hearted assistance. Facing financial collapse, Wolfhart left his family to serve in the Countess' court, hoping to ingratiate himself with her in an effort to advance his family's position. Once installed, he quickly became a popular figure, the very life of the party. His wit, confidence, and endearing personality, along with his physical qualities, earned him a strong place among the courtiers. The Countess was immediately struck by his charisma and rumour holds she secretly invites him to her quarters in the quiet hours of night.

Up until recently, Wolfhart was just another courtier among many, but ever ambitious, he convinced Emmanuelle to give him a post as Marshall, replacing Randolph Vogt, which she did on pretence of dissatisfaction with the advisor's progress in producing results. Her other advisors argued against the replacement, but Emmanuelle had made up her mind.

Wolfhart is widely despised by her advisors, but the courtiers still adore him and since his elevation, Nuln's martial matters have suffered for it.

Using Wolfhart

Wolfhart is a pompous ass. He's forgotten why he came to Nuln, and exults in his newfound position and wealth, whilst his family languishes in Meissen. If engaged in conversation he steers all talk to subjects involving him and his excesses. If asked about military concerns, he quickly changes the subject, knowing nothing about cannon or troop movements, or really anything at all about warfare. Wolfhart freely and loudly mentions how he took the place of his incompetent predecessor and mentions how things are moving much more smoothly now.

If the characters succeed on a **Routine (+10%) Charm Test** and ask about the disappearances, Wolfhart informs them that he knows a great deal about the victims and that he'd be happy to tell them everything he knows. But, he refuses to speak of it at the party, and invites the characters to meet him on the third balcony at midnight, where he'll tell all. In truth, Wolfhart knows nothing but he hopes somehow to pin the murders on Randolph Vogt.

RANDOLF VOGT

Costume: A simple black mask and matching clothes.

Role: A disgraced lord.

In Brief: Countess Emmanuelle's former Marshall and now saboteur.

Typical Quote: "The exact specifications of the Magnus are..."

Description

Whip thin, with nervous eyes and thinning hair, Randolph has certainly seen better days. Lacking sleep because he spends his nights contaminating the ammunition and sabotaging the weapon itself, by the time of the party, he's a bit distracted.

Background

The Vogt family has long served the Counts of Wissenland, leading Nuln's forces in battle and maintaining garrisons across the province.

Originally concerned with agriculture, they came into their fortune during the time of Magnus the Pious; Königsdorf legend claims a Vogt saved the Emperor's life from an assassination attempt there. Magnus rewarded the young man with land in Nuln's countryside, a title, and a fortune, as well as a place in the Imperial Gunnery School in Nuln. Ever since, the first-born son has studied at school and enjoyed a place at the side of the Elector Count of Wissenland.

Randolf Vogt held the post of Marshall for nearly 20 years. During Emmanuelle's reign, he personally saw to the continued funding of the Imperial Gunnery School, found funds for rebuilding the College of Engineering after the Skaven destroyed it, and led the vanguard in supplying troops with the proper equipment. When Archaon's forces descended on the Empire, it was Vogt who negotiated the terms for building the secret weapon to use against the invading armies. Though he tried to make good on the terms, sensing a grave threat to the Empire, other forces in the Countess' court saw the additional money as a means for funding their enterprises. The coffers for the war weapon wound up padding the pockets of too many lords and merchants, and not even half of the extra income went towards the development of the weapon. By the end of Archaon's rout, Nuln had still not produced the weapon, so the Emperor cut off funding. Having failed the Emperor, the Countess replaced her advisor with her cousin, Wolfhart. Disgraced, Randolph retreated from high society.

Randolf is a widower; his wife died giving birth to his only son, Rolf. The Vogt heir studied at the War College as every Vogt had since the time of Magnus, and led a detachment of Nulners in the northern campaign. He has since returned to Nuln, and though he shares his father's shame to a degree, it has not affected him as deeply as one might expect. Wolfhart ensured Randolph would be invited, signing the invitation himself. He plans to embarrass the disgraced lord at the height of the evening's festivities.

Using Randolph

Between stress, resentment, and guilt, Randolph is at best distracted and at worst, utterly vacant. He doesn't hold conversations for long and when he does, it is about the weapons he builds. If he has not previously encountered the Player Characters, he probably has no idea who they are or what they're up to. Characters that succeed on a **Hard (-20%) Charm Test** can get Randolph to bring up his former post, but he claims he has other prospects and he's hopeful that the Countess will see Wolfhart for what he is.

ALBRECT OLDENHALLER

Costume: A mask of a large rat replete with long metal whiskers.

Role: An influential merchant with sinister reputation.

In Brief: The patriarch of a powerful trading house.

Typical Quote: "If I were you, I'd watch the price of grains this year."

Description

Albrect is a solid man in his middle years. Well dressed and well fed, he has an easy manner and grace. He wears his greying hair long in a ponytail. He exudes confidence and calm and his canny eyes are quick to catch every detail.



Background

The Oldenhaller family has a long and colourful history in Nuln, as some of the first people to settle near the Elven ruins. The first Oldenhaller wed a Tilean princess and established himself as a significant trader in the region. Ever since, the Oldenhallers have had a presence in the city, making a name for themselves as one of the premier trading houses in Nuln. In respect of their prominence, Emmanuelle's predecessor, Wilhelm, made Albrect Oldenhaller one of his advisors, a position he retained under Emmanuelle's reign. Responsible for all things involving the city's economy, Oldenhaller is regarded as one of the city's most powerful men.

Though he runs several legitimate businesses, Oldenhaller has strong ties to Nuln's criminal underworld. He has many front companies to move illegal goods in and out of the city, importing all sorts of terrible things. Worse, Oldenhaller is heartless when it comes to his workers, and his farming enterprises—he owns several estates outside of the city—are among the most brutal and demanding.

Using Albrect

Albrect has his finger on the city's pulse. He is fully aware of Rolf Vogt's nightly activities and just as important, Randolph's sabotage—he gave Randolph the men he had planned to use to ambush the party in the sewers. He sees the weapon's sabotage as a means to break the Richthofen family's hold on Nuln's foundries and weapon manufacturing, and, being the second most important family in supplying materials to the Imperial Gunnery School, plans to slide into the vacuum left by his rivals. If the Player Characters have still not determined that Rolf is the culprit, Albrect is a perfect vehicle to give them the information they seek, for a price of course.

HIERONYMUS OSTWALD

Costume: A mask of a corpulent man with plumb cheeks and porcine eyes. He also wears clothes of a Tilean fashion.

Role: Security.

In Brief: The head of Nuln's secret police, adjunct to the High Constable.

Typical Quote: *"Everything is in order now. The man was caught and everything is fine. At first, I thought it was those despicable rats!"*



Description

Hieronymus Oswald is an old man. He's thin with long fingers and a long, almost equine face. He has watery grey eyes and trembling lips. Despite his frail appearance, he's still quite intelligent and very much in possession of his faculties.

Background

Hieronymus began his career as Emmanuelle's secretary. A mild-mannered man, he oversaw her interests in dealings with the population, letting her other advisors see to the various facets of ruling the city and the province as well. At the same time as he was establishing himself, Fritz von Halstadt experienced a meteoric rise to prominence, gaining the Countess' confidence and establishing himself as a staunch opponent against Chaos and the corruption and dangers it posed to the good people of the city. She named von

Halstadt as head of Nuln's secret police, giving him unprecedented responsibility and power. He uncovered more cultists and Mutants than any before him and seemed to have an uncanny knack for uncovering corruption. Unfortunately, the zealous man found a terrible end in a house fire. Sensing a need to maintain security, Emmanuelle elevated Hieronymus to take his place.

Where von Halstadt was obsessed with Mutants and cultists, Ostwald is obsessed with rats and Ratmen. Ever since they attacked the city, he's been a bit cagey about all rodents, and continually asks for more funds to support and expand the Sewer Jacks.

During his investigations, Hieronymus has stumbled across a few clues linking Oldenhaller to suspicious activities, some even involving the Ruinous Powers. Though he lacks any concrete evidence, he's persistent. This has led to some bad blood between the two men, and Albrect torments Ostwald mercilessly, to the point that Ostwald is becoming a laughing stock in the counsel. In fact, Oldenhaller chose his mask to infuriate his rival.

Using Hieronymus

If approached, Hieronymus is polite but entirely disinterested with just about anything the Player Characters may have to say. He nods at their comments, feigns laughter at their jests, and tries to extricate himself from the conversation as soon as he can. Characters succeeding on a **Perception Test** can tell he seems distracted, and if they succeed by a degree of success, they note he watches the man in the rat mask. The characters can get his undivided attention if they bring up their explorations of the sewers. He pays close attention to everything they say, especially if it involves Skaven. Once they have his attention, he reveals, if they succeed on a **Challenging (–10%) Charm Test**, that he believes the Countess executed the wrong man in regards to the abductions. He believes the person behind the unrest is none other than Oldenhaller himself.

KARL RICHTHOFEN

Costume: A dog-faced mask and brown cloak.

Role: Rich man.

In Brief: Owner of the lucrative Richthofen foundries and many of the warehouses in the Industriepplatz.

Typical Quote: *"Very interesting. I'll have my people look into it, now bugger off."* Or, *"My dear, what an exquisite costume!"*

Description

Karl Richthofen is a corpulent man of gigantic proportions. He has small, cunning eyes set in a very small head topped with a mop of greasy black hair. He walks with a waddle and four simpering waifs attend him always. He has vile breath and his teeth are rotting in his head.

Background

Another of Nuln's most powerful citizens, Karl Richthofen is the patriarch of the Richthofen family, famous for controlling the metalworking industry and supplying the Imperial Gunnery School and College of Engineering with raw materials. Though a thoroughly despicable man, he is a competent administrator and has a head for business. He's blindly loyal to the Countess, and dreams of wedding her, though the feelings are in no way reciprocated. Richthofen has had several wives, but all have died or vanished.

Using Karl

Karl has an eye for the ladies and little use for men, whom he sees, true or not, as rivals. Male characters have a hard time talking to him, as Richthofen is immediately suspicious and defensive. Female characters have a much easier time. Karl immediately forgets his own ladies and showers his attention and no shortage of drool on the character, regardless of her appearance.

Karl has no clue as to what's going on in Nuln, and hasn't been bothered by the disappearances at all. He is excited about the unveiling of the new weapon, thinking about how much money he will earn once it's fired. Use Karl as a foil, an unwelcome hanger-on that simply won't go away.

JONAS REISS

Costume: A simple white mask.

Role: Stern priest.

In Brief: The High Priest of Sigmar.

Typical Quote: "Sigmar has a plan in all things."



Description

Powerful and intimidating, Jonas Reiss stands a head taller than nearly everyone at the party. He wears the robes of his office and a heavy golden hammer to pronounce his commitment to Sigmar on a chain around his neck.

Background

It seems Jonas Reiss was born to be a Priest. He studied at a Sigmarite seminary in Altdorf and rose through the ranks of the cult quickly. He was offered an important position in Nuln and there outstripped his rivals to become the youngest High Priest in the Empire. Though devout and committed to Sigmar, he was always keenly interested in politics, and in some ways, secular developments coloured his religious outlooks.

With the outbreak of the Storm of Chaos, Reiss was pivotal in the recruiting process, sending many sons to the battlefields in the north. He took to the streets, urging the population to work harder and longer for the war effort. As a result of his very public position, he's become something of a popular figure in the city among the lower classes, though the aristocracy sees him as reckless and dangerous.

Using Jonas

Jonas' attitude towards the party entirely depends on whether or not they met with Semund Tolzen. If Tolzen whipped up a frenzy about the Chalice, and if Jonas identifies them, he's suspicious and unfriendly. Otherwise, Reiss happily speaks with anyone with the courage to speak with him. He enjoys debate, especially about politics, and once he starts, he doesn't like to stop and follows people who've engaged him about the ballroom.

CASIMIR HERZOG

Costume: A clay mask constructed to look like a raptor's head.

Role: Pedantic little man.

In Brief: Stevedore Guildmaster.

Typical Quote: "Oh, my my my my my."

Description

Short, thin, and weasel-like, Casimir Herzog is a small man with a large ego. He speaks with a thick Kislevian accent and likes to show off, pretending to be more educated than he is.

Background

Herzog came from Praag to Nuln some ten years ago. He worked on the river as a stevedore, struggling to make ends meet, and there were many times he believed he would starve, especially given his small size and no advantages in brawn. What saved him though was his mouth. He was a gifted speaker and organiser, building a coalition of dockworkers who believed they deserved better pay and protections. After three years of hard backbreaking work, Herzog rose in the guild's ranks, eventually becoming the guildmaster. His new position granted him a place in the Countess' court, where he rubs elbows with some of the city's finest citizens.

Using Casimir

Even though Casimir spends much of his time attending parties and seeing to the organisation of his guild, he fears losing his position, so he regularly makes rounds amongst the workers to see to their needs and listen to their concerns. In the last few weeks he's heard many reports about strange activities at the docks, sightings of Mutants, and the traffic of weird shipments from distant ports. He suspects something big and dangerous is in the works, and plans to leave the city after the ceremony until the dust settles.

Characters interacting with Casimir find him rude and irritating. He is condescending and holds himself in high esteem and unless the characters are of a high station, he can't be bothered to maintain a conversation with them, preferring instead to orbit the Countess. Player Characters who can stomach his arrogance and are themselves of noble birth can keep him in one place long enough to find out a little about the man's suspicions. To do so, a character must succeed on a **Challenging (-10%) Charm Test**. If they succeed, Casimir leans over and whispers that he intends to leave the city for a few days—just to be safe.

WALDRED TEUBER

Costume: A white skull mask and black robes.

Role: Disaffected advisor.

In Brief: Headmaster of the College of Engineering.

Typical Quote: "The state of affairs is contemptible."

Description

Waldred Teuber is an average man with average looks and a soft voice. Approaching his mid-sixties, his hair is stark white and somewhat unkempt. He is far more concerned with engineering and machines than he is with his fellow people. He has a tendency to regard the people he meets as not much more than simple devices, tools that have a purpose and place.

Background

Originally a professor at the College of Engineering in Altdorf, Emmanuelle lured him to Nuln with promises of wealth and a free hand to build what he liked. He came to Nuln with the hopes of constructing an institution that would not only eclipse that found in Altdorf, but would also command a respect greater than the

Imperial Gunnery School. But his hopes were shattered when the Skaven destroyed the original College and wreaked havoc through the city.

In the years that followed, the Countess became less interested in what fantastic objects Teuber could design, and more interested in the parties and masquerades that took place in her sumptuous palace. Teuber, with Randolph Vogt's assistance, was able to secure funds to rebuild the ruined structure, but he has since fallen out of favour with the city's government and his institution is but a pale shadow compared to what's found in the city of his birth.

Unbeknownst to him, his son Erasmus is the head of the Slaanesh Cult that operates in the city's sewers. Though not aware of his commitment to the Ruinous Powers, Waldred is deeply ashamed of his son's chosen path, having little interest in the arts.

Using Waldred

Waldred is fed up with Nuln. He's travelled to Altdorf a few times in the past years in the hopes of regaining his former post. Though the guild leaders of the city are interested, they have reservations, considering he took with him many of the plans and designs from Altdorf when he opened the new College in Nuln. He maintains a close friendship with Randolph Vogt, whose own situation resembles Teuber's. He is very approachable and expresses his dissatisfaction with his funding. Characters succeeding on a **Challenging (-10%) Charm Test** can gain a tour of the compound following Black Powder Week. If asked about Randolph Vogt or his son, Teuber comes to their defence and angrily denounces any accusations levelled against them.

AGNETE KREBS

Costume: Fur-lined mask.

Role: Friendly lady.

In Brief: Headmistress of the University of Nuln.

Typical Quote: "Hello, what a lovely costume."



Description

A pleasant woman in her middle years, Agnete Krebs is the pinnacle of social grace and etiquette. She has an appetite for learning and discourse and engages anyone she encounters in conversation, covering just about any topic, from history to architecture. She has long brown hair streaked with grey and bright blue eyes.

Background

Agnete Krebs gained her post as Headmistress of Nuln's University three years ago. A capable scholar, she travelled the Old World, studying at the many libraries and interacting with the learned men and women from every civilized land. When she returned to Nuln, she took a position as professor, but her gift of languages and the breadth of her knowledge made her the perfect candidate to fill the vacant seat of Headmaster.

What few know about Agnete Krebs is that she is in fact a cultist of Slaanesh. She turned to the Ruinous Powers to slake her thirst for knowledge and learning. She always felt that she could not know enough and hungered for more. During her travels, she encountered a small group of intellectuals in Praag, and through

LEAVING THE MASQUERADE

Characters attempting to leave the ballroom are discovered 1d10 rounds after they start to explore the palace, and guards or servants redirect them, firmly, back to the party. If somehow the characters slip past the guards, the palace is large and sprawling and it's likely they get lost along the way. Don't feel compelled to map out the palace; the characters could certainly not explore its entirety in just a few hours. Describe their explorations in broad terms, using statuary, paintings, and tapestries to underscore the wealth and majesty of the palace. When Wolfhart is found murdered, the characters should find themselves near enough to the ballroom to take part in the developments.

them, she was initiated into the teachings of the Dark Prince. For obvious reasons, she keeps this part of her life quiet, careful not to reveal herself. She maintains contact with Erasmus Teuber and is involved in the planned uprising, though indirectly. She has supplied the cult with plans of the sewers and has helped to direct their attacks to be the most effective.

Using Agnete

Agnete is a pleasant woman, if a little sensual, and capitalizes on the Player Characters' time. She's flirty and bright, using her keen wit and natural charm to win the characters over. She also initiates conversation, hoping to discover what they in fact have learned in their time in the city. She does nothing to reveal her own allegiances, but will bring up the disappearances and ask if the characters have any theories.

ROLF VOGT

As a hero, Rolf Vogt was invited to the Masquerade and his name appears on the guest list. His father expects the young man to attend, and after an intense argument Rolf agrees to come. Donning a plain white mask (its only features being the suggestion of a nose and two slits for eyes) and heavy black robes, he slips into the crowd at the same time as the fanfare surrounding the Countess' arrival. He then watches the crowd, staying behind pillars and keeping a distance between himself and the Player Characters. Periodically allow characters to make **Hard (-20%) Perception Tests** to notice the disguised man watching them, but actually reaching him should be difficult, if not impossible, thanks to the crowded ballroom. If they ask any of the other guests about this masked man, none know who he is. For more information on Rolf, see **Chapter One: The Third Shard**.

KEY EVENTS

The Player Characters are free to do whatever they want during the masquerade. They can talk to whomever they like, go anywhere they wish in the ballroom, or even leave if they wish.

THE COUNTESS ARRIVES

At 10:30, an unseen bell chimes to alert the guests of the Countess' arrival. She appears at the top of the grand staircase, wearing a long white dress beaded with pearls. She wears her brown hair piled on top of her head in ringlets and is a breathtaking beauty.

She wears a simple white mask that suggests the features of a fox. Guards and her closest servants accompany her, lifted the train of her dress as she descends, waving to the applauding guests. She then makes her way to the dais where she spends the rest of the evening seated and smiling, talking to the most interesting and important people in the room.

SMALL TALK

If any PCs spoke with Wolfhart earlier in the evening, have those characters make a **Hard (-20%) Perception Test** to notice Wolfhart speaking with the masked Rolf (though Player Characters should not know that the eerily dressed man is in fact Rolf) at 11:30. Fifteen minutes later, both men disappear. Characters watching the exchange note that the masked man leaves first, heading up the stairs to the level above. A few moments later, Wolfhart follows.

A SCREAM AND MURDER MOST FOUL

Once on the second level, Wolfhart and Rolf speak in hushed whispers on one of the balconies. They are too absorbed by their conversation to notice if anyone followed. Finally, Rolf drives a short blade into Wolfhart's throat, killing him. A woman in the adjacent balcony screams as ropes of blood spray out of Wolfhart's ruined neck. Rolf cuts away Wolfhart's nose and then flees the scene, pushing past a confused guard protecting the door behind the balcony.

Characters on the balcony level can pursue Rolf through the palace. Make the chase exciting, but keep Rolf just ahead of the character following him. Rolf finally gets out of the palace and heads down the hill. By this time, only the character or characters are still chasing the man. Rolf turns on them and attacks in a shadowed alley. He does not surrender and attacks like a vicious animal. He flees again if he can, slipping into a crowded place to disappear into the throng. If the characters manage to kill him, and examine his body, they turn up an ugly weeping wound on his right hand, shaped like the symbol of Khorne, left from gripping the Chalice.

CONSEQUENCES

The murder causes the entire ballroom to erupt in frenzy. The Countess is rushed from the room to the safety of her chambers, as Jonas Reiss takes charge of the scene, potentially with the aid of the Player Characters, especially if they managed to capture or kill the attacker.

IF ROLF GETS AWAY...

Suspicion instantly falls on Randolph Vogt, who has long hated the victim. People immediately suspect him of hiring a killer to eliminate his rival. Randolph does what he can to allay suspicions, and Waldred Teuber comes to his defence. A partygoer notifies the Watch, giving them a description of the killer, though because he's masked the Watch has little to go on. Four hours

later the Watch does find the mask and the hooded black cloak, but not the killer.

Later that night, Randolph Vogt approaches the characters in private. With the death of his rival, Randolph is now in a tough spot. He's sure to regain his post and so there's no reason to sabotage the cannon. But it's now too late. He approaches the PCs, explaining he believes there is a plot to sabotage the cannon. If asked, he claims Harmann Oztlowe informed him of it the night before he died, and Randolph's attempts to inform the Countess have failed; she wouldn't listen to him. He asks the PCs to investigate the place where the cannon is held this very night to look for clues.

Assuming the Player Characters agree and have not yet investigated the rumours surrounding the sewers, you can use this as a chance to introduce the necromancer (see page 79), especially if Gabrielle Marsner was murdered. Otherwise, have the characters stumble across a few Mutants and other subterranean threats to keep them busy for the rest of the night.

The characters may very well report this information to the Court, the Watch, or even the Countess herself. The general inclination is not to believe the characters, but if they succeed on a **Challenging (-10%) Charm Test**, they can convince anyone in a position of authority that the *Magnus* is in jeopardy. Should this happen, Teuber and a group of trusted engineers head to the foundries where it is stored and examine the cannon for sabotage. They find a few minor problems, but don't think to check the ammunition.

IF ROLF IS CAPTURED

With Rolf captured, his mind finally snaps, and he descends into a catatonic state from which he'll never awaken. The Countess orders Rolf Vogt executed for the murder of her kin and exiles Randolph from the city. The next day, Liebnitz/Lang (if still alive, otherwise Katarine Braun) finally locates the Chalice of Wrath and kills Gretyl, sending her fleeing spirit into the Abomination. Otherwise, events progress as described in the final chapter.

IF ROLF IS KILLED

If Rolf is killed, the Countess has Randolph hanged for conspiring to murder Wolfhart von Liebwitz. Randolph, crushed by the loss of his son, mutely accepts his sentence and dies at dawn. The rest progresses as described under **If Rolf is Captured**.

WHAT NEXT?

After the characters leave the Masquerade, they are free to pursue any remaining leads or resolve any unfinished business. Dawn brings the unveiling of the great cannon, the *Magnus*, but in the final hours of the night a storm blows in from the south, bringing heavy rains. Word of the murder at the palace spreads through the city, and despite the revellers, riots break out in more force, resulting in ransacked shops and terrible acts of violence. Feel free to add whatever encounters you like, but remind the players that dawn is just a few short hours away.



CHAPTER EIGHT: ALL HELL...

The conclusion of this adventure is complex, with several things happening at once. Characters are likely to do different things, handling the various threats to the best of their ability. At dawn on the seventh day, with the sky dark with storm clouds and dancing with lightning, the Nulners unveil the great cannon—the

Magnus. Regardless of the warnings about some flaw in the weapon's design, the Countess demands the *Magnus* be unveiled and fired as planned. Meanwhile, the Mutants await the explosion to boil out of the sewers and slaughter the gathered host. Across town, the first steps toward releasing the final shard of Xathrodox's essence begin.

— BEGINNING THE END —

Before you begin this final stage of *Paths of the Damned*, several variables must first be resolved to help you orchestrate the final movements. The most important part is identifying the catalyst that sets these last events in motion. Ideally, Rolf should be the culprit, but it's possible the Player Characters caught him as he fled from the palace. If so, you have two other options. First, Liebnitz/Lang have been snooping about the city, looking for the artefact. Sensing its location, there's no doubt this duo will find it. However, if the Player Characters managed to eliminate Liebnitz/Lang, then it falls to Katarine Braun to do the deed. On the other hand, if all three of these villains have survived throughout the adventure, then the characters must contend with them all if they intend to destroy the vessel.

The next aspect to consider is Randolph. If the PCs killed or captured Rolf, then Randolph is dead by the start of the ceremonies, hung from

the palace walls for his supposed role in the murders. If Rolf escapes, then so too does Randolph and he approaches the characters about the flawed design of the cannon, as described at the end of the previous chapter. The PCs may have taken steps to warn the Countess, and may have even convinced a few engineers to investigate the matter. If so, they make the repairs to the cannon, but none of them thinks to check the ammunition. The cannon explodes as planned.

Finally, there is the issue of the Mutant uprising. The characters may have made several forays into Nuln's sewers. As described in **Chapter Six: The Weapon and Under Nuln**, the Player Characters can abort the uprising, but only if they find and destroy all ten cysts. If so, the Mutant uprising does not occur and the characters will have a far easier time facing off against the Abomination and following its path to the Chalice of Wrath.

— THE CONCLUSION —

Running this sequence can be something of a challenge. Once the action starts, it doesn't stop until the Player Characters recover the artefact or until they are all killed on the rain-sodden

streets. A rough sequence of events follows, but the characters' placement and the choices they make may alter things, so be prepared to make adjustments during gameplay.

MAGNUS UNVEILED

About an hour before dawn, nearly the whole city turns out to see the new cannon despite the heavy downpour. Pressing against each other on the docks, or crowded on the ships in the river, all faces are turned to the bridge. Soon after the people start filling out the streets, a solemn group of engineers and labourers haul the great cannon up onto the bridge from the Industriepplatz, halting at the centre of the bridge. Once there, they rotate the weapon so that it points east by northeast. Once it's positioned the crowds grow quiet in reverence for the new weapon. In a flourish, the engineers pull off the tarps covering the cannon to reveal its magnificence.

The lead engineer makes a speech to the gathered people, but the noise from the thunder and rain is too loud for any to hear, so after a few moments the gunners load the weapon and fire. Instead of the expected result, the shell detonates inside the weapon, hurling shards of flaming death in all directions, cutting through hundreds of people and killing everyone within 50 feet almost instantly. Worse, the Great Bridge groans and drops chunks of stone and timber into the water, smashing some of the ships below it.

If the characters were within 50 feet of the cannon when it was fired, they take 1d10/2 Damage 4 hits and are blown 6d10 yards in random directions. Characters still within 50 feet at the end of the explosion take 1d10/5 Damage 3 hits each round they remain in the area. Finally, any characters within 30 feet of the cannon that weren't blown clear fall 50 feet into the wreckage of ships below, taking a Damage 13 hit from the fall. Even characters not blown apart by the explosion are likely to become flaming paste when they land. See **Jumping and Falling** in *WFRP* for details on falling damage.

The fire burns on the bridge for 1d10 rounds before the heavy rains extinguish the flames.

CHARACTER ACTIONS

Characters not caught in the explosion can help pull away people caught in the blast, making **Agility Tests** with variable difficulties as they navigate the wreckage. They can also jump in the river to help save people drowning in the churning waters. To reach drowning victims, characters must succeed on **Challenging** (–10%) **Swim Tests**, given the water's conditions. To make these experiences interesting and worthwhile, heighten the drama by

GABRIELLE MARSNER

Gabrielle is the key to destroying the final artefact. If she accompanied the characters to the city and they did a good job protecting her, she should be present for the events transpiring here, lending her support to the characters as they battle the forces of Chaos. If she's dead, the party will have to come up with some other means for destroying the artefact, such as making use of the Necromancer in the sewers, or, if one of the characters learned the ritual, he will have to speak it. If Gabrielle did not join the characters, at your option, she can be one of the characters they rescue from the shattered ships beneath the bridge after the cannon explodes.

describing in detail the struggling people in the water and the falling pieces of timber from the bridge. At your option, the Countess could be on one of the ships and a Player Character could rescue her.

UPRISING

Unless the characters destroyed all of the cysts in the sewers, some 200 Mutants spill out of the sewer grates and climb onto the docks and the ships in the water, butchering citizens with cleavers, swords, and axes. Working with these twisted souls are five Daemonettes of Slaanesh, who sow confusion and fear in the crowds. People flee in all directions, actually slowing themselves down and making themselves easier targets for their attackers.

The Mutants are relentless, attacking indiscriminately and laughing gleefully at the pleas for mercy.

CHARACTER ACTIONS

Obviously, characters should attack the Mutants and Daemonettes. For each one they kill, they are likely to save three Nulners. You need not detail the entire battlefield; it's unlikely the characters will be able to defeat the entire horde, and they definitely shouldn't even try. Conserve their strength so they will be powerful enough to deal with the Abomination later. Ultimately, the Mutants fail in their uprising thanks to the guards and watchmen, but the characters should feel like they contributed in some way to saving the city. You might give the characters a chance to save an important NPC they met at the Masquerade, such as Agnete Krebs, as ironic as that would be (see page 86). In short, one combat with 10 or 12 Mutants and a Daemonette or two should suffice. See page 74 for Mutant statistics, and page 80 for Daemonette stats.

ABOMINATION

After ten rounds of fighting (or if there was no uprising, a minute after the explosion), have the characters make **Hard** (–20%) **Perception Tests** to see the Abomination approach. Depending on previous events, the Abomination may come from the Reaver's Return or from the Foundries across the river in the Industriepplatz. If the characters fail the test, even louder screams emanate from the direction of its approach, drawing the characters' attention when it's within 20 yards of their positions. What they see is a hideous creature, so foul and so vile it threatens to shatter their minds.

The Abomination

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55%	0%	60%	58%	26%	10%	46%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
4	38	6	5 (7)	4	0	8	0

Skills: Perception +20%

Talents: Daemonic Aura (see page 80), Natural Weapons, Night Vision, Terrifying, Unstoppable Blows, Will of Iron (see page 80)

Special Rules:

Instability: The controlling force behind the Abomination (the freed first shard of the Red Flayer's essence) is not so solidly linked to the Old World as are mortals, and it may be forced back from whence it came if a battle goes against it. On any round in which the Abomination is injured in melee combat but fails to inflict any Wounds in return, it must succeed at a **Will Power Test** or its controlling essence is sent back to the Realm of Chaos.

Linked: The Abomination is linked to the Chalice of Wrath. With each mortal it kills, it captures the fleeing soul and uses it to loosen the magic binding Xathrodox inside the artefact. To fully free the Daemon, the Abomination must kill 13 mortals.

Shambling: The Abomination is slow and cannot take the run action.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws, Teeth

The Abomination is a vile golem, stitched together from the flesh of the dead and powered by the raw malevolence of a Khorne-twisted spirit contained within. Standing over seven feet tall, it appears to be a skeleton made of wood and bone, draped in the rotting flesh of the dead. It has four arms—three end in claws, and the fourth in a long spike. Its head is a large skull with an oversized mouth. Its eyes gleam with unholy energy.

The Abomination exists to harvest souls to release Xathrodox from the Chalice of Wrath. By the time the Player Characters reach it, it has killed 13 – the number of Player Characters in the party (so for five characters, it has killed 8 people and sent their souls screaming to the Red Flayer). If the Abomination kills the final targets, either PCs or bystanders, it crumples into itself until it implodes with a loud cacophony of shrieks forcing all characters within 10 yards to make **Challenging (-10%) Will Power Tests** or gain 1 Insanity Point. Should this occur, the Red Flayer's essence breaks free and joins with the rest of his being, intact enough to appear in the mortal world (see page 92 for details).

Should the characters destroy the Abomination, the souls are freed, but the image of Xathrodox emerges from the smoking heap wailing until it fades from sight.

RECOVERING THE CHALICE

Once the characters defeat the Abomination, they simply need to follow the swath of destruction left by the creation, leading them to either the Reaver's Return or a foundry on the other side of the river. You can use the rooms below the Reavers' Return for either location. The circumstances leading up to the conclusion determine what the characters find once they get there.

SITUATION ONE

If Rolf survives to the end, both he and Gretyl stitch on the final piece, Wolfhart's nose, and then Rolf hears a terrible voice in his head. It instructs him to kill Gretyl. As she looks down on the horror she created, gibbering in terror, Rolf snatches the Chalice and clubs her to death, spilling her hot blood on the Abomination. At her last gasp, the Abomination sits up and attacks Rolf, painting the walls with his blood and claiming its first victim. After the Abomination leaves, Liebnitz/Lang arrives and searches the place, finding the Chalice mere moments before the characters



arrive. Liebnitz then reveals his miserable state to the PCs and compels Lang to attack them in the hopes he will be destroyed. Four rounds into the melee, Katarine arrives and attempts to destroy both groups to claim the artefact for herself.

Note: It's possible Liebnitz/Lang was already destroyed earlier in this adventure. If so, the party need only face Katarine.

SITUATION TWO

Gretyl, terrified and alone now that Rolf is dead, hides here because she doesn't know what to do next. Liebnitz/Lang or Katarine arrives, drawn by the perverse energies of the artefact, finds the seamstress huddled in the corner, and kills her. In either case, the Abomination doesn't kill these NPCs but moves on as normal. Katarine or Liebnitz/Lang inspect the Chalice until the Player Characters arrive.

Liebnitz/Lang curses the adventurers, opening his robes to reveal the awfulness of his state. Liebnitz then compels Lang to attack in the hopes that his miserable life will be ended.

Katarine, on the other hand, exclaims that she's found the artefact once the characters arrive and that all is fine. She vows to take it back to Altdorf where she can have it destroyed. If the characters don't buy her story, she unleashes the full power of her dark magic against the characters.

UNSTOPPABLE BLOWS

A creature with this talent is so large and strong that its attacks are incredibly difficult to parry. Opponents take a -30% penalty to parry attempts.

FAILURE

Should the unfortunate occur and the Abomination kills enough people to release Xathrodox, Nuln is in trouble. Even though the Player Characters successfully destroyed the second essence, the Red Player is still a formidable opponent. When it had the favour of the Blood God it was a Daemon Prince, a mighty servant of Khorne. But now, hampered as it is by its lost powers, it can never regain its former might and sees the Player Characters as the source of its anguish. If released from the Chalice, Xathrodox forms in 1d10 rounds. Once in the mortal world, it hunts the characters, leaving a trail of death and destruction in its wake.

Xathrodox the Red Flayer

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
70%	0%	46%	46%	54%	66%	66%	66%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
5	46	4	4	6	0	0	0

Skills: Dodge Blow +10%, Perception +20%, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)

Talents: Daemonic Aura (see page 80), Flier, Frenzy, Natural Weapons, Night Vision, Resistance to Magic, Specialist Weapon Group (Two-handed), Terrifying, Unstoppable Blows, Will of Iron (see page 80)

Special Rules:

Chaos Mutations: Horns, Metallic Skin.

Doomrazor: Xathrodox wields a terrifying greataxe in combat. When he enters a frenzy the axe ignites with dark flames and deals a Damage 2 hit in addition to the normal damage on a successful hit. This damage bypasses armour but not Toughness. Targets struck by the axe must succeed on an **Agility Test** on the following round or take an additional Damage 2 hit.

Instability: Xathrodox is not so solidly linked to the Old World as are mortals, and it may be forced back from whence it came if a battle goes against it. On any round in which it is injured in melee combat but fails to inflict any Wounds in return, it must succeed at a **Will Power Test** or it is banished back to the Realm of Chaos.

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Claws, Teeth, Doomrazor

A monstrous horror of impossible size, Xathrodox stands over twenty feet tall. It has red skin that bristles with black hairs that seem to move of their own accord. Its face is a mass of snarling teeth and horns, dripping acidic drool that scorches the earth where it falls. A mane of black hair frames the flaming red eyes and brutish features. Armoured in the skins of fallen knights, their faces wailing with each movement, he hefts a mighty axe that ignites with unholy black flames.

Xathrodox is weakened due to the loss of his essence, hence his reduced statistics.

— AFTERMATH —

Having destroyed the Abomination and prevented the reformation of the Daemon, the Player Characters gain the Chalice. If Gabrielle still lives, she can cleanse the object as she did in *Spires of Altdorf*. Otherwise, the adventurers must find some other way to remove the essence from the object, for simply destroying it is not enough. The necromancer lurking in the sewers claims to have a means (see page 79), but he simply frees the essence to rejoin the essence already flitting about in the Realm of Chaos. You might find another way to remove the taint, having the party return to Altdorf for further adventures, or perhaps the characters may think hiding it away is enough, at least for their generation.

What of Nuln? With the destruction of the *Magnus*, Nuln shelves the plans for this weapon for a while and the Countess loses some of her credibility with the rest of the Elector Counts (not that she had much in the first place). If the Mutant uprising occurred, funds to the College of Engineering are fully devoted to building a competent force of Sewer Jacks to cleanse the sewers, and possibly resulting in offers to the characters to lead expeditions.

Though the Countess is embarrassed, the Imperial Gunnery School and the Empire's need for quality arms is enough to make most people forget the debacle of the *Magnus*,

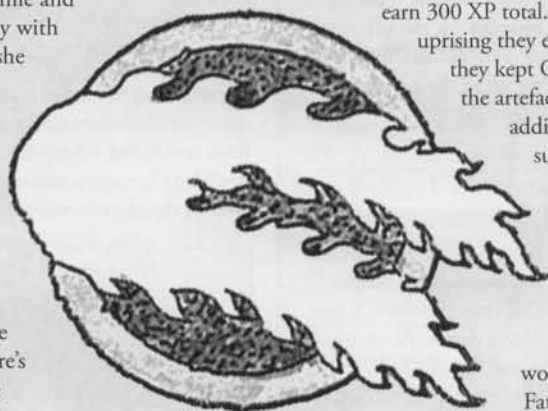
and life continues as normal. But a few people still whisper about the murders and tales spread that the ghost of old Rolf Vogt still stalks the alleys at night in search of fresh blood for his dark master.

EXPERIENCE POINTS AWARDS

Experience awards for this adventure depend on the characters' actions whilst searching for the final shard. Though the rewards are often for the best possible outcomes, people do learn from their mistakes, even the deadliest ones.

Characters who successfully recovered the Chalice of Wrath earn 300 XP total. If they managed to stop the Mutant uprising they earn an additional 200 XP. Finally, if they kept Gabrielle alive so she could cleanse the artefact, they earn an additional 500 XP. In addition, each incident that the characters successfully negotiated should earn them an additional 10-50 XP. If the party does everything right, they each should earn 1,200 XP total by the adventure's end.

Destroying the final shard removes a significant threat from the world. Grant each surviving character a Fate Point.



— HANDOUT 1 —

The pleasure of
your company is requested
at nine o'clock this evening at
the Lord's Bounty. Don't be late.

—K

— HANDOUT 2 —

...I have but a few moments to scratch these words down before I go back to say the nightly invocations to blessed Sigmar. Today I made a terrible discovery... terrible. As usual, it was my turn to clean the altar, to polish the statues, oil the wood, and the usual tedious tasks set to me. Never before has this happened. I swear it! I suppose, in my fatigue I must have touched something, though what, only Sigmar can say. In any event, whilst cleaning the altar, I heard a thump from within it. I wondered how such a thing could be possible, for it was made of solid stone. Still, I was curious so I peered beneath the cloth. To my surprise, I discovered a hollow space, big enough for a man. I swiftly rose up to ensure I was alone—which I was much to my later regret—and so I dipped my head into the hole.

It leads into a narrow shaft at a steep decline. I slipped down into the altar, and suppressed a cry as I slid all the way down into what seemed like the bowels of the earth. It was dark, but not as dark as it should have been. There was a light. Once my eyes adjusted, I saw a terrible pulsing light. It filled me with fear, it did. Almost blind, I stretched my arms before me to detect any unseen hazards, pushing on until the profane aura was bright enough to see.

I rounded a corner and found myself in a long hall. On either side stood looming statues, each hooded with black cloth. In a niche beneath each was a reliquary, likely holding some bone or lock of hair from our sacred father. At the end of this vault was another statue, the cloth somehow fallen to the floor, and the head of it lay severed on the ground, its stone features twisted as if in pain. Unlike all the other places here, this shelf held a hideous silver cup.

Now, I know the legends of this place, how Sigmar himself gave unto Abeland a sign in the form of a cup, but these places are all filled with such fanciful legends. This was no object sacred to our founder, but rather, it was something foul, Daemonic. It stank of malevolence, being gaudy silver with strange glowing runes on its surface. Its stem was fashioned in the shape of grinning Daemon, its tail curled about its leg.

In wonder, I reached out for it and the chalice seemed to jump towards me, cutting my hand on its sharp barb. The injury, though small, stung as if on fire, and terrible images, of killing, of slaughtering my kinsmen, filled my mind. I backed out of the room, but the light grew stronger. I fled the place, running blindly in the dark, limned by the red light from behind me until I found the shaft. The climb was difficult; my hand bled fiercely, but somehow, with Sigmar's help, I made it to the top... what's that? Oh m...

— HANDOUT 3 —

Emmanuelle von Liebwitz,
Grand Countess of Wissenland,
Countess of Nuln, and
Duchess of Meissen
grants you the
honour of attending
a masquerade at the Palace,
on the eve of the
Unveiling Ceremony.

• OTWIN BESCHLAGER, HUMAN MILITIAMAN •

Career: Veteran (ex-Mercenary, ex-Militiaman)

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
35%	31%	38%	34%	25%	28%	31%	24%
Advance							
+20%	+20%	+10%	+10%	+15%	—	+15%	—
Current							
45%	41%	43%	44%	35%	28%	36%	24%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	12	3	3	4	0	0	3
Advance							
+1	+6	—	—	—	—	—	—
Current							
2	14	4	4	4	0	0	3

Skills: Animal Care, Common Knowledge (Bretonnia, the Empire), Dodge Blow +10%, Drive, Gamble, Gossip, Outdoor Survival, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean), Trade (Smith)

Talents: Disarm, Sharpshooter, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strong-minded, Very Strong

Armour: Medium Armour (Full Mail Armour)

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Great Weapon (Two-handed Sword), Hand Weapon (Hand Axe), Shield, Dagger, Crossbow with 10 bolts

Trappings: Blanket, Common Clothing, Slingbag, Uniform, Wooden Tankard, Wooden Cutlery Set, 2 Weeks' Rations, Healing Draught, Bottle of Good Spirits, Purse with 20 gc.

You grew up in a small village in the province of Ostland, where you learned the smithing trade from your father. Due to your size and strength, you were recruited into the local militia. You used to enjoy it, too. The marching, the weapon practice, the uniform—it was almost like a game. You can only shake your head at your naïveté. When the Storm of Chaos broke, the province mustered your militia unit and you learned the realities of war. You watched your childhood friends die before your eyes; you watched the villages and towns of the Empire burn. The army left you for dead in Untergard, but somehow you survived, though the scars on your face make the price plain. With your village wiped off the map and your militia unit destroyed, you now have only your sword and a few friends to help you make your way in the world.



• THRUNBOR GIMRIGSON, DWARFEN SHIELDBREAKER •

Career: Sergeant (ex-Shieldbreaker)

Race: Dwarf

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
39%	29%	32%	41%	19%	29%	34%	22%
Advance							
+20%	+15%	+10%	+10%	+10%	+10%	+10%	+20%
Current							
59%	34%	42%	51%	29%	29%	44%	22%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	13	3	3	3	0	0	2
Advance							
+1	+4	—	—	—	—	—	—
Current							
2	17	4	5	3	0	0	2

Skills: Academic Knowledge (Strategy/Tactics), Common Knowledge (Dwarfs), Dodge Blow, Navigation, Perception, Scale Sheer Surface, Shadowing, Speak Language (Khazalid, Reikspiel),

Trade (Stoneworker)

Talents: Acute Hearing, Dwarfcraft, Grudge-born Fury, Menacing, Night Vision, Resistance to Magic, Orientation, Stout-hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy

Armour: Medium Armour (Helmet, Full Mail Armour)

Armour Points: Head 5, Arms 3, Body 3, Legs 3

Weapons: Crossbow with 20 Bolts, Hand Weapon (Battle Axe), Shield, Dagger

Trappings: Blanket, Common Clothing, Grappling Hook, Slingbag, Water Skin, Wooden Tankard, Wooden Cutlery Set, 2 Weeks' Rations, 10 Yards of Rope, Purse with 20 gc.

You grew up in Nuln, where your father is still a respected craftsman. Having heard endless tales from the Longbeards of your clan, you decided to head to the World's Edge Mountains and see the cities of your ancestors for yourself. The Humans would not understand the grandeur and majesty of such places, but you found yourself inspired. You stayed there for many years, pledging your axe to help in their defence. You fought in the lightless depths beneath many Dwarfholds, proving your worth to your mountain kin. The Empire, however, is also your home, and when the Storm of Chaos was unleashed you decided to return to it. The enemies here are not always as obvious as those living under your mountains, but they are no less deadly.



• JOCELIN HERZOG, APPRENTICE WIZARD •

Career: Journeyman Wizard (ex-Apprentice Wizard)

Race: Human

MAIN PROFILE

WS	BS	S	T	Ag	Int	WP	Fel
Starting							
25%	30%	27%	35%	30%	41%	33%	34%
Advance							
+5%	+5%	—	+5%	+10%	+20%	+25%	+10%
Current							
25%	30%	27%	40%	35%	61%	48%	39%

SECONDARY PROFILE

A	W	SB	TB	M	Mag	IP	FP
Starting							
1	11	2	3	4	0	0	3
Advance							
—	+3	—	—	—	+2	—	—
Current							
1	12	4	5	3	2	0	3

Skills: Academic Knowledge (Daemonology, Magic), Channelling, Common Knowledge (the Empire), Gossip, Magical Sense,

Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Reikspiel)

Talents: Aethyric Attunement, Arcane Lore (Shadow), Lesser Magic (Aethyric Armour, Dispel), Luck, Meditation, Petty Magic (Arcane), Savvy, Suave, Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarter Staff, Hand Weapon (Mace), Dagger

Trappings: Backpack, Best Clothing, Blanket, Common Clothing, Grimoire, Printed Book, Slingbag, Wooden Tankard, Wooden Cutlery Set, 2 Weeks' Rations, Writing Kit, Purse with 20 gc.

You have spent the last five years studying at the Colleges of Magic in Altdorf, under the tutelage of Master Walbrecht of the Grey Order. Though you feel that you are ready to become a Journeyman Wizard, your master does not agree. He said the academic atmosphere of the colleges has shielded you from the currents and eddies of fate in the wider world. He banished you from his sight and said to return when you had learned something about "reality and unreality." Walbrecht seems to believe your life has been too sheltered. You will prove to him that your eyes are wide open.



• CASAMIR ZUMWALD, HUMAN VAGABOND •

Career: Scout (ex-Vagabond)

Race: Human

MAIN PROFILE

WS	BS	S	T	Ag	Int	WP	Fel
Starting							
28%	33%	31%	30%	29%	35%	30%	36%
Advance							
+15%	+10%	—	—	+15%	+5%	+5%	+5%
Current							
43%	48%	31%	30%	44%	40%	35%	41%

SECONDARY PROFILE

A	W	SB	TB	M	Mag	IP	FP
Starting							
1	12	3	3	5	0	0	3
Advance							
—	+2	—	—	—	—	—	—
Current							
1	14	3	3	5	0	0	3

Skills: Common Knowledge (the Empire, Kislev), Concealment, Dodge Blow, Follow Trail, Gossip, Haggle, Heal, Navigation, Outdoor Survival, Perception, Secret

Language (Thieves' Tongue), Silent Move, Speak Language (Reikspiel), Secret Signs (Thief)

Talents: Fleet Footed, Orientation, Savvy, Seasoned Traveller, Suave

Armour: Medium Armour (Mail Shirt, Full Leather Armour)

Armour Points: Head 1, Arms 1, Body 3, Legs 1

Weapons: Hand Weapon (Sword), Crossbow with 20 Bolts, Dagger, Shield

Trappings: Backpack, Blanket, Common Clothing, Slingbag, Wooden Tankard, Wooden Cutlery Set, 2 Weeks' Rations, 10 Yards of Rope, Horse with Saddle and Harness, Purse with 20 gc.

You were born into a life on the road. Your father was a caravan guard and your mother was a wandering minstrel from Kislev. You travelled back and forth between the Empire and Kislev throughout your youth and you consider yourself a son of both lands. Your parents eventually settled in the Kislevian city of Erengard and that is where you were heading when the Storm of Chaos struck. Like thousands of others, you fled before the advancing armies of Archagon, Lord of the End Times. You managed to survive, but you fear your parents may have not. The forces of Chaos sacked Erengard and you have heard horrific stories about the fate of the city's inhabitants. You can only pray that Ranald's luck was with them.



The End of an Epic!

Driven by the machinations of an ancient evil, one lone group of adventurers stands between the Empire and the dark forces of Chaos. Who are these stalwart souls? Why you and your party of course!

Forges of Nuln is the final step along the Paths of the Damned campaign, and the road thus far has proved long indeed. Having thwarted Chaos in *Ashes of Middenheim*, foiled plots amidst the *Spires of Altdorf*, there is one last chance for Chaos to unleash hell in the Old World. The gun forges of Nuln belch sulphurous smoke into the sky, yet beneath the fumes there is the inescapable reek of Chaos corruption.

The city of Nuln- 'The Jewel of the Empire' is ready to unveil the Imperial Gunnery school's finest creation- the gleaming cannon known simply as 'The Magnus' Nobles the Empire over have been summoned by the capricious Countess of Nuln- Emmanuelle von Liebwitz. Many seek an invite to one of her glittering Masquerades, but whilst the nobility dance, death stalks the streets.

Sharp wits and desperate measures are required if the city, and indeed the Empire, is to be saved a terrible fate. Would be saviours must see through multifaceted lies, track down damning evidence and uncover an artefact of daemonic origins if they are to overthrow an immortal enemy who would see them slaughtered at every turn.

What evil taints the Jewel of the Empire? Will your group of beleaguered heroes stop the forces of Chaos before it's too late? Step onto the Paths of the Damned to discover your fate!

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- Scores of plot seeds to expand your adventures.
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Adventure Awaits!

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