

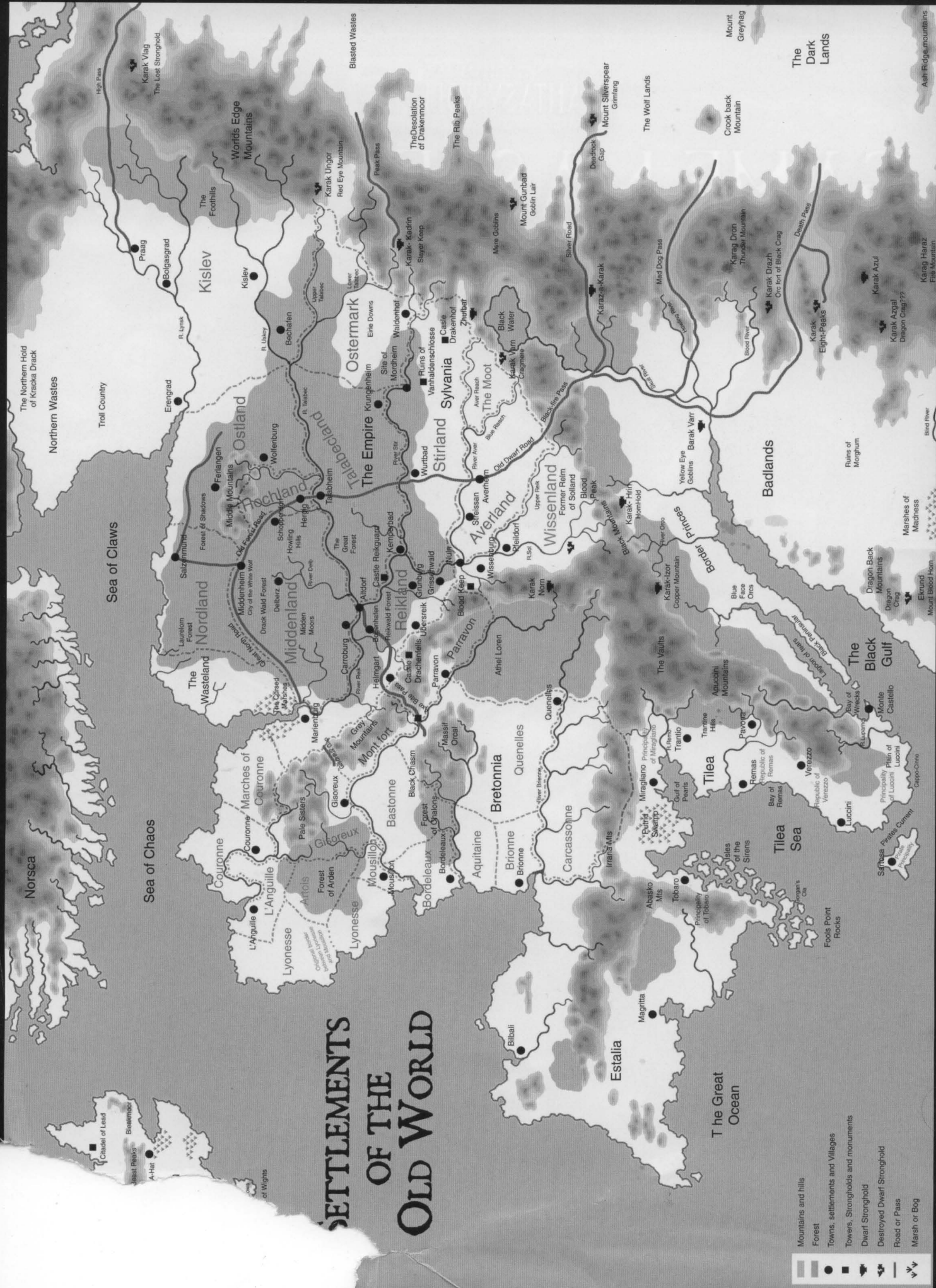
WARRHAMMER
FANTASY ROLEPLAY

GAME MASTER'S PACK



A GRIM WORLD OF PERILOUS ADVENTURE

SETTLEMENTS OF THE OLD WORLD



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FANTASY ROLEPLAY

GAME MASTER'S PACK

— INTRODUCTION —

Welcome to the *WFRP Game Master's Pack*. If you are not a GM, put this booklet down immediately and scurry back into your hole. This is not for you.

As a Game Master, you'll find a variety of handy tools in this pack. Most obviously, there's the GM Screen itself. The purpose of the screen is twofold. First, it puts a barrier between you and your players, so you can spread out your material without fear of them peeking at the adventure or your dice rolls. Second, it has all of the most useful tables and charts from the *WFRP* core rulebook. If you need to roll a Critical Hit, now you don't need to flip open your rulebook and find the right page. It's all there in front of you.

The other major component of the GM Pack is the booklet you hold in your hands. The first half of it contains an adventure, Alfred Nuñez, Jr.'s *Pretty Things* (page 2). This is an introductory scenario that you can use instead of or as a prequel to *Through the Drakwald* (the adventure in the core rulebook). *Pretty Things* does not assume a particular time frame, which makes it easy to use in most campaigns. The adventure also includes

four pre-generated characters. These can be photocopied and handed out to players if you want to jump right into it.

The booklet also contains *Buildings of the Old World* (page 17), a brief overview of common Imperial structures and an example Reikland village. Each building is mapped, so if you find you need a floor plan in a hurry, this is a great resource.

The rest of the booklet includes additional tables and play-aids. You'll find a recap of the *Dark Lores of Magic* (page 27) (the rest of the lores are summarized in the *Character Pack*). There's a page of *NPC Record Sheets* (page 25), which will come in handy when you make up your adventures. There's also a *Combat Tracker* (page 26). Feel free to photocopy a stack of these for use whenever you run a fight. You can write down the Initiative Order on this sheet and track the condition of all your NPCs. The "Notes" section of each entry can be used to note Critical Effects, spell effects, ammunition expended, and anything else that comes up. Lastly, this booklet features the *Equipment Emporium* (page 28). This puts all the various equipment charts from **Chapter 5** of the core rulebook in one place.

• PRETTY THINGS •



Pretty Things is an adventure scenario intended to introduce players to the grim and perilous world of *Warhammer Fantasy Roleplay*. It is designed for Player Characters in their first career. The adventure will expose newcomers to the colourful depth of the Warhammer world while familiarizing new GMs and players with the gaming dynamics specific to *WFRP*.

— GM SUMMARY —

Pretty Things is set on the north bank of the River Stir near the Stirland-Talabecland border, but the adventure can be placed anywhere in the Empire with some modifications. The scenario's plot begins with the PCs travelling westward towards the Old Forest Road during the Spring or early Summer. Their destinations and motivations vary by individual (i.e., in search of meaningful employment, pursuing the promise of a better life) and serve merely as a pretext for introducing the PCs and uniting them for the adventure. If the PCs are already travelling together as a group, so much the better.

The adventure begins at the Inn of the Strutting Cock. While gathering information about the road ahead, the PCs hear that a notorious outlaw chief is locked up at the inn and that roadwardens are coming in two days to hang him. The accused tries to get the attention of the PCs, claiming that he is not the bandit at all, but a man from a nearby town. The PCs may decide to aid him, in which case they must bring proof of his innocence to the inn before the roadwardens arrive.

Once the outlaw's fate is decided, the PCs set out on the road. Soon they pass a small band of Sigmarite pilgrims who indicate they are on their way to a monastery in the eastern part of Stirland,

somewhere south of Krugenheim. The pilgrims crowd together on a small cart along with barrels and sacks of supplies.

Later, cawing crows draw the PCs to the bloody remains of a battle. Among the fallen are a farmer, his wife, farmhands, and several pilgrims. All but the middle-age woman appear to have been killed by bandits. The woman's moaning catches the PCs' attention. Near death, she relates how bandits masquerading as pilgrims attacked them en route to a town near the Old Forest Road. The thieves stole their wagon, its contents, and a young girl. The captive girl is not a member of the farmer's family but the daughter of Baron von Radische. Her care had been secretly entrusted to the now-dead farmer. With her dying breath, the woman pleads for the PCs to rescue the girl. She assures them a rich reward if they safely deliver the child to the steward of the Baron.

To complicate matters, after successfully tracking their quarry, the PCs find the false pilgrims slaughtered and the girl missing. A band of Goblins ambushed the bandits and took the girl to their lair in the woods. A nearby Orc boss has a fancy for "pretty things", and the Goblins hope that bribing the Orc boss with the girl will persuade him from killing Goblins for sport—at least for

a little while. The PCs must find the Goblin lair and rescue the girl before the Orc shows up to claim his prize.

Once they rescue the girl, the PCs must take her home to claim their reward, assuming they survive the journey westward. Along the way they meet another man with designs on the young girl. He must be dealt with before the PCs can complete their journey.

BACKGROUND

During the past decade, raids across the Stirland-Talabecland border have become commonplace. This is partly due to the intense Sigmarite/Ulrican rivalry between the two provinces but also because of the competition between the various Barons of the region. The situation has been exacerbated by several years of bad harvest and poor weather. Small outbreaks of plague are not unheard of, and witch hunters prowl the region seeking the source of such calamities, naturally assumed to be witches and renegade

wizards. Moreover, banditry is endemic throughout the Empire, and there are reports of Orc and Goblin activity in various regions of the Great Forest.

Against this backdrop, Baron Jurgen von Radische is under pressure from the Grand Duke to better secure his portion of the border along the southern edge of his barony, the seat of which is the town of Hermsdorf near the Old Forest Road. Von Radische knows much of the strain between him and his liege comes from his enemies at court, who see the Baron's misfortune as good news. In fact, the Baron believes the death of his wife seven years ago resulted from the stress of his situation.

Not wishing to expose his infant daughter to danger, von Radische secretly entrusted her care to a few of his most trusted and loyal servants. Two of them married and served as his daughter's foster parents in their roles as farmers, and three men-at-arms served in various capacities as the farmers' hired hands. It was the Baron's hope to bring his daughter back home once he found a way past his difficulties.

— STARTING THE ADVENTURE —

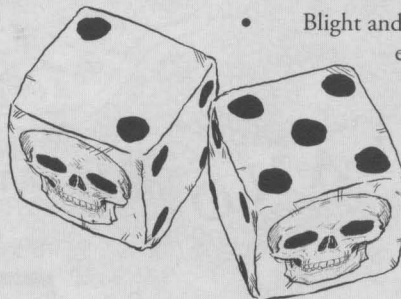
The action of *Pretty Things* begins at the riverside Inn of the Strutting Cock, just one day's travel from the small town of Gersdorf in southeastern Talabecland. The inn sits on the River Stir and is a stopping point for boats travelling between Krugenheim and Wurtbad, as well as a convenient stopping point on the road.

For purposes of the scenario, the PCs are assumed to be leaving their homes for the first time and travelling alone. If the PCs are already together, you can ignore the set-up in **The Gathering** and simply have them show up at the inn as a group.

THE GATHERING

Arriving individually, the PCs find the inn a fairly lively place. The local farmers, woodsmen, herdsmen, and the like living within a mile or so congregate in large groups to exchange news and gossip with familiar boatmen and traders. Newcomers sit by themselves unless unusually gregarious or some local decides to trust them enough to offer a welcome. Some of the locals also like to gamble, generally with dice, for brass pennies (*p*) or the odd silver schilling (*s*). Locals invite newcomers to play, but a winning streak can result in accusations of cheating and the accused being dumped into the river stripped of their possessions.

The rotund innkeeper, Josef Haarig, loudly welcomes new faces when they enter his establishment. In order to judge whether an individual is an honest traveller or a bandit, Josef asks visitors for a name, home village or town, and destination. Josef directs incoming PCs to those who previously entered the Strutting Cock's common room. The innkeeper says, *"The roads are quite dangerous for a lone traveller, and there are strange folk about. I would recommend against wandering by yourself unless you fancy losing your possessions and, perhaps, your life. The one(s) over there..."* Josef motions to the PC(s), *"... is (are) headed in the same direction you are. You might want to introduce yourself so you can walk together."*



Should the PCs inquire about lodging for the night, Josef informs them that it will cost them 5 *p* to spend the night on the benches, tables, or floor of the common room. If 5 *p* proves too much for the PCs, they can pay 2 *p* a head to sleep in the barn. Josef points out that the barn is considerably colder and smellier at night than the common room.

WHAT LIES AHEAD

It is probable that the PCs will attempt to gain some information about the dangers of the road ahead from the innkeeper or locals (always a sensible precaution in the dangerous hinterlands of the Empire). This can be resolved through roleplaying or more quickly with **Easy (+20%) Gossip Skill Tests**. If tests are made, the PCs pick up one of the following rumours for each degree of success.

- Bandits prey on the lone and unwary on the road to the west.
- Some bandits have taken to piracy on the river.
- Travellers should also be wary of the roadwardens. The worst of them are little better than outlaws.
- Do not wander off the road. Goblins and other foul creatures lurk in the woods.
- Raiding parties from Stirland and Talabecland cross the river from time to time to steal livestock from those living in the other province and cause mayhem.
- Blight and pestilence are still persistent in many parts of the eastern Empire.
- Beware of witches in the small, isolated villages. They can curse one with the evil eye. The witch hunters still seek them out, but they can't burn them all. Too many use their craft to hide themselves.
- While the countryside suffers, many go to the cities to seek their fortunes.

— HANG 'EM HIGH —

Law and order in the rural parts of the Empire is capricious. One must always strive to avoid being at the wrong place at the wrong time.

Many of the isolated inns and villages in the Empire have some sort of lock-up to imprison the accused until a travelling magistrate or roadwarden captain can render judgment. Some lock-ups are little more than hovels with sturdy roofs, walls, and doors that can be secured. Others—like the Strutting Cock—have nothing more than a pit in the ground with an iron grate preventing a prisoner from climbing out.

At the moment Josef has the notorious bandit leader Heinz Gerber in his lock-up. Regardless of what other rumours the PCs pick up, they are certain to hear about Heinz. It's the talk of the inn. As Josef proudly relates, *"That's right, we have Heinz Gerber locked up out back. A bounty hunter caught the scoundrel and brought him to the Strutting Cock. He'll be back with the roadwardens in two days, and then they'll take care of that outlaw for good!"*

The grated pit that Heinz Gerber is incarcerated in is behind the inn, near the privy. He is unguarded, as the grate is secured with an impressive lock. The PCs can talk to him if they wish (he's not going anywhere after all). If they don't come to him, Heinz tries to get the attention of any PC going to the privy. He begs anyone to listen to his story.

"Please, have pity on a poor wretch!" he begins. *"My name is Emmerich Handler, and I only came here from Gersdorf in the last fortnight seeking employment. No one would hire me, so I was foraging near the Strutting Cock to try to find something to eat. Today I was set upon by a vicious bounty hunter. He beat me and tied me up*

and said I was the outlaw Heinz Gerber. But I'm not! Please, you must help me before the roadwardens arrive, or they'll hang me for sure."

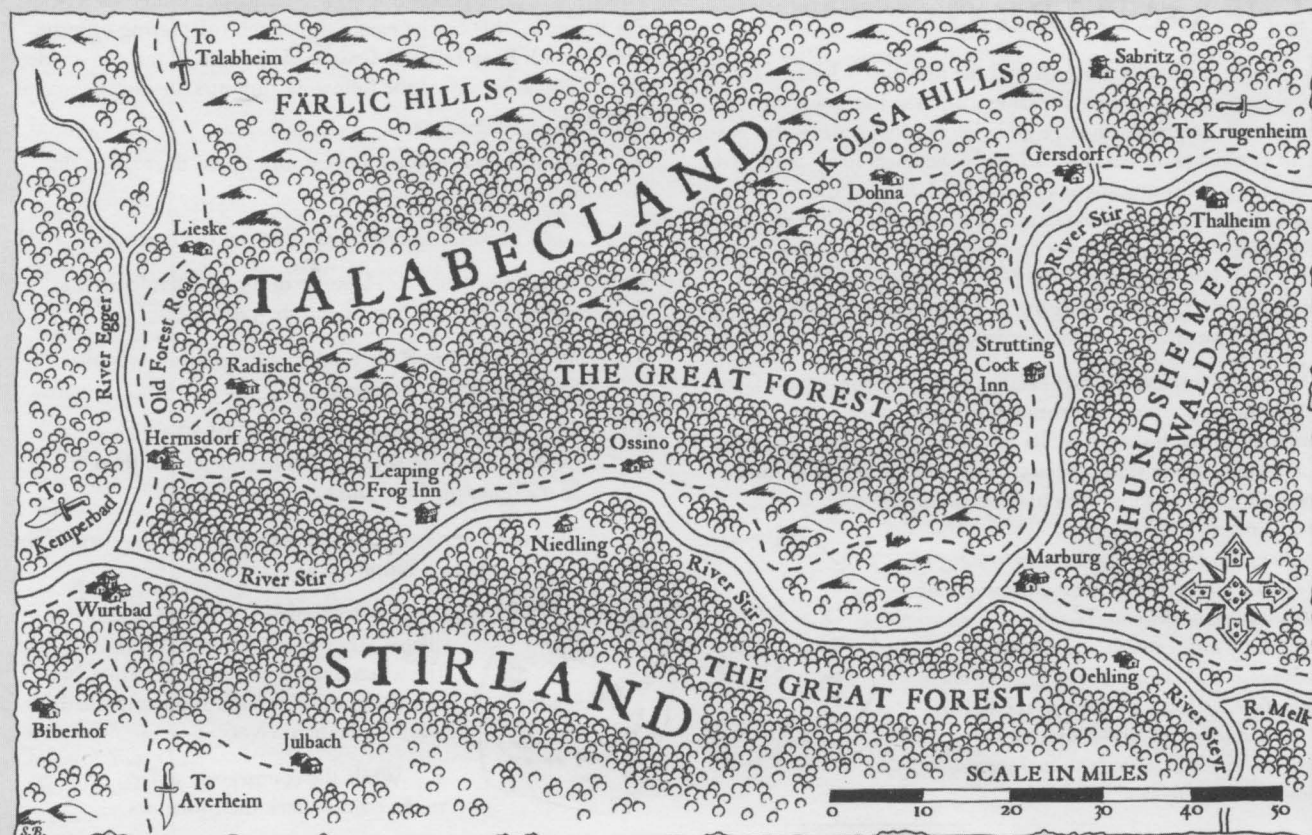
The PCs are likely dubious at his claims of innocence. Handler desperately tries to make his case. *"I have a wife and child in the town of Gersdorf. It isn't far. If you could send word or go there yourself. My wife can vouch for my identity. We live next door the Green Calf Inn. Tell Heidi I'm in trouble!"*

Once they know Handler's story, the PCs have three choices. They could simply let him rot, in which case the roadwardens will indeed hang him in two days. They could help him escape, which only requires a successful **Pick Locks Test** (two successful Strength Tests also does the job, but the clanging alerts Josef and his staff). Or they could travel to Gersdorf and bring back Handler's wife and child.

If the PCs do not know each other before this adventure begins, they may be hesitant to travel to Gersdorf together. After all, they've only just met and challenging roadwardens set upon a hanging could be quite dangerous. If only some of the PCs want to make the trip, you should at least try to keep the others on hand at the Strutting Cock until the rest get back. A convenient rainstorm or beer-tasting contest should do the trick.

TO GERSDORF

The PCs need to get to Gersdorf and back in two days and arrive before the roadwardens. If they walk, they likely won't make it in time. However, they can catch a ride on a boat for 5 s per person. This would allow them to return in the evening, as long as they



were up early to catch the first boat. Josef can help them arrange the trip, though the PCs may want to keep its purpose secret.

Once they arrive in Gersdorf, Heidi Handler is easy enough to find. She faints when news of her husband's plight is relayed to her. Once recovered, she corroborates her husband's story and states her willingness to come to his aid. She packs a few things, readies her five-year-old daughter Gretchen for the trip, and follows the PCs to the dock. On the way, she sees a few neighbours and tells them what's going on. Everyone is shocked and wishes her Shallya's blessings. Emmerich Handler, it seems, is well liked in his hometown.

BACK AT THE STRUTTING COCK

The next day a coach pulled by a team of two horses arrives at the inn from the north, escorted by six roadwardens and the bounty hunter Lars. The reaction of the locals in the inn is one of curiosity and anticipation. Roadwarden Captain Leonhard Kurtz enters the inn and calls on Josef to clear away the tables. Two of his men go to the lock-up to get the prisoner.

Once Handler is brought in, Captain Kurtz states, *"You are accused of being Heinz Gerber, a notorious outlaw chief who led other scum to commit foul thieving, assault, and other crimes upon the honest folk of this region during the past four months. What have you to say for yourself?"*

"I - I plead innocence, milord" says the prisoner, *"for I AM NOT THE MAN YOU CLAIM I AM! My name is Emmerich Handler, not Heinz Gerber. Please spare my life, milord, and I shall leave these lands."*

From the look on the captain's face, it is clear he doesn't believe Handler. He says, *"What proof do you have of your innocence? Who will come forth and support your claims?"*

If Heidi and Gretchen Handler are on hand, they now step forward. *"I am Heidi Handler from Gersdorf and this man is my husband, Emmerich."* The darling Gretchen adds, *"Daddy!"* The PCs may also speak for Emmerich Handler, if they choose, perhaps relating their experiences in Gersdorf.

At this point Captain Kurtz realizes he's been had. He turns on Lars, the bounty hunter who captured "Heinz Gerber", and slaps him across the face. *"Waste my time again, Lars, and you'll be the one swinging from a rope."*

"You men, release the prisoner." The captain then spins about and marches out of the inn. He does not apologize to the Handlers.

Lars glares at the PCs, who have just robbed him of a lucrative bounty. He does not play a further role in this adventure, but you may want to have him come back to haunt the PCs later in your campaign. His stats are provided for such an occasion.

Lars

Career: Bounty Hunter
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	41%	35%	31%	29%	37%	32%	28%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	5	0

Skills: Common Knowledge (the Empire), Follow Trail, Gossip, Intimidate, Outdoor Survival, Perception, Search, Shadowing, Silent Move, Speak Language (Reikspiel)

Talents: Excellent Vision, Resistance to Poison, Rover, Sharpshooter, Specialist Weapon Group (Entangling), Strike Mighty Blow, Strike to Stun

Armour: Medium Armour (Helmet, Leather Jack, Mail Shirt)

Armour Points: Head 2, Arms 1, Body 3, Legs 0

Weapons: Crossbow, Hand Weapon (Sword), Net

Trappings: 2 sets of manacles, rope, 20 crossbow bolts

Captain Leonhard Kurtz

Career: Captain (ex-Roadwarden, ex-Sergeant)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45%	44%	43%	42%	38%	40%	42%	47%

Secondary Profile

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

Skills: Animal Care, Command +10%, Common Knowledge (the Empire +20%, Kislev), Dodge Blow, Drive, Follow Trail, Gossip, Intimidate, Navigation, Outdoor Survival, Perception, Ride, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean)

Talents: Ambidextrous, Excellent Vision, Quick Draw, Seasoned Traveller, Specialist Weapon Group (Gunpowder), Street Fighting, Strike Mighty Blow, Strike to Stun

Armour: Medium Armour (Full Leather Armour, Helmet, Mail Shirt)

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

Weapons: Hand Weapon (Sword), 2 Pistols, Dagger

Trappings: Light warhorse with saddle and harness, 20 firearm balls and gunpowder

Kurtz's Men (6)

Career: Roadwarden

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	31%	33%	31%	30%	30%	28%	27%

Secondary Profile

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

Skills: Animal Care, Common Knowledge (the Empire) +10%, Drive, Follow Trail, Gossip, Navigation, Outdoor Survival, Perception, Ride, Search, Speak Language (Reikspiel)

Talents: Acute Hearing, Excellent Vision, Quick Draw, Specialist Weapon Group (Gunpowder)

Armour: Light Armour (Leather Jack)

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

Weapons: Hand Weapon (Sword), Pistol, Shield

Trappings: Light warhorse with saddle and harness, 20 firearm balls and gunpowder

AN UNHAPPY END

If the PCs are not willing or able to bring Heidi and Gretchen to the inn, Emmerich Handler is not able to prove his identity.

Captain Kurtz says, *"Your ploy won't work here, outlaw scum. Heinz Gerber, you are guilty and will be hanged by the neck until dead."* At this, the crowd in the inn gives a cheer while Handler breaks down and weeps. As five roadwardens drag him out to the hanging tree, the patrons in the inn take bets (no more than 2-3 s, usually less) as to whether "Heinz Gerber" will die slowly from strangulation or quickly from a broken neck.

The locals gather quickly to watch the hanging. The roadwardens take a stool and place it under a large branch of an old oak tree

about fifty yards south of the inn. A thick rope is tied to a large branch with a noose at the other end. When everything is ready, the roadwardens drag Handler to the noose while locals jeer and catcall.

Roadwardens place Handler on the stool, and the mounted roadwarden captain places the noose around his neck. As is common practice, the condemned's legs are left untied to perform one last dance for Morr. Captain Kurtz removes the vomit-stained gag from Handler's mouth. *"Heinz Gerber, I have removed the gag so that you may confess your crimes to Morr when you meet him at the portal to his realm. May he take pity on you."*

Anger replaces the Handler's misery. *"May Morr, Taal, and all the gods curse you for your crime, Herr Captain! May you and all those who unjustly convict me rot! May... *ack*."* At the captain's signal, one of the roadwardens kicks the stool out from under Handler's feet, cutting his rant short. The poor man's neck breaks immediately.

— WESTWARD HO —

After Emmerich Handler's fate is determined, the PCs can leave the Strutting Cock behind. Since few people travel in these troubled times, the PCs will virtually have the road to themselves. Still, the PCs should exercise some caution, as trouble always finds the unwary. For the most part, the road follows the River Stir, though trees often obscure the view of the river. Parts of the route the PCs follow are hilly, and some sections of the road cross through thick, dark woods. To give the PCs the feel of travel, you should describe the changing terrain. Along the way, some of the more rustic PCs might wish to make **Outdoor Survival Tests** to obtain food. Each should have no more than two to three opportunities to be successful.

The first day's travel is uneventful enough to make the initially wary PCs nonchalant towards the danger of travelling the Imperial roads. By late afternoon, the PCs arrive at the burnt remains of a tollhouse. The tragedy that befell this structure isn't recent. The gate is broken and lying on the side of the road. Charred beams are all that remain of the roof, and a portion of the walls has tumbled down. Still, enough of the walls remain to provide some shelter from the elements. Industrious PCs find enough material lying about to construct a crude lean-to or makeshift roof over a corner.

As the PCs rummage for building material or explore the ruins, they find evidence of past campfires among the walls. A successful **Outdoor Survival Test** reveals that none of the fires were made within the past few days. A successful **Search Test** turns up some rubbish—torn cloth, frayed bits of rope, small bones of game animals, and covered up holes of waste. There's no way to determine how recently someone camped here or how many were in such company.

At this point, the PCs hear howling wolves in the distance. It is common knowledge in rural areas of the Empire that large packs of wolves roam the wild forests in search of food and are known to kill and devour small groups of people. A defensible position with a fire will discourage the wolves from attacking.

Some PCs may want to set traps in hope of catching prey during the night or injuring wolves in case they get close. This requires a successful **Set Traps Test**.

Depending on their careers, this may be the first real night in the wild for each PC. If so, you should try to play on their fears. The surrounding woods are alive with sound throughout the night. In the middle of the night, the PCs hear the sound of a snapping branch (sleeping PCs can make a **Perception Test** to wake up). This is a deer, drawn to the light and noise of the camp. Once the creature makes a noise, it freezes. If the PCs scramble to locate the sound, the deer either silently sneaks away or bolts, making more noise until it reaches safety. If you want to make the PCs' skin crawl, allow a few moments to pass if the PCs do nothing. Then, have another loud snapping sound take place near the first.

At the edge of the campfire-light a moment later, awake PCs see a pack of wolves running through the forest towards the sound. One wolf pauses for a brief moment to look at the PCs before continuing on. A minute later, the PCs hear a scream as the wolves attack the doe whose curiosity brought it close to the PCs' campfire. A PC with experience in the woods can identify the scream on a successful **Outdoor Survival Test**. Those without the skill may believe the scream to be from some restless spirit or Daemon.

— WAYWARD TRAVELLERS —

On the road again, the PCs find the going as easy as the previous day, but they may be more wary of the dangers of the forest. Occasionally, the PCs see boats going up and down the River Stir. The boats travel near the centre of the river to avoid ambushes from bandits and the like. The boatmen also ignore shouting from the riverbank, as this is a common ploy used by those seeking to rob and possibly kill the unsuspecting.

In the early afternoon, the day takes a turn from the mundane. The road bends around in front of the PCs, and those who successfully pass an **Easy (+20%) Perception Test** hear a cart approaching from ahead. The PCs have one minute to decide and act on any plans before those in the wagon spot them. If none of the PCs hear the approaching cart, they can make a **Very Easy (+30%) Perception Test** when the cart is 30 seconds (3 rounds) away. If the PCs want to

get off the road and hide in the woods, they must make a successful **Concealment Test** to avoid being seen.

If hidden, the PCs see two men walking on the road dressed in simple brownish, hooded habits with hammer-shaped medallions hanging from their neck. The two pilgrims nervously look at the forest to their left and occasionally to the river at the right. Both hold swords as if concerned about an ambush. Behind them two other pilgrims drive a wagon packed with crates and bags, as well as four more of their fellows. Those riding with the provisions suffer from wounds, judging by the various bandages, some bloodied, that they wear.

The PCs can allow the pilgrims to proceed unhindered, but to do so will leave the PCs unaware of the dangers before them. The PCs have to come up with a plan to come out of hiding without scaring the pilgrims into reacting as though they are walking into a bandit ambush. To demonstrate they are not seeking a fight, the PCs can call out to the passing pilgrims before they emerge with their weapons sheathed and their hands held in front of them. PCs may have to successfully pass a **Charm Test** in order to diffuse the situation. Should the test result in 3 or more degrees of failure, GMs may wish to give the pilgrims a **Perception Test** to see if the pilgrims recognize the PCs' gesture as non-threatening. Otherwise, the pilgrims attack the PCs rather than wait to be attacked. However, the pilgrims are hardly at full strength and don't desire to be in another fight.

Should the PCs engage the pilgrims in conversation rather than in a battle, they can learn one of the following facts for each degree of success with an **Easy (+20%) Gossip Test**:

- The pilgrims fought off bandits that attacked them on the road behind them. The attack took place about an hour ago.
- Those in the back of the cart sustained wounds in the altercation.
- The pilgrims are primarily worshippers of Sigmar.
- They come from the area around Wurtbad, the provincial capital of Stirland.
- The pilgrims are heading to a monastery near the Stirland town of Krugenheim, which the PCs know lies to the east of their former homes.
- The wagon carries the pilgrims' provisions for the road.

Initiate PCs may make **Perception Tests** to notice that the pilgrims do not look like men who have spent time in religious reflection. The manner in which they hold themselves and nervously shift under the coarse fabric of their habits suggest they aren't at ease in their attire. Unfortunately, there's nothing concrete for the PC to hold onto other than that impression. If questioned, the pilgrims explain they have only recently abandoned their old lives as farmers to take up a religious life in Sigmar's care.

Should a PC with healing skills offer their services to assist the injured, the pilgrim driving the cart states, *"Thank you for your offer, but we must decline. It is our personal belief that we must bear whatever consequences our actions bring us as this is a test of our faith in Sigmar."* If the PC persists in their desire to treat the pilgrims, the driver firmly refuses any ministrations to the point of being rude.

The pilgrims do not want to get closer to the PCs than necessary. They are also unwilling to share their provisions, nor do they want the PCs to inspect the crates and bags in the wagon. The pilgrims initially rebuff any attempts by explaining the provisions they carry are for themselves as well as for gaining admittance to the monastery. Additionally, they packed their personal effects with the supplies. The pilgrims are firm in their resolve to keep the PCs



at arm's length without arousing suspicion. After all, they may reason, the PCs would unlikely want strangers pawing through their possessions.

In parting, the PCs may inform the pilgrims of the road ahead, especially the ruined tollhouse. The remains of the building would provide shelter as it did for the PCs the night before. Whether or not the PCs mention the signs of previous encampments will not make a difference to the pilgrims; their need for rest is great.

Fake Pilgrims (8)

Career: Outlaw

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	38%	32%	32%	40%	29%	31%	27%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	8*	3	3	4	0	0	0

* reflects the fact that the outlaws are not at full strength

Skills: Animal Care, Common Knowledge (the Empire), Concealment, Dodge Blow, Drive, Gossip, Perception, Ride, Scale Sheer Surface, Secret Signs (Thief), Set Trap, Silent Move, Speak Language (Reikspiel)

Talents: Hardy, Lightning Reflexes, Rover, Strike to Stun

Armour: Light Armour (Leather Jerkin)

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

Weapons: Sword

Trappings: Pilgrim's robe, assorted foodstuffs

— A MURDER OF CROWS —

The PCs travel without incident for roughly 90 minutes after the pilgrim encounter. At this point, the PCs see and hear a murder of crows up ahead. The road crosses 15-yard rise before it descends into a clearing where the crows have gathered to feast.

The scene before the PCs is one of carnage. Strewn across the meadow are the bodies and separated body parts of ten people. Five are dressed as farmers, and the others are in pilgrim garb like those the PCs recently met on the road. Crows and a few ravens pick at the flesh of the dead. One large raven plucks an eye out from the socket of a dead pilgrim as the PCs watch. PCs must make **Toughness Tests** to avoid feeling nauseated. Should the test result in 3 or more degrees of failure, afflicted PCs vomit their morning breakfast and feel queasy for the next hour. The PCs should also make a **Will Power Test**. Those that fail gain 1 Insanity Point.

The PCs may search the bodies for valuables other than discarded swords, axes, and daggers that lie nearby. They find a lone woman near death lying in the clearing. She groans in pain as she comes to for a brief moment before the servants of Morr come to claim her soul.

A PC with the Heal skill will realize they cannot do anything for the woman other than make her comfortable. The woman opens her eyes and weakly motions for the closest PC to come to her. *"I thank Rhya and Morr that you have come. I am dying, having failed in my charge. But you... you must do what I could not. The bandits in pilgrim clothing stole a young girl from us. She is the seven-year-old daughter of Baron von Radische. He secretly entrusted her to our care years ago. I have a medallion that the Baron gave me to identify his daughter."*

"We were returning her to her father when bandits attacked us. Please, I beseech you. You must rescue Bianka. I fear the outlaws will do her harm. If you safely bring her to Herr Wilhelm Leibniz in the town of Hermsdorf, he will richly reward you. He is the steward of the Baron at Castle Radische on the outskirts of town. I beg you, in Rhya's name, please rescue Bianka." The woman lays back, closes her eyes, and breathes her last.

— SOMETHING GREEN THIS WAY COMES —

The PCs are within an hour of catching up when the Goblins launch an attack on the "pilgrims". The battle is fierce but short. Half the bandits that survived the battle on the farmhands were sorely wounded. None of the survivors are a match for the Goblin tribe, though the outlaws do slay many Greenskins (including the tribe's chief) before going down. The girl Bianka survives but is captured.

The PCs hear none of this, as they are too distant from the battle. In time, they arrive to find another scene of carnage. Given the PCs' recent experience with such settings, there is no need for any further **Toughness Tests**. Some body parts of the bandits—hands, fingers, and pieces of scalp—can be found among ten dead Goblins and four slain wolves. The victors took the Human corpses and the carthorse away as food for their victory feast. A successful **Search Test** turns up a piece of medium blue, torn cloth on a nearby bush. There is no blood on the cloth.

The cart appears to be intact, though it's useless without a horse to pull it. The crates have been forced open and clothing scattered around. Sacks of grain are spilled out and loaves of bread tossed about.

The PCs might be unsure how to proceed. Some may even advocate not getting involved and moving on. If the plight of a young girl is not enough to convince the PCs of what they should do next, a dying woman's last request should inspire them to make the right choice. Superstition—or religious belief—may also compel the PCs to rescue the girl. Any other decision could bring misfortune upon the PCs, especially given the dead woman's invocation of the gods.

If the PC's search the dead woman, they find the medallion she spoke of. It depicts an upright ferret holding a sword. A successful **Knowledge (Genealogy/Heraldry) Test** identifies the symbol as the coat of arms of the House of Radische, a noble family that rules the barony in Talabecland, which borders Stirland at the Old Forest Road.

With a successful **Routine (+10%) Navigation Test**, the PCs conclude the bandits roughly have a three-hour lead on them. Moreover, the time of day (mid-afternoon) means the PCs cannot reach the ruined tollhouse before dark. Any PC who believes the bandits are making for that location is right, though they will not be sure for some time. The destroyed tollhouse is one of the base camps the outlaws use in this area.

As nightfall descends upon the forest, PCs hear howling wolves again from somewhere ahead. Unless they find a defensible position to spend the night, the PCs may be vulnerable to a wolf attack. If they decide to risk night travel through the forest to rescue Bianka, the PCs need some sort of torch or lantern to light the way. The canopy is so thick in many parts that the moonlight or stars cannot be relied upon to light the way.

Whether the PCs continue to close in the night or wait until morning, the bandits have other pressing problems. Other baneful eyes watch the bandits' arrival at the ruined tollhouse. Goblin wolfriders, foraging for easy prey, have been stealthily shadowing the bandits since the false pilgrims encountered the PCs.

The PCs should be able to replenish some of their supplies with these provisions. They also find coins strewn throughout. In about an hour, the PCs can collect 48 s and 74 p if are willing to take the time.

Among the items in the cart is an opened letter with a seal. The letter is on top of one of the crates, where the PCs can't miss it. Assuming that the PCs did not retrieve the medallion from the dead woman, anyone who makes a successful **Knowledge (Genealogy/Heraldry) Test** recognizes the seal as that of Baron von Radische. A PC with the **Read/Write** skill will be able to read the following text:

My Dear Gretel,

The time has come for my daughter to rejoin me. I have been assured by the Grand Duke that he acknowledges all I have done on his behalf, and he supports my position here.

Shortly after you escort my precious daughter home, I will declare her my heir before the provincial court. I will then arrange for her to be betrothed to one of the more eligible bachelors at court.

Yours in debt,
Baron von Radische



A successful **Easy (+20%) Knowledge (Law) Test** confirms that an heir must be presented to and recognized by the liege-lord and his court in order to be legitimate. In addition, the betrothal of one so young is not unheard of in many parts of the Empire, especially among nobility where continuing a family line and making alliances is very important.

FOLLOW THE GREENSKINS

Following the Goblins is an easy task. They are not subtle creatures and do not hide their passage through the forest. Few barons and towns can afford to send numbers of men-at-arms after the Greenskins, and the Goblins realize they will not be challenged in the deep forests. The Goblins' trail heads to the northwest, meandering through the forest. A successful **Perception Test** turns up another piece of medium blue cloth, which indicates Bianka is still alive. The PCs travel for two hours before they hear celebrating Goblins.

The Goblins do not post a guard around their lair because they do not expect retaliation, and they suffered many losses in the battle. They also need to rest and regain their strength before Orc boss Gnaskrac and his entourage visit the Cracked Skull Tribe. The young and ambitious boss Orc is said to be visiting neighbouring Goblin tribes in order to recruit them for raids on nearby Human settlements. He is notoriously ruthless with those he considers weak, however. Given Gnaskrac's reputed desire for pretty things, the Cracked Skull Goblins hope the offer of the girl will deter him from killing them for sport.

The Goblin tribe has set a large bonfire in a clearing near a steep rise in the land. An opening in the side of the hill likely leads to caves where the Goblins lair. The body of the horse is roasting over

the fire while the naked and mutilated corpses of seven bandits hang upside down nearby. The one remaining wolf feasts on the last dead bandit on the far side of the clearing, closer to the woods than the cave opening. A small, frightened, blond-haired, Human girl is tied to a leather tether between the entrance of the Goblin lair and bonfire.

TO THE RESCUE

As the PCs are surveying the scene, they note four Goblin warriors leaving the camp. They are fully armed. These Cracked Skulls are an "honour guard" for Gnaskrac and they are to meet him and guide him to the camp. With these Greenskins gone, there are only eight Goblin warriors left and the lone wolf.

The PCs should make their plans quickly and execute them. Though they have no way of knowing the situation, time is of the essence, as the Orc boss will arrive from the north within the hour. They should realize that it's best to attack while some of the tribe are out of camp. Unless they bungle things severely, the PCs can achieve complete surprise.

The Goblin warriors react with some level of cohesiveness, if not a lot of forethought. One reason for the latter is that their chief lies dead at the ruined tollhouse. Several Goblins break off to mount the remaining wolf, as Greenskins are more effective mounted than on foot. They may squabble over who gets to ride the beast. The rest grab their weapons and quickly launch a counterattack on the closest assailant. At no point do the Goblins consider guarding the Human child or using her to force the PCs to surrender.

The PCs succeed in their endeavour if they rescue Bianka and cause substantial injuries and death to the Goblins while receiving little damage in return. Once the Goblins realize they face a

superior force, they retreat to fight another day. Essentially, the Goblins will only press the battle if they think they have a good chance of winning. They have already lost too many members of their tribe today.

However, once the PCs leave the area with Bianka, there is a chance that any Goblins still in the area will misperceive the action as a retreat. Retreating Greenskins will take heart of this seeming turn of events and resume their attacks, though these are even more uncoordinated than the earlier attempts at defence. By this time, the Goblins recognize their tenuous situation. If they have nothing to offer the Orc boss, their tribe is doomed. The losses they suffered in the attack on the bandits and this battle have left them so depleted that they are worthless as anything other than Orc food.

CALLING IN REINFORCEMENTS

Should the PCs have too easy a time with the Goblins, the GM may want to time the arrival of the Orc boss and his entourage to occur as the PCs are mopping up. Unless they specifically post a watch, the Orcs come on the scene undetected. Luckily for the PCs, the Orcs know little of strategy and charge in if they feel that they can win. Their war cries serve as ample warning for the PCs to prepare.

There is a chance the PCs will decide to make good their escape with Bianka. The Orcs are unlikely to pursue the retreating PCs very far given the "food" available at the Goblins' lair.

On the other hand, the PCs may opt to battle the Orcs. After all, leaving such creatures alive will bring death to many others, usually those living in small villages and isolated farmsteads. PCs raised in these settlements as opposed to towns would be keener to the threat posed by raiding Goblins and Orcs.

So long as the boss remains alive, the Orcs will continue fighting. If the PCs manage to kill the large Orc, the other Greenskins must make successful **Challenging (-10%) Will Power Tests** to stay and battle the PCs. If failed, the Orcs flee into the woods. The Orc boss will retreat if two of his bodyguards are killed, and the PCs continue to represent a serious threat to his own life. There is no point risking himself for no gain.

If the PCs have had a tough fight with the Goblins, you won't want to spring the Orc boss on them as well. However, Gnaskrac and the remaining Goblins may follow the PCs and attack them later, either that night or in a surprise attack the next day. This encounter is entirely at your option and should not be used if more than one PC is already heavily wounded.

Goblin Warriors (8 in camp, 4 in the woods)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	25%	30%	30%	25%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	7	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Ride, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue)

Talents: Night Vision

Special Rules: *Elves is Scary:* Goblins find Elves extremely unnerving. Whether this is because of the ancient animosity between the two races, or simply because of the Elves' smell of cleanliness and superior mannerisms, a Goblin must make a Fear Test if it and its allies do not outnumber the Elves present by at least two to one.

Armour: Light Armour (Leather Jerkin)

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

Weapons: Hand Weapon; four of the Goblins in camp also have short bows.

Boss Gnaskrac

Career: Brute

Race: Orc

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40%	35%	41%	45%	25%	25%	30%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	4	4	4	0	4	0

Skills: Intimidate +10%, Outdoor Survival, Perception, Ride, Scale Sheer Surface, Speak Language (Goblin Tongue), Torture

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow, Strike to Injure

Special Rules: *Animosity:* See the Special Rules in the Orc Bodyguards entry.

Choppas: See the Special Rules in the Orc Bodyguards entry.

Armour: Medium Armour (Chain Shirt, Leather Jack, Helmet)

Armour Points: Head 2, Arms 1, Body 3, Legs 0

Weapons: Choppa, Shield

Orc Bodyguards (2)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	35%	35%	45%	25%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Intimidate, Outdoor Survival, Perception, Ride, Scale Sheer Surface, Speak Language (Goblin Tongue), Torture

Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow

Special Rules: *Animosity:* Orcs hate everything, even other Orcs and Goblins. Given half a chance, given even the merest shadow of an excuse, Orcs will fight amongst themselves—battling a rival Orc tribe if they are present, or battering other members of their own tribe in unseemly squabbles if that is all that is available. An Orc offered any kind of excuse must make a Willpower Test or immediately attack the other Greenskins.

Choppas: Whatever an Orc's other equipment, he will always have a Choppa. An Orc Choppa is a huge heavy blade, far too ungainly for a typical human to wield in one hand but capable of inflicting horrendous wounds. When wielded by an Orc, a Choppa inflicts SB+1 damage on the first round of melee and SB damage thereafter. If wielded by a creature other than an Orc, a Choppa is treated as a Hand Weapon but with the Slow quality.

Armour: Medium Armour (Chain Shirt, Leather Jack, Leather Skullcap)

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

Weapons: Choppa, Shield

Wolf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	30%	30%	40%	14%	25%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	6	0	0	0

Skills: Follow Trail, Perception +10%, Swim

Talents: Keen Senses, Natural Weapons

— JOURNEY HOME —

The battle over, the PCs have Bianka von Radische with them. The girl is shaken by her experiences and given to periodic fits of uncontrollable crying. The PCs have to do whatever they can to assure the Baron's daughter she is safe, and they are returning her home. Bianka will not understand what they mean, as she believes herself the daughter of the late Gretel Dunn and her husband, Hals. They are the only parents she has known.

Given her circumstances, Bianka comes to trust any female PC, drawn as a young girl would be to an older sister. If there are no female PCs, Bianka gravitates towards the least threatening-looking of the male PCs.

If shown the letter that the PCs found, Bianka looks at it blankly. She does not know how to read and will not comprehend its contents, even if it is read to her. If the PCs insist on imposing what they know on the traumatized girl, she breaks down sobbing again. The last 24 hours have been too much for her. The PCs should come to the conclusion (perhaps with the aid of an **Intelligence Test**) it would be best to slowly bring the girl to realize her destiny.

Their next endeavour is to safely escort her to Herr Wilhelm Leibniz in the town of Hermsdorf, a four-day journey from the ruined tollhouse. The time of day depends upon when the PCs launched their rescue mission. They can either make their way back to the ruined tollhouse—the easier path—or go through the forest towards the village of Ossino. The latter is fraught with danger as that area is unknown to the PCs and the path uncertain. The village is only a day's journey from the tollhouse on the road.

The PCs may wish to rest and gather their strength at the ruined tollhouse. There's no way for them to know if they are out of danger. One obvious observation is the absence of howling wolves in the dark.

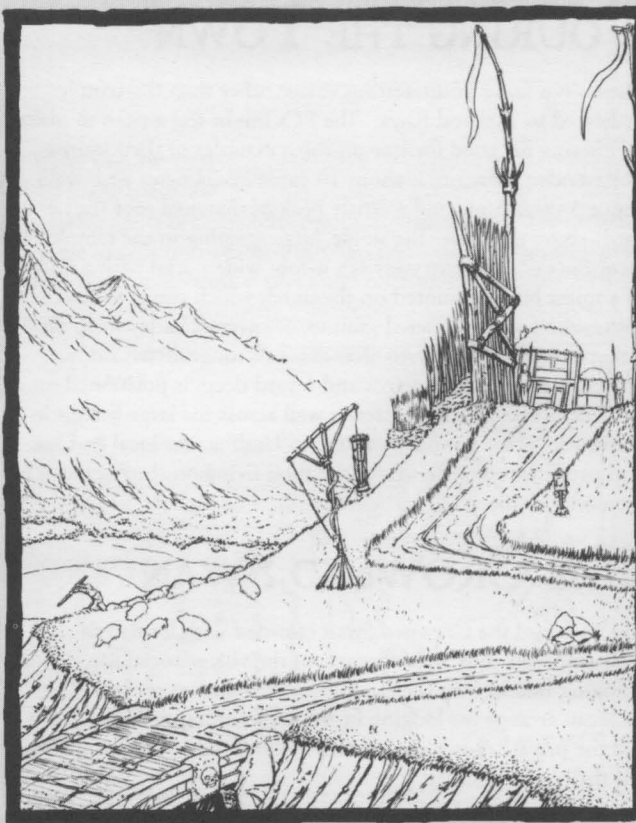
The trek to Ossino is without incident other than Bianka's constant whimpering. She is not used to walking so far and needs to stop more often than the PCs are used to. But the actions of the past two days may have also worn on the PCs, some of whom may be heavily wounded.

The PCs may have forgotten, but they must travel the stretch of road across the meadow where the unburied bodies of Bianka's caretakers remain. The crows and the ravens have had their fill, but much of the corpses remain as food for scavengers like rooks and foxes. Upon entering this meadow, Bianka begins to weep

again. She begs the PCs to stop and bury her dead parents and the farmhands whose kindness she will never be able to repay.

In accordance with the custom of the region, one should place the dead face down in the grave while offering a prayer to Morr for the departed soul's safe passage to his realm of the dead. Belief holds that this burial practice prevents foul necromancers from raising the corpses of the departed from the ground. PCs can make a **Common Knowledge (the Empire) Test** to remember the custom. The test is **Very Easy (+30%)** for those from this region.

It is late afternoon when the PCs and Bianka stride across a small rise and see the walled village of Ossino as rain begins to fall. The forest is cleared about fifty yards from the ditch surrounding three-quarters of the village, forming a pasture for the pigs now being herded through the gate of the stockade. The southern part of town borders the River Stir, and a small wharf extends into the water. The PCs need to realize the gates will close shortly.



— VISITING OSSINO —

PCs that make a successful **Easy (+20%) Common Knowledge (the Empire) Test** know that racing toward a closing gate while shouting is a poor way to convince villagers to hold the gate and admit them. The PCs need only to knock on the gate after it is closed and the sentry will slide open a shutter to inquire after the visitor's name and nature of business. Persons known to the villagers will be allowed admittance straight away while strangers will have to wait until the headman of the village (in this case, Hergard Brauer) arrives. During this time, the sentry closes the shutter unless convinced otherwise.

Anyone bursting through the woods, screaming is viewed as attacking the village. The villagers securely lock the gate and sound the alarm. Women, children, and the elderly hide in their cellars while the men take up defensive positions armed with bows, axes, spears, and even some shields. Any individual approaching the village in this manner must make a successful **Hard (-20%) Charm Test** to convince the villagers they mean no harm. Trying to show Bianka may produce mixed results, as bandits are unscrupulous and resort to any tricks to gain admittance. The GM should decide the proper course of action depending upon the PCs' ability to roleplay.

Should the PCs take a more sensible approach or somehow talk their way out of the previously mentioned mess, the villagers will admit them as long as they aren't belligerent. Folks in Ossino eagerly await news and gossip from the outside and welcome strangers who intend no harm. They are polite enough to hold their curiosity until the PCs have settled comfortably into the lone inn in the village, the Crowned Swan. The inn sits on the riverside to serve boatman and traders travelling on the River Stir.

TOURING THE TOWN

Ossino is a fairly uninteresting village other than the temple dedicated to Taal and Rhya. The PCs might feel a need to make an offering for good fortune on the remainder of their journey. The wooden structure is about 10 yards in diameter with walls about 3 yards high, and a centre peak of thatched roof rises 4 yards above the floor. The single, large opening to the temple faces the east. The entryway is a 4-foot wide portal with a skull of a forest bison mounted on the lintel, which seems to watch those who enter the sacred ground. Sheaves of barley hang on either side of the skull. An altar made of rough-hewn stone, approximately 3 yards across and 1 yard deep, is positioned on the side of the opposing interior wall across the large fire pit in the centre of the temple. A shrine to Undine, the local goddess and patroness of those who make their living on the river, can be seen on the side towards the river.

THE CROWNED SWAN

The PCs find the Crowned Swan crowded with locals and tradesmen. As inns are the centre of the village social life, bringing Bianka into the establishment is not a problem. The PCs can arrange for lodging in the common room for 2 s each (all the private rooms are taken already). One of them must pay for their young charge.

Towards the end of the evening, a man approaches the PCs and introduces himself as Moritz Hausier, an ex-soldier from Wurtbad who's passing through Ossino. He engages the PCs in small talk, asking about their homes, business, and destination. Moritz is very interested in the relationship of Bianka to the PCs. He notes that Bianka doesn't seem to be the child of any of them, judging by appearance. Once in a while, Moritz directs some friendly questions towards Bianka. He calls her several pet names, like "Honey Pot" and "Bear Cub". PCs that make a successful **Perception Test** realize that he's staring at Bianka, as if waiting for some kind of reaction. Bianka, still traumatized the recent events, answers politely but barely acknowledges the stranger.

Once Moritz has gotten some information from the PCs (particularly their destination), he excuses himself and retires to his room. He asserts that he has to get his boat on the move early in the morning and needs to rest.

Should the PCs ask others in the common room about Moritz, including the innkeeper, no one claims to have heard of the man before. Two patrons, Edgar Grosz and Ralf Kahl, are actually friends of Moritz, despite their claims to not know him. They've been instructed not to say anything.

A BELOVED FACE REMEMBERED

Moritz's tale is a sad one indeed. While he was away serving in the army, his daughter Helga disappeared in the forest while gathering berries. Search parties looked for the girl in vain, but she was never found. No body. No evidence of her fate. Nothing at all. While most folks just assumed that she ran afoul of Beastmen or Goblins, Moritz has never given up hope his "Bear Cub" is still alive. His wife believed too, until the day she was run down by an out-of-control wagon and killed.

Since losing both of his loved ones, Moritz has become a wanderer. He's also become paranoid, thinking that nearly everyone is out to get him. He travels with Edgar Grosz and Ralf Kahl on the River Stir, doing odd jobs to make ends meet.

When Moritz saw the face of young Bianka, he became convinced that his Helga had returned from the forest. Stories of her rescue from Goblins only serve to reinforce this feeling. He doesn't know who the PCs are, but he knows that no one will stand between him and his daughter. Due to his mental state, he's also convinced the PCs mean harm to him and his family, despite any appearances to the contrary.

"I MUST SAVE HELGA!"

Moritz has come up with a simple plan. An hour before dawn he descends to the common room and attempts to grab up the sleeping Bianka. If one of the PCs is on watch, he engages in small talk and then tries to use his Strike to Stun talent in a surprise attack. Edgar Grosz and Ralf Kahl are amongst those sleeping in the common room and they are ready to aid Moritz in his scheme. Their companion has told them all about his

missing daughter, so they are willing to put the hurt on the PCs if they get in the way.

The PCs have to stop Moritz before he can get to his boat on the River Stir. In the event the PCs fail to stop Moritz from executing his plans, Bianka is lost to them, as is their hope for a reward. If they manage to stop Moritz, Hergard Brauer (the village head man) asks the PCs to stay another day so the roadwardens can sort out the mess. There are plenty of witnesses to support the PCs' story, so as long as the PCs aren't in trouble with the roadwardens, they have no difficulty. If all the assailants died in the fight, they could even lay claim to the boat.

Moritz Hausier

Career: Boatman (ex-Soldier)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43%	38%	32%	41%	35%	25%	30%	26%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	5	0	7	0

Skills: Animal Care, Common Knowledge (the Empire), Dodge Blow, Gamble, Gossip, Intimidate, Navigation, Outdoor Survival, Perception, Ride, Row, Sail, Swim, Speak Language (Reikspiel)

Talents: Disarm, Fleet Footed, Seasoned Traveller, Strike Might Blow, Specialist Weapon Group (Two-handed), Strike to Injure, Strike to Stun, Very Resilient

Insanities: *Venomous Thoughts*

Armour: Light Armour (Leather Jack)

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

Weapons: Hand Weapon (Cudgel)

Trappings: Boat, rope, purse with 3 gc, 7 s

Edgar Grosz and Ralf Kahl

Career: Boatman

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32%	24%	32%	31%	29%	27%	32%	28%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	2	0

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

Talents: Excellent Vision, Orientation, Resistance to Disease, Seasoned Traveller

Armour: Light Armour (Leather Jerkin)

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

Weapons: Hand Weapon (Cudgel)

Trappings: Purse with 9 s



— THE FINAL INSULT —

The journey to Hermsdorf only takes two days from the village of Ossino. The way is easier if the PCs take Moritz's boat and one of them has the skill to sail it. The boat can only go as far as the Leaping Frog riverside inn (one days travel) or Wurtbad (just over two). Hermsdorf is not on the river, but on junction with the Old Forest Road and the Ossino Road.

When the PCs arrive at the walled town of Hermsdorf, they must pay a gate tax of 1 s each to enter. If asked for the address of Herr Wilhelm Leibniz, steward of Baron von Radische, someone at the gate or in the Watch directs the PCs to the townhouse at 2 Waldstrasse on a hill at the northeast corner of town. The home is one of the larger and better appointed in the neighbourhood.

A servant answers the door a few moments after the PCs knock. Looking down his nose at them, the servant coolly asks their names and business. When the PCs mention Bianka von Radische, the servant asks them to enter and shows them to the drawing room. He tells them to take a seat, as Herr Leibniz will arrive presently. The servant also instructs the PCs not to touch anything as he closes the door.

A tall, lanky man with an air of authority, Herr Leibniz enters the room warmly greeting the PCs and Bianka. The PCs should have either the letter or medallion to prove to the steward that the little girl is who they present her to be. If they have neither, the steward asks them to recount how they came to have the girl in their care while studying her closely.

In time, Herr Leibniz acknowledges Bianka as the Baron von Radische's daughter. Unfortunately, much has changed in the last few days. Baron von Radische met with a hunting accident while

in the company of the Grand Duke and the Baron's rival, Baron Waldemar von Zützen, second son of the ruler of the Barony of Zützen. The Grand Duke quickly elevated Baron Waldemar to replace the deceased Baron von Radische, as the latter had no recognized heir. One of the new Baron's first acts was to replace Herr Leibniz as steward.

Realizing the PCs are not able to raise Bianka in accordance to her station, Herr Leibniz tells the PCs that he will take custody of von Radische's daughter and raise her as his own. For their troubles, Herr Leibniz pays the PCs 10 gc each. His only condition is that they do not reveal Bianka's true identity. Herr Leibniz is concerned that if word gets out that von Radische has a daughter, Bianka's life will be cut short by an "accident".

Should the PCs try to haggle for more money, pointing out the risk of their knowledge, Herr Leibniz will curtly tell the PCs that if it comes to their word against his, they are the outsiders and of lesser status. The former steward states it is in the PCs' best interest to take the money and seek their fortunes in another town far away. With that, Herr Leibniz bids the PCs farewell.

Welcome to the Old World...

EXPERIENCE POINTS

Each PC receives 100 xp for completing the adventure. They may each receive addition xp for the following:

- 20 xp for saving the life of Emmerich Handler
- 50 xp for successfully returning Bianka to Hermsdorf
- 15-35 xp for good roleplaying

FURTHER ADVENTURES

By the end of *Pretty Things*, the PCs should have gained a bit of experience and learned some hard lessons about life in the Old World. If they weren't together before, the shared experiences should also have served to bond them as a group. If you plan to run your group through the *Paths of the Damned* campaign, you should now steer them towards Middenland. Once they get to Untergard, you can run the adventure from the core rulebook, *Through the Drakwald*. That segues nicely into *Paths of the Damned: Ashes of Middenheim*.

Should you prefer to stick with shorter adventures, *Plundered Vaults* is your best option. The PCs are positioned so that they could easily roll into *For Love or Money* or *Rough Night at the Three Feathers*. You could use either of those adventures to lead them towards Nuln and then run *Sing For Your Supper*. Or you could run the *Haunting Horror* in any convenient town, including Hermsdorf itself.

If you want to make up your own adventures, you could continue to explore the border disputes between Talabecland and Stirland. If Gnaskrac survived the adventure, he could succeed in uniting several Orc and Goblin tribes and begin launching raids into nearby villages. This would lead neatly to a *Seven Samurai*-style adventure in which the PCs save a village from destruction. Last but not least, there is always the bounty hunter Lars. His revenge on the PCs could take many forms.



• AXELBRAND RIESE, HUMAN ENTERTAINER •

Career: Entertainer

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
31%	33%	31%	25%	34%	28%	33%	36%
Advance							
+5%	+10%✓	—	—	+10%	—	+5%	+10%
Current							
31%	38%	31%	25%	34%	28%	33%	36%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	12	3	2	4	0	0	3
Advance							
—	+2	—	—	—	—	—	—
Current							
1	12	3	2	4	0	0	3

Skills: Charm, Common Knowledge (the Empire) +10%, Evaluate, Gossip, Perception, Performer (Acrobat, Juggler), Sleight of Hand, Speak Language (Reikspiel) +10%, Swim

Talents: Night Vision, Quick

Draw, Resistance to Poison, Specialist Weapon Group (Throwing)

Armour: Light Armour (Leather Jerkin)

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

Weapons: 5 Throwing Daggers, Hand Weapon (Sword), Dagger

Trappings: Common Clothing, Costume, Slingbag, Blanket, Wooden Tankard, Wooden Cutlery Set, 2 Weeks Rations, Purse with 5 gc.

Background

You grew up in a small Averland village, but you ran away to join a troupe of entertainers when you were 10. Karl, the leader of the band, took pity on you and had you trained in knife throwing, acrobatics, and juggling. The troupe became your real family and you helped entertain crowds all over Averland. A few months ago you were awoken in the night by the sound of screams. A band of crazed zealots was burning the tents and killing anyone in sight, yelling out that this was Sigmar's judgment. When you saw Karl's head caved in by a giant flail, you knew it was all over, and you fled. You've been working your way north ever since. You haven't performed since the night you watched your family die.



• LANRIC GUTH, HUMAN GRAVEROBBER •

Career: Grave Robber

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
27%	32%	29%	36%	31%	27%	34%	28%
Advance							
+5%	+5%	+5%✓	—	+10%	—	+10%	—
Current							
27%	32%	34%	36%	31%	27%	34%	28%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	11	3	3	5	0	0	2
Advance							
—	+2	—	—	—	—	—	—
Current							
1	11	3	3	5	0	0	2

Skills: Common Knowledge (the Empire), Drive, Gossip, Haggle, Perception, Scale Sheer Surface, Search, Secret Signs (Thief), Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Fleet Footed, Luck,

Resistance to Disease, Strong-minded

Armour: Light Armour (Leather Jerkin, Leather Skullcap)

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

Weapons: Hand Weapon (Cudgel), Dagger

Trappings: Lantern, Lamp Oil, Pick, Sack, Spade, Common Clothing, Slingbag, Blanket, Wooden Tankard, Wooden Cutlery Set, 2 Weeks Rations, Purse with 2 gc.

Background

You grew up on the streets of Nuln. When you were young, your burgher father's business failed, and your family became destitute. No tradesmen would take you as an apprentice, even your father's so-called friends. You eventually fell in with a gang of grave robbers. The academics in Nuln were always looking for fresh corpses, and they paid good coin. It used to be that you'd just raid the graveyards. That wasn't producing enough corpses though, so Friedrich, the leader of the gang, began snatching people off the street and making his own. You didn't sign up for murder, so you left Nuln behind to seek your fortunes elsewhere. You knew Friedrich wouldn't just let you leave the gang, since you know all its secrets. You've been on the road for several weeks now and you could use some new friends.



• MAGLYN BEYER, HUMAN SMUGGLER •

Career: Smuggler
Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
25%	35%	33%	34%	24%	33%	28%	31%
Advance							
+5%	+5%	—	—	+10%✓	+10%	—	+10%
Current							
25%	35%	33%	34%	29%	33%	28%	31%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	11	3	3	4	0	0	3
Advance							
—	+2	—	—	—	—	—	—
Current							
1	11	3	3	4	0	0	3

Skills: Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggle, Perception, Row, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Speak

Language (Reikspiel), Swim
Talents: Dealmaker, Excellent Vision, Savvy

Armour: Light Armour (Leather Jack)

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

Weapons: Hand Weapon (Cudgel), Dagger

Trappings: Common Clothing, Slingbag, Blanket, Wooden Tankard, Wooden Cutlery Set, 2 Torches, 2 Weeks Rations, Purse with 11 gc.



Background

Smuggling has been your family's business for generations, so it didn't seem odd to you that you were distracting the Watch for mommy and daddy from the age of five. When your parents died of the plague, you kept the business going. Bretonnian brandy smuggled over Axe Bite Pass was your specialty. You had a long-standing deal with Artur Meyer, a crime lord in Helmgart. The last trip went bad though. You were robbed by bandits—renegades that Artur was supposed to have paid off—and lost both your shipment and your cart. You suspect that this was no accident. Rather than end up floating in a river on Artur's orders, you decided a change of scenery was in order. You left Reikland and headed into Stirland about a month ago.

• TANKRED KALTENBACH, HUMAN SOLDIER •

Career: Soldier
Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
37%	28%	32%	31%	29%	28%	37%	29%
Advance							
+10%	+10%	—	—	+10%	—	+5%	—
Current							
37%	28%	32%	31%	29%	28%	37%	29%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	10	3	3	4	0	0	2
Advance							
+1✓	+2	—	—	—	—	—	—
Current							
2	10	3	3	4	0	0	2

Skills: Common Knowledge (the Empire), Dodge Blow, Gamble, Gossip, Heal, Intimidate, Perception, Ride, Speak Language (Reikspiel)

Talents: Disarm, Resistance to Magic, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy

Armour: Medium Armour (Leather Skullcap, Chain Shirt)

Armour Points: Head 1, Arms 0, Body 2, Legs 0

Weapons: Great Weapon (Great Sword), Hand Weapon (Hand Axe), Dagger

Trappings: Common Clothing, Slingbag, Blanket, Wooden Tankard, Wooden Cutlery Set, Uniform, 2 Weeks Rations, Purse with 8 gc.



Background

You always wanted to be a soldier, so as soon as you were old enough you joined up and served under the Count of Wissenland. You fought in a few battles against Orcs and roused a bandit band or two, but the soldierly life was a lot more boring than you suspected. When your term was up, you said goodbye to the Count's army and went on your own way. You heard your old captain, Hardwig, started a mercenary band that's serving on the marches in Ostland. You've been making your way north for a few weeks now. There's more action up there and the money must be better than the Imperial Army. If that doesn't work out, surely there's work for an experienced soldier somewhere in the Empire.

• BUILDINGS OF THE OLD WORLD •

There are many types of buildings found in the Old World; the following are a sample and meant as guides, not definitive descriptions. Many variations of these buildings exist, and you should amend them as you see fit or use them as inspiration to design your own buildings. However, you only need maps of this complexity when running detailed adventures inside buildings. When your players are travelling a road, it is not necessary to have a map for each inn, toll house, or way temple they call at. Instead,

refer to the maps here and describe the building in general terms. Quite often, the layout of a building is irrelevant.

The description of the coaching inn provides details of individual rooms, whereas the rooms on the other maps have simply been labelled "bedroom, bar, stables" and so on. But once you read the description of the inn, the function of any room should be apparent.

— COACHING INNS —

Coaching inns are found throughout the Old World. They serve a number of important functions, acting as stopping places for weary travellers and allowing coaching companies to change horses during journeys and repair damaged coaches. Roadwardens also use coaching inns as temporary bases and holding cells for criminals captured on the road. In times of unrest, coaching inns act as bastions for the local population who flock behind the inn's stout walls to avoid rampaging bandits or Goblins. But in more peaceful times, coaching inns are a welcome place for weary travellers to rest.

Coaching inns are usually independently owned, but chains of inns owned by the same family can often be found on well-travelled routes. The owners of the inns make a living from fees paid by guests and Roadwardens and rent from various coaching companies that use their facilities.

The map shows a medium-size inn; some inns are much larger, while others consist of nothing more than a bar, a few bedrooms, and a stable.

OCCUPANTS

Coaching inns employ various types of staff, including cooks, barmaids, stable hands, and occasionally guards. The number of servants varies greatly. Sometimes the owner's family staffs the inn, and other times, the owner employs hired hands from a local village. A medium-size inn would be run by a landlord who oversees one or two bar staff, a cook assisted by a scullion, two servants to clean rooms, two grooms, and a gateman who doubles as the blacksmith.

DOORS

All doors can be locked and often are—one cannot be too careful considering the kind of folk who travel the roads these days. Generally, only doors passengers are likely to use are left unlocked.

I. OUTER WALLS

The majority of inns outside major cities have a defensive wall of some type. Depending on their location, they are either made from stone or wood and are 8-12 feet high. Entry is via one or two gates that lead to the road. The gates are normally open unless the landlord has reason to expect trouble. In wilderness areas where rampaging monsters are common, the gates are always closed and

barred. Coachman who wish to enter for the night blow their horn to alert the occupants to their presence.

2. GATEMAN

A gateman is on call at all times to see to arriving or departing coaches. The gateman meets a coach as it arrives and directs the driver to an available stable.

3. COURTYARD

Paved courtyards serve as areas for horse grooming and coach repairs. Some inns have sunken pits in the courtyards that Roadwardens use as lock-ups. An iron grate fastened over the top stops prisoners from escaping and ensures a very uncomfortable stay, particularly if it rains.

4. BAR ROOM

This is the area that travellers most often frequent. In the bar room, travellers are able to relax and sample the inn's food and beverages. The bar room is also where the landlord is most likely to be found, overseeing the service of the staff or waiting tables.

5. STABLES AND COACH HOUSE

Grooms stable and look after the horses. In winter or bad weather, coaches are placed under cover in the coach house; at other times of the year, they are left out in the yard.

6. SMITHY

A blacksmith/cartwright, who in smaller establishments doubles as a groom, barman and so on, works here.

7. STORES

Goods transported by the coaching companies can be left here for the night. It is common practice for passengers' luggage to be stored here as well; although, many landlords refuse to take responsibility for thefts that occur during the night. It is at least safer to store luggage here than to leave it with the coach. Travellers are advised to keep their valuables with them at all times.

8. BREWHOUSE

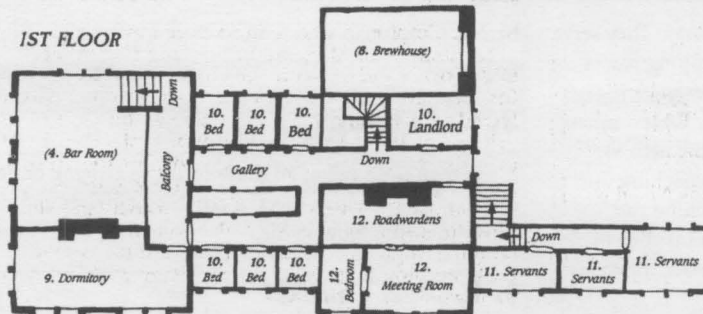
It is common practice for coaching inns to brew their own beer on the premises, a custom favoured by travellers as each new inn brings a new type of beer to enjoy.



MAP 1:

FRONT VIEW

1ST FLOOR

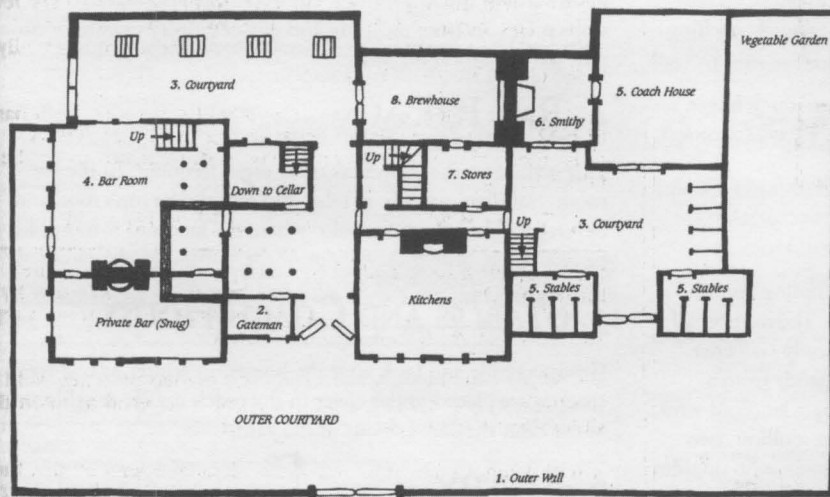


— TYPICAL —
COACHING
— INN —

Scale (approx.)

0 5' 10' 15' 20' 25' FEET

GROUND FLOOR

**KEY**

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

9. COMMON ROOM

This is a large bedroom capable of sleeping up to 20 guests in beds and more on the floor. Dormitories are usually serviceable and clean, but often noisy, especially when full of snoring, drunken travellers. Dormitories are frequently used by poorer travellers as their average cost per night is only 5 p per traveller (2 p without a bed).

10. BEDROOMS

These rooms offer privacy and comfort, being better furnished than the dormitories. Each room sleeps two comfortably, but sharing beds will accommodate four. The average cost of a bedroom is 10 s per night.

11. SERVANTS' QUARTERS

The inn's servants sleep here. Often, visiting coachmen are put up here for the night; although, some inns make bedrooms or the dormitory available to coachmen—providing the inn is not too crowded.

12. ROADWARDENS

Many inns have a couple of rooms used by Roadwardens. This is often a mutual arrangement; the Roadwardens gain beds for the night and a place to perform their administrative functions, while the landlord gains the protection of the wardens' presence.

— TOLL GATES —

Toll gates are found along all major roads. They are often maintained by a local lord or sometimes a town or merchant enterprise. On average, toll gates occur every 20-40 miles and are usually positioned to be unavoidable by travellers (on river bridges, next to swamps or boggy ground, in areas of rocky ground, or a defile are all good spots for toll gates). Where natural barriers do not exist, it is normal to build a wall or line the side of the

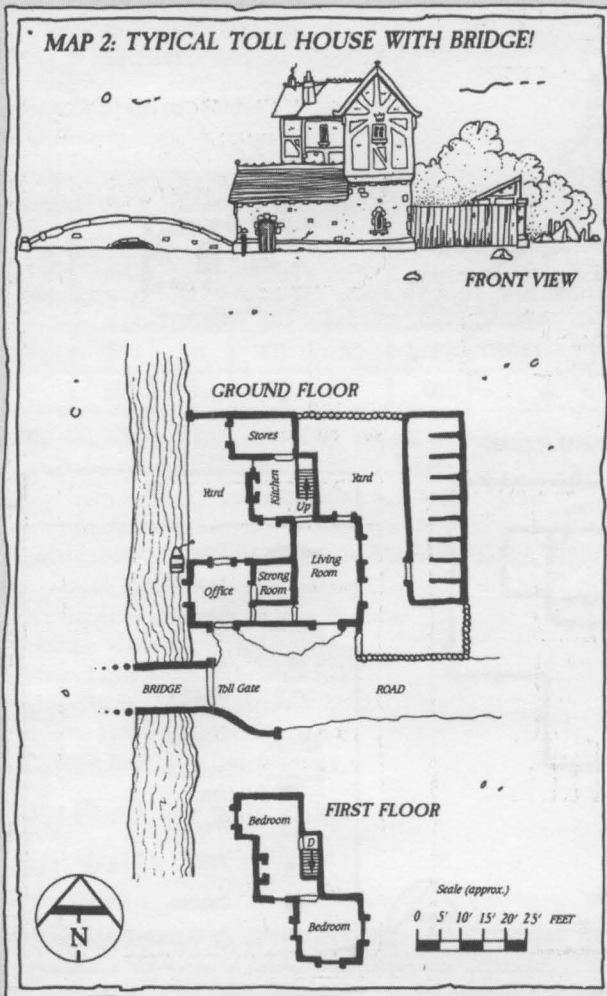
road with boulders to impede the passage of coaches and wagons attempting to dodge the toll.

The cost of a toll is usually 1 s per leg, but varies from area to area. Some lords are greedier than others and try to milk as much cash from road users as possible. On well-travelled routes, prices are often reduced to encourage more road traffic.

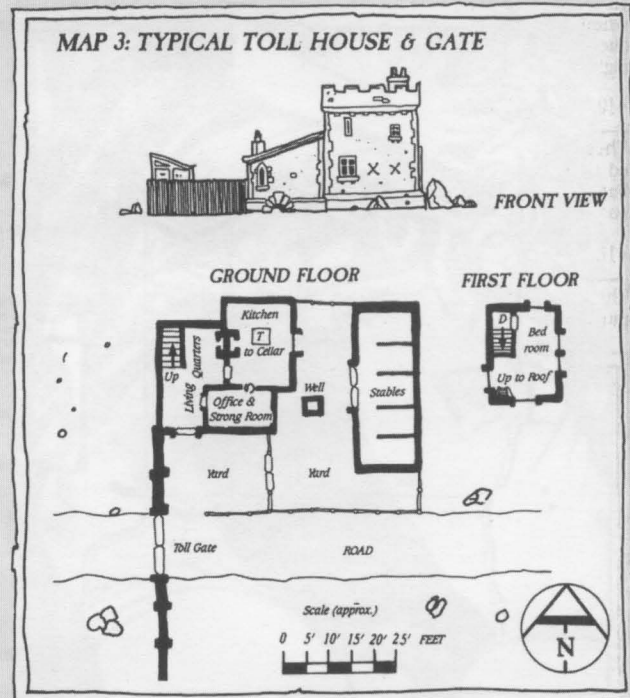
TOLLHOUSES

Tollhouses are sturdy structures designed to protect inhabitants from outside attack. Often a tollhouse contains a couple toll keepers and sometimes a few servants. In dangerous areas, more toll keepers are present, and they have armour and weapons at hand in case of attack by marauding bandits or irate road users. As with coaching inns, Roadwardens frequently use tollhouses as stopping laces and as temporary holding areas for prisoners.

MAP 2: TYPICAL TOLL HOUSE WITH BRIDGE!



MAP 3: TYPICAL TOLL HOUSE & GATE



RIVERS AND CANALS

In the Empire in particular, water travel is very common. Vast numbers of ships and boats ply the waterways of the Old World, and—same as the roads—travellers must pay tolls for passage. Toll keepers collect toll along narrow waterways and canals where vessels can be easily halted. Swing bridges or locks are very popular places for collecting tolls. Where the course or width of the river prevents swing bridges or locks, strategically placed castles (complete with catapults or cannons) are very effective in convincing ships to stop and pay tolls. Tolls in these instances are fairly high as maintaining a castle is not cheap. Other areas employ booms across the river, which can be winched or towed out of the way.

The frequency of toll points along stretches of rivers and locks varies, but toll points generally occur every 20-30 miles. When a section of river crosses the lands of a number of land-owners, tolls are often charged every few miles. The Imperial authorities frown upon this behaviour, and an Imperial official usually enforces some form of common agreement.

The cost of water tolls varies between 1-4 gc for a barge and 6-12 gc for a large ocean-going vessel. All tolls vary tremendously in different parts of the Old World.

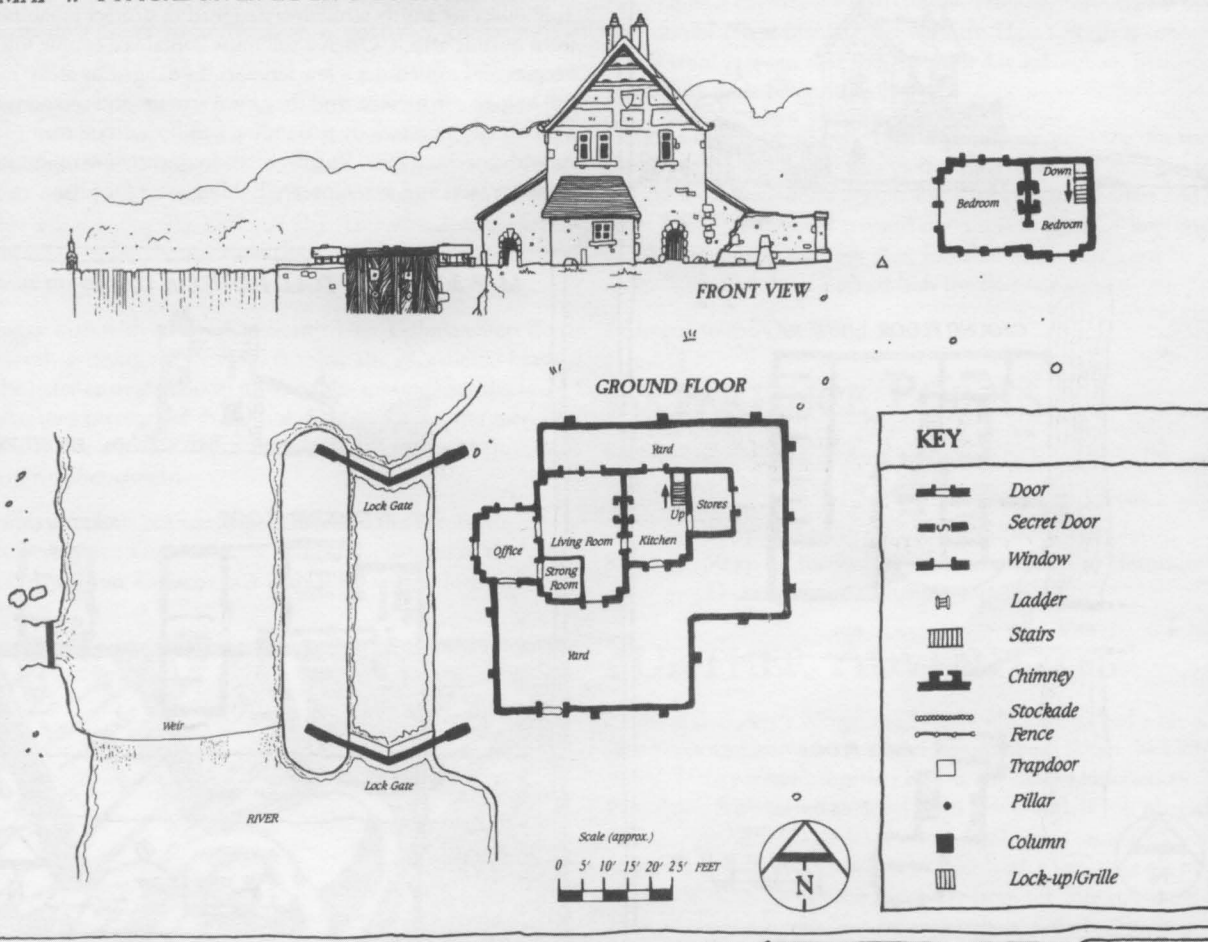
— RIVER LOCK AND LOCK-KEEPER'S HOUSE —

Canals are arteries of trade and travel in many parts of the Empire, and locks are essential to enabling that travel. Locks often have attendant lock-keepers who operate the locks and collect a toll from passing vessels. The toll is usually 1 or 2 *gc*, but greedy lock-keepers try to wheedle (or, some would say, extort) more out of their customers.

The sluices of the locks can only be opened by the lock-keeper's key. Once unlocked, he uses a winch to open the sluices in the gates and alter the level of the water.

A lock-keeper shares his house with his family, but in dangerous or high-toll areas, armed guards often reside there to protect their lord's interests.

MAP 4: TYPICAL RIVER LOCK & LOCK-KEEPER'S HOUSE



— WAY TEMPLES —

The Way Temples of the Old World supplement the service provided by the coaching inns. Way Temples are situated along roads and rivers and combine the role of inn and temple. As well as providing food and shelter for travellers, they are fully-fledged temples where travellers can pray and seek religious guidance. The temples do not charge for their services, but travellers are expected to make an offering according to their means in exchange for the hospitality they receive.

Way Temples usually take the form of two-story buildings surrounded by a strong wall. The

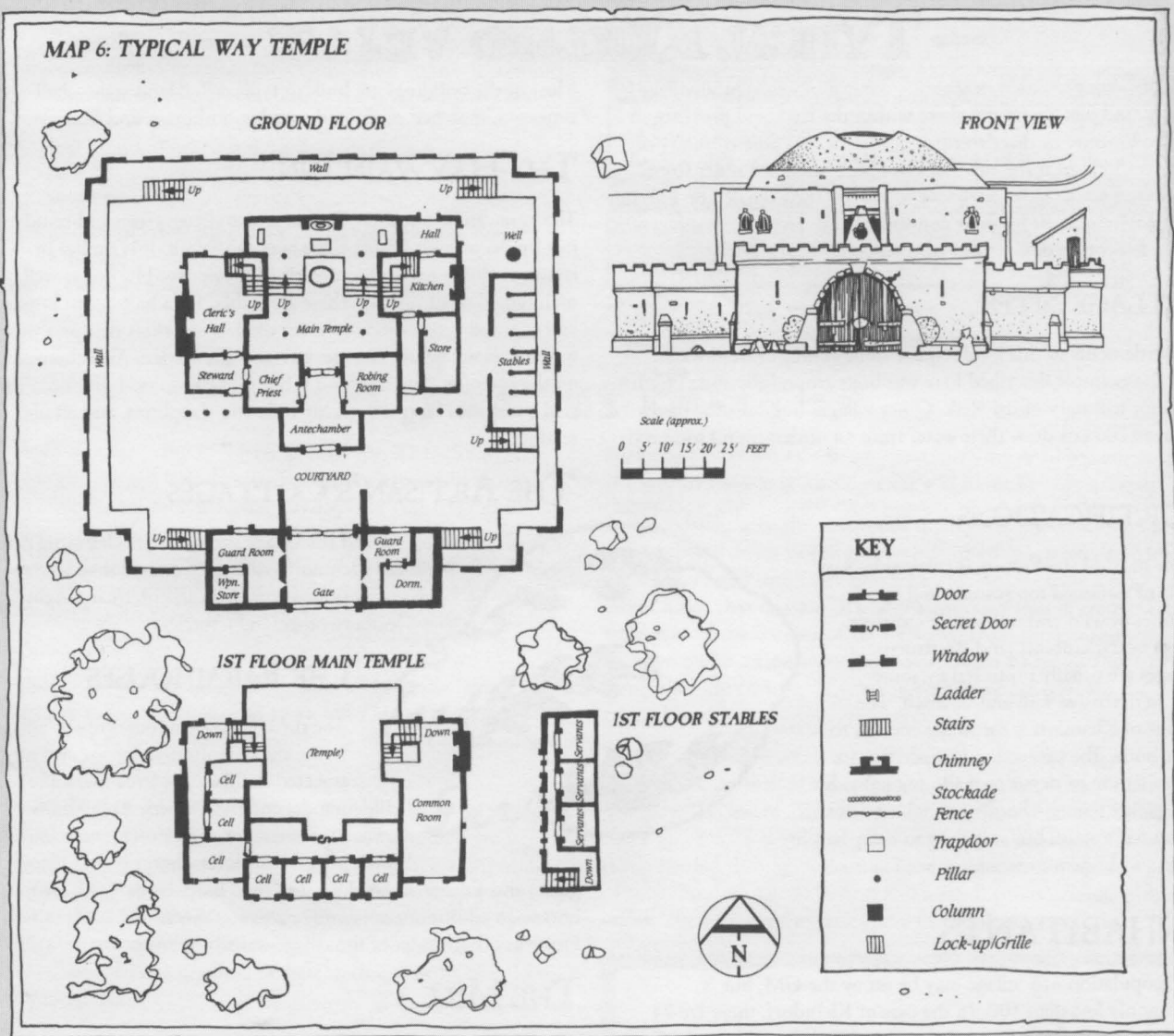


gates are wide enough to admit a cart or coach, and stabling is provided within the compound. The temple and kitchens take up the ground floor, and accommodations for priests and travellers are on the upper floor. Servant accommodations are usually above the stables.

TEMPLE PERSONNEL

In addition to two or three priests responsible for running the temple, up to six armed guards man Way Temples. A period of service at a Way Temple is a common penance for followers of certain deities.

MAP 6: TYPICAL WAY TEMPLE



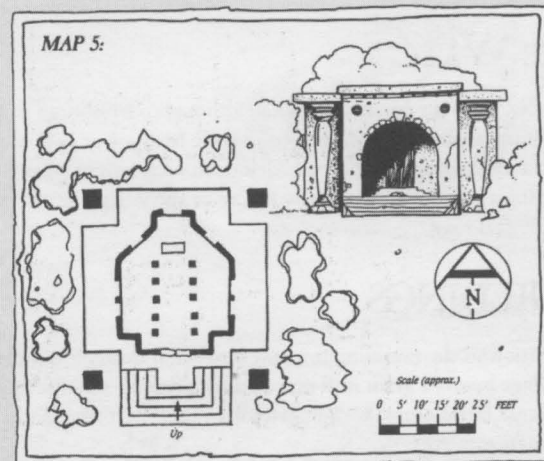
— WAYSIDE SHRINE —

Wayside shrines are a common sight on the roads and riversides of the Old World. The inhabitants of a nearby settlement usually build and maintain a wayside shrine, but may also rely on the donations of travellers for the upkeep. Shrines may be dedicated to various deities; in wild places, shrines to Taal and Rhya are most common, but elsewhere some are dedicated to one or more local deities or a national god like Sigmar.

Chapter 8 of the core rulebook provides some details on shrine construction, but they vary considerably. You may use the plan given here for any wayside shrine.

The shrine stands on a stone plinth about three feet high to one side of the road or river, and at each corner of the plinth stands a column or a statue. The shrine is built of stone and covered by a roof of slate or thatch. The space inside is small and unfurnished except for pillars supporting the roof and an altar or statue. The shrine serves as a place where travellers can shelter from bad weather, pray, and make offerings. In some shrines, visitors make offerings by dropping coins through small holes in the altar or floor; the holes lead to pits where those responsible for the shrine's

maintenance collect the offerings from time to time. The offering pits are usually only reached through concealed or trapped panels somewhere in the shrine; characters robbing a shrine may well incur the wrath of the deity concerned.



— TYPICAL REIKLAND VILLAGE —

The map presented here shows the layout of a typical village found just about anywhere within the Reikland province of The Empire. In this description, it is located on a tributary of the river Reik near the town of Grünburg about 70 miles from Altdorf. Since its position is not shown on the map of The Empire, you may relocate it for your convenience. In any case, it serves as a guide for you to design your own villages.

VILLAGE SITES

All settlements of this kind require some source of fresh water, and the example described here was built around the river Frisch, a minor tributary of the Reik. Other villages build on the banks of small lakes or draw their water from an underground source via wells.

FORTIFICATIONS

Since most of the Empire is covered by vast areas of untamed forest inhabited by all manner of wild and unfriendly creatures (huge bears, Goblins, and Beastmen), villages are usually protected by some sort of defensive wall and/or ditch. The village of Kleindorf is fortunate enough to have both. The protection is made from a combination of drystone walls, log palisades, and picket fences—hardly enough to deter an organised assault, but sufficient to delay bandit raids and keep out marauding wild animals.

INHABITANTS

The population of a village may be set by the GM, but is commonly less than 100. In the case of Kleindorf, there are 74 villagers, comprising 31 adult females, 27 adult males, and 16 children. No formal administration or government exists, the Council of the nearby town of Grünburg, whom the village relies on for protection and produce markets, levies taxes and rent. The village holds meetings, as needed, either in the village temple (dedicated to Sigmar Heldenhammer in this case) or the Haywain Inn. The older and wealthier villagers chair the meetings, usually Herr Braun, the village miller, or Frau Weisskopf, the priestess of the temple.

THE WATCH

This village has no organised militia; although, Grünburg's militia sometimes requires the villagers to provide manpower in lieu of financial obligations. To defend Kleindorf, each family takes a turn providing a watchman for the two gates to the village, sited across the only real road.

BUILDINGS

In addition to the rambling inn and somewhat decrepit temple, the village boasts a grain mill powered by a rickety water wheel, three large farmhouses, various artisans, a local herbalist, and a fisherman.

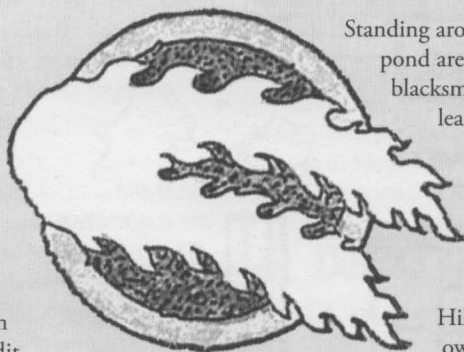
Most of the buildings are built in typical Reikland style—half-timbered, thatched roofs, and wooden outhouses and lean-tos.

THE HAYWAIN INN

The Haywain Inn forms one side of the village green and stands just by the narrow stone bridge over the Frisch. It is similar in layout to the coaching inn described previously, but not as well maintained or furnished. There are stables for a half-dozen horses and assorted accommodations for the few travellers that pass this way. Prices are below average, but so is the service. Ale is brewed on the premises, and the food is home-cooked, local produce. The staff comprises Herr Obers, his wife, two daughters, and an old retainer.

THE ARTISAN'S COTTAGES

Standing around the village green and its charming carp pond are Kleindorf's artisans' cottages that house a blacksmith/metalworker, a carpenter/cartwright, a leatherworker, and a furrier.



THE FARMHOUSES

The three large farmhouses of the village house the community's largest and most respected families: the Bruckners, the Hildebrands, and the Dübbers. Each family owns an assortment of livestock, including a few cattle, a half-dozen sheep, two or three goats, and a dozen or so chickens. The Hildebrands also have four horses. In addition, each family cultivates several fields of crops located on both sides of the village walls.

THE MILL

Herr Braun is the local miller and oversees the grinding of corn grown both by Kleindorf farmers and local farmsteads. A plump, jolly figure much respected by the locals, he takes a keen interest in the affairs of the whole neighbourhood.

THE TEMPLE

The only other building of distinction in Kleindorf is the stone temple dedicated to Sigmar Heldenhammer. Its priestess is the aging Frau Weisskopf, and two young village lads—who regard the education she provides as a potential ticket to more exciting things in the great city—assist her.

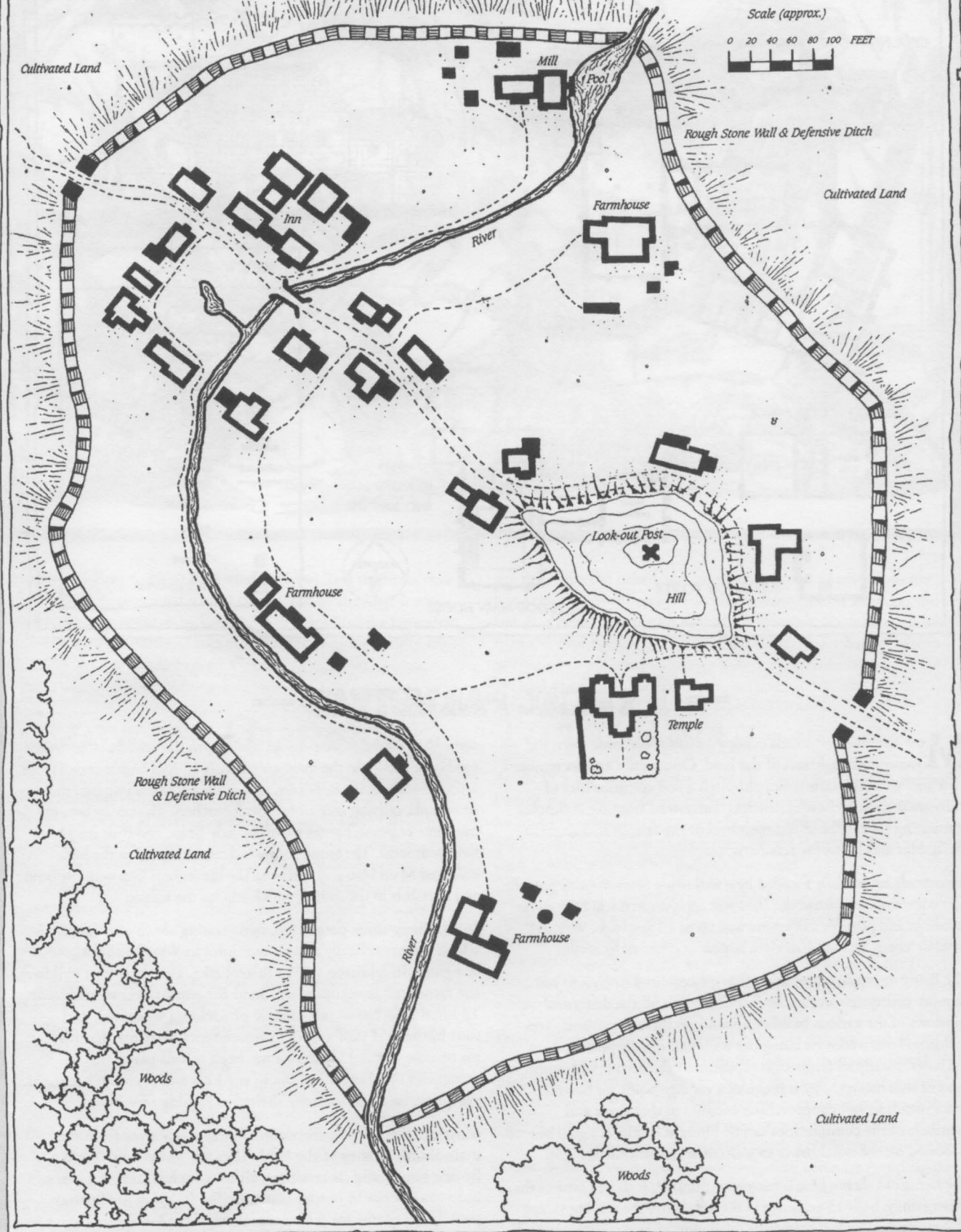
THE BEACON

A small beacon is maintained on top of the only significant high ground in Kleindorf, and if rumours warrant it, the village posts a watch here to warn of approaching troublemakers. However, most of the time, it is unoccupied.

OTHER RESIDENTS

The other occupants of the village are a combination of fisherfolk, small holders, and ranger types—woodsmen, hunters, and the like.

MAP 8: TYPICAL REIKLAND VILLAGE



GROUND FLOOR



Most Empire farmsteads occupy lonely spots away from the main thoroughfares of the land. One family and its retainers own and work the farmstead, although a few communities of individuals exist in border districts. Farmstead housing is simple, containing rooms for senior members of the family and space in the stables and barns for retainers.

The living quarters, barns, and other outbuildings open into one or more courtyards within the fortified walls. All the doors and windows of the various buildings open into these courtyards. The buildings have walkways along the walls and missile platforms on the roofs. Nearly all farmsteads supplement this layout with some kind of watchtower, which provides a vantage point for bowmen and a means to sight approaching enemies so that stock and members of the communities can be brought inside. A signal beacon is located on the watchtower to warn other farmsteads in sight.

some high-fenced stock pens. In addition to the tower, a stout-walled gatehouse overlooks the main entrance. A 12-foot high wooden fence links the walls of the buildings, and all the entrances give into the two courtyards, offering accessible roofs for archers. The family lives in moderate comfort; master Matthias, lady Erika, and their daughters have bedrooms. The family's sons and retainers sleep in the high-ceilinged Main Hall and Kitchen. The blacksmith lives with his family and assistants in the smithy, which adjoins the stables.

Most Empire farmsteads occupy lonely spots away from the main thoroughfares of the land. They are owned and worked by one family and its retainers, although a few communities of individuals exist in border districts. The lodgings are Spartan, containing rooms for senior members of the family and space in the stables and barns for retainers.

— NPC RECORD SHEETS —

NPC Record								NPC Record							
Name/Type:								Name/Type:							
Career:								Career:							
Race:								Race:							
Main Profile								Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
Secondary Profile								Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
Skills:								Skills:							
Talents:								Talents:							
Special Rules:								Special Rules:							
Armour:								Armour:							
Head		Arms		Body		Legs		Head		Arms		Body		Legs	
Weapons:								Weapons:							
Trappings:								Trappings:							

NPC Record								NPC Record							
Name/Type:								Name/Type:							
Career:								Career:							
Race:								Race:							
Main Profile								Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel	WS	BS	S	T	Ag	Int	WP	Fel
Secondary Profile								Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
Skills:								Skills:							
Talents:								Talents:							
Special Rules:								Special Rules:							
Armour:								Armour:							
Head		Arms		Body		Legs		Head		Arms		Body		Legs	
Weapons:								Weapons:							
Trappings:								Trappings:							

— COMBAT TRACKER —

Combatants

Combatant:
Current Wounds:
Notes:

Combatant:
Current Wounds:
Notes:

Combatant:
Current Wounds:
Notes:

Combatant:
Current Wounds:
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Combatant:
Current Wounds:
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Combatant:
Current Wounds:
Notes:

Combatant:
Current Wounds:
Notes:

Combatant:
Current Wounds:
Notes:

INITIATIVE ORDER	
Initiative	Combatant

Combatant:
Current Wounds:
Notes:

Combatant:
Current Wounds:
Notes:

— DARK LORES OF MAGIC —

TABLE GM-1: THE LORE OF CHAOS

Spell Name	Casting Number	Casting Time
Vision of Torment	7	Half action
Boon of Chaos	9	Full action
Summon Lesser Daemon	12	2 full actions
Burning Blood	13	Half action
Lure of Chaos	16	Full action
Dark Hand of Destruction	17	Full action
Touch of Chaos	20	Half action
Veil of Corruption	24	Full action
Summon Daemon Pack	25	2 full actions
Word of Pain	27	Half action

TABLE GM-2: THE LORE OF NECROMANCY

Spell Name	Casting Number	Casting Time
Face of Death	6	Full action
Re-Animate	8	1 half action per corpse
Invigorating Vitae	11	1 full action and 1 half action
Hand of Dust	13	Half action
Call of Vanhel	15	Full action
Control Undead	17	Half action
Corpse Flesh	19	Full action
Raise the Dead	22	2 full actions
Spell of Awakening	24	2 full actions
Banish Undead	26	Full action

TABLE GM-3: SIDE EFFECTS

When you roll for Tzeentch's Curse, if you roll doubles on the percentile dice you suffer a side effect in addition to the normal result.

SIDE EFFECTS

Die Roll (Chaos)	Die Roll (Necromancy)	Result
01-05	01-10	Allergy
06-15	11-20	Aversion
-	21-35	Cadaverous Appearance
16-25	36-45	Debilitation
26-40	46-50	Disfigurement
41-50	51-60	Disturbing Presence
51-65	61-70	Madness
66-70	-	Mutation
71-80	71-80	Palsy
81-90	81-90	Stench
91-00	91-00	Weakness

Allergy

You have an extreme allergy to a common material, like leather or fur. When in contact with it, you suffer a -10% penalty to your Weapon Skill, Ballistic Skill, and Agility. If you roll this side effect more than once, you either get a new allergy or your existing allergy becomes more severe.

Aversion

You develop an aversion to a common element of daily life, like light, water, or the crying of infants. When forced to be around it, you suffer a -10% penalty to your Will Power and Fellowship. If you roll this side effect more than once, you either get a new aversion or your existing aversion becomes more severe.

Cadaverous Appearance

You begin to look like a corpse. At first you simply grow pale and develop rings around your eyes, but eventually you become indistinguishable from a real cadaver. You suffer a -10% penalty to your Fellowship in all social situations, but gain a +10% bonus on Intimidate Tests.

Debilitation

You permanently lose 1d10% from your Toughness Characteristic.

Disfigurement

You gain a repulsive disfigurement to a random part of your body, as determined by the hit location chart. This can be nearly anything, from unsightly sores to scaly skin to the growth of fur. Unless you can disguise the disfigurement, you suffer a -10% penalty to your Fellowship in all social situations.

Disturbing Presence

Your aura becomes so malignant that children and animals refuse to go near you, and you suffer a -10% penalty to your Fellowship in all social situations.

Madness

You gain 1d10 Insanity Points.

Mutation

Your body is wracked by Chaos energy, and you develop a mutation. You must roll on **Table 11-1: Chaos Mutations** on page 229.

Palsy

You become prone to periodic fits of shaking. At the start of any stressful situation (combat, a verbal confrontation, etc.), you must make a Will Power Test or suffer a fit that lasts 1d10 rounds. During the fit, you suffer a -10% penalty to your Agility, Intelligence, Will Power, and Fellowship, and you can only take a half action each round.

Stench

You develop a most unpleasant odour. For each instance of this side effect, it takes one application of perfume to mask the stench for a day. If you had gotten stench three times, for example, it'd take three applications of perfume a day to hide the smell. When the smell is noticeable, you suffer a -10% penalty to your Fellowship in all social situations.

Weakness

You permanently lose 1d10% from your Strength Characteristic.

— EQUIPMENT EMPORIUM —

TABLE GM-4: EXCHANGE RATES

The rate of exchange is as follows.

1 gold crown (gc) = 20 silver shillings (s) =
240 brass pennies (p)

1 silver shilling = 12 brass pennies

TABLE GM-5: CONSEQUENCES OF AVAILABILITY

Availability	Difficulty	Gossip Skill Test Modifier
Very Rare	Very Hard	-30%
Rare	Hard	-20%
Scarce	Challenging	-10%
Average	Average	+0%
Common	Routine	+10%
Plentiful	Easy	+20%
Abundant	Very Easy	+30%

TABLE GM-6: INCOME

Job	Yearly Pay (gc)	Monthly Pay (s)	Weekly Pay (p)
Peasant	9-15	15-25	45-75
Rich Farmer	15-25	25-45	75-135
Innkeeper	20-30	35-50	105-150
City Shopkeeper	20-40	35-65	105-195
Mercenary	20-50	35-80	105-240
Skilled Craftsman	25-80	40-135	120-400
Typical Fence	30-100	50-165	150-495
Physician	40-150	65-250	195-750
Artisan	150-500	250-835	750-2505
Lesser Noble	250-500	415-835	1245-2505
Wizard Lord	300-800	500-1350	1500-4050
Greater Noble	1000+	1700+	5100 +

All yearly wages given are *before* regional taxes have been applied.

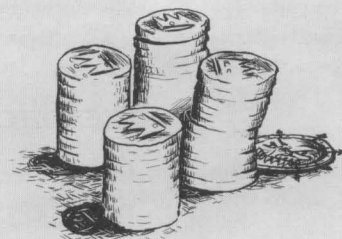


TABLE GM-7: AVAILABILITY BY POPULATION

Difficulty by Population

Availability	Below 100	Below 1,000	Below 10,000	10,000 or more
Very Rare	GM's discretion	Very Hard	Hard	Challenging
Rare	Very Hard	Hard	Challenging	Average
Scarce	Hard	Challenging	Average	Routine
Average	Challenging	Average	Routine	Easy
Common	Average	Routine	Easy	Very Easy
Plentiful	Routine	Easy	Very Easy	Automatic
Abundant	Easy	Very Easy	Automatic	Automatic

TABLE GM-8: CLOTHING

Attire	Cost	Enc	Availability
Rags	1 p	5	Abundant
Poor	10 s	10	Abundant
Common	1 gc	15	Plentiful
Good	3 gc	15	Common
Best	10 gc	20	Average
Robes	15 gc	25	Average
Costume/Entertainer	5 gc	10	Average
Uniform	15 gc	15	Scarce
Noble's Garb	50 gc	30	Rare
Royal Garb	100 gc	50	Very Rare
Cloak	5 gc	10	Plentiful
Overcoat	10 gc	15	Plentiful
Hat, simple	10 s	1	Plentiful
Hat, wide-brimmed	1 gc	5	Plentiful
Hood or Mask	10+ s	2	Common

TABLE GM-9: FOOD & DRINK

Food & Drink	Cost	Enc	Availability
Ale	2 p	2	Plentiful
Beer	1 p	2	Abundant
Keg of Ale or Beer	18 p/3 s	30	Abundant
Fodder per Day	5 p	50	Plentiful
Food per Day (Poor)	5+ p	10	Plentiful
Food per day (Average)	10+ p	10	Common
Food per Day (Good)	18+ p	10	Average
Rations (per Week)	6+ s	50	Common
Cheap Pie	1-3 p	2	Common
Loaf of Bread	2 p	2	Abundant
Side of Meat	1 s	10	Average
Delicacy	3+ s	varies	scarce
Spirits, Bottle	1 s	5	Average
Wine, Common	1 s	5	Common
Wine, Quality	10 s	5	Average

**TABLE GM-10:
CARRYING EQUIPMENT**

Container	Cost	Enc	Availability
Backpack	30 <i>s</i>	20	Plentiful
Case, map or scroll	1 <i>gc</i>	2	Scarce
Chest	5 <i>gc</i>	40	Average
Flask, leather	15 <i>s</i>	5	Average
Flask, metal	2 <i>gc</i>	15	Scarce
Jug	4 <i>s</i>	10	Plentiful
Pouch	5 <i>s</i>	1	Plentiful
Purse	2 <i>s</i>	1	Plentiful
Sack	5 <i>s</i>	7	Plentiful
Saddlebag	2 <i>gc</i>	5	Average
Slingbag	2 <i>gc</i>	5	Average
Water Skin	8 <i>s</i>	1/100	Plentiful

TABLE GM-11: LIGHTING

Light source	Cost	Enc	Availability
Candle, tallow	3 <i>s</i>	5	Plentiful
Candle, wax	6 <i>s</i>	5	Average
Firewood	2 <i>s</i>	5	Plentiful
Oil, lamp	5 <i>s</i>	5	Plentiful
Lamp	5 <i>s</i>	20	Plentiful
Lantern	5 <i>gc</i>	20	Average
Lantern, Storm	12 <i>gc</i>	30	Scarce
Match	1 <i>p</i>	—	Average
Torch	5 <i>p</i>	5	Plentiful

**TABLE GM-12:
MISCELLANEA**

Item	Cost	Enc	Availability
Blanket	25 <i>s</i>	10	Plentiful
Cooking Pot	1 <i>gc</i>	20	Plentiful
Cutlery, wooden	5 <i>s</i>	2	Plentiful
Cutlery, metal	3 <i>gc</i>	4	Common
Cutlery, silver	15 <i>gc</i>	3	Scarce
Deck of cards	1 <i>gc</i>	1	Plentiful
Dice (bone)	6 <i>s</i>	—	Plentiful
Instrument	5 <i>gc</i>	5	Common
Kettle	30 <i>s</i>	10	Plentiful
Ladder	10 <i>s</i>	50	Common
Lock, average	1 <i>gc</i>	5	Common
Lock, quality	10 <i>gc</i>	5	Scarce
Mirror	10 <i>gc</i>	5	Rare
Paper	5 <i>s</i>	—	Very Rare
Parchment	1 <i>s</i>	—	Rare
Perfume or Cologne	1 <i>gc</i>	—	Common
Religious Symbol	1 <i>gc</i>	5	Common
Rope, 20 yards	1 <i>gc</i>	50	Common
Tankard, pewter	1 <i>gc</i>	5	Plentiful
Tankard, wooden	10 <i>s</i>	5	Plentiful
Telescope	100 <i>gc</i>	5	Rare
Tent	15 <i>s</i>	20	Common
Tinderbox	30 <i>s</i>	5	Plentiful

TABLE GM-13: TOOLS

Item	Cost	Enc	Availability
Abacus	10 <i>gc</i>	5	Rare
Gin Trap	2 <i>gc</i>	20	Common
Snare	1 <i>s</i>	2	Common
Book, Illuminated	350 <i>gc</i>	50	Very Rare
Book, Printed	100 <i>gc</i>	35	Very Rare
Chain, per yard	30 <i>s</i>	5	Rare
Crowbar	10 <i>s</i>	10	Common
Disguise Kit	5 <i>gc</i>	10	Scarce
Fish Hook and Line	3 <i>s</i>	2	Common
Grappling Hook	4 <i>gc</i>	20	Average
Lock Picks	10 <i>gc</i>	20	Average
Manacles	5 <i>gc</i>	20	Average
Metal Ingot, Base	25 <i>s</i>	20	Average
Pick	25 <i>s</i>	20	Average
Pole, Yard	1 <i>s</i>	10	Plentiful
Sledge Hammer	20 <i>s</i>	40	Common
Spade	25 <i>s</i>	20	Common
Spike	5 <i>s</i>	5	Common
Trade Tools	50 <i>gc</i>	50+	Average
Wooden Wedge	8 <i>p</i>	2	Plentiful
Writing Kit	10 <i>gc</i>	5	Average

TABLE GM-14: VEHICLES

Item	Cost	Enc	Availability
Boat, River	600 <i>gc</i>	—	Rare
Boat, Rowing	90 <i>gc</i>	900	Average
Cart	50 <i>gc</i>	—	Common
Coach	500+ <i>gc</i>	—	Rare
Ship	12,000 <i>gc</i>	—	Scarce
Wagon	90 <i>gc</i>	—	Common

TABLE GM-15: MOUNTS

Mount	Cost	Enc	Availability
Destrier	500 <i>gc</i>	—	Scarce
Light Warhorse	300 <i>gc</i>	—	Common
Pony	50 <i>gc</i>	—	Common
Riding Horse	80 <i>gc</i>	—	Common
Saddle	5 <i>gc</i>	50	Common
Harness	1 <i>gc</i>	20	Common

TABLE GM-16: LIVESTOCK

Livestock	Cost	Enc	Availability
Cat	1 <i>s</i>	—	Plentiful
Chicken	5 <i>p</i>	—	Plentiful
Cow	10 <i>gc</i>	—	Plentiful
Dog (pedigree)	3 <i>gc</i>	—	Plentiful
Dog, War	30 <i>gc</i>	—	Rare
Goat	2 <i>gc</i>	—	Plentiful
Hawk	80 <i>gc</i>	—	Rare
Horse, nag, draft or Mule	25+ <i>gc</i>	—	Plentiful
Horse, pack	40 <i>gc</i>	—	Plentiful
Ox	30 <i>gc</i>	—	Plentiful
Pig	3 <i>gc</i>	—	Plentiful
Pigeons, Homing	1 <i>gc</i>	—	Average
Sheep	2 <i>gc</i>	—	Plentiful

TABLE GM-17: MELEE WEAPONS

Name	Cost	Enc	Availability
Buckler	2 <i>gc</i>	10	Average
Dagger	1 <i>gc</i>	10	Common
Demilance (Cavalry Spear)	20 <i>gc</i>	75	Scarce
Flail*	15 <i>gc</i>	95	Scarce
Foil	18 <i>gc</i>	40	Rare
Gauntlet/Knuckle-duster	1 <i>gc</i>	1	Common
Great Weapon*	20 <i>gc</i>	200	Average
Halberd*	15 <i>gc</i>	175	Common
Hand Weapon (sword etc)	10 <i>gc</i>	50	Common
Improvised	—	35	—
Lance	15 <i>gc</i>	100	Rare
Main Gauche	4 <i>gc</i>	15	Scarce
Morning Star	15 <i>gc</i>	60	Scarce
Quarter Staff*	3 <i>s</i>	50	Plentiful
Rapier	18 <i>gc</i>	40	Scarce
Shield	10 <i>gc</i>	50	Common
Spear	10 <i>gc</i>	50	Common
Sword-breaker	5 <i>gc</i>	40	Scarce
Unarmed	—	—	—

TABLE GM-18:
MISSILE WEAPONS

Name	Cost	Enc	Availability
Blunderbuss	70 <i>gc</i>	50	Very Rare
Bola	7 <i>s</i>	20	Scarce
Bow*	10 <i>gc</i>	80	Common
Crossbow*	25 <i>gc</i>	120	Average
Crossbow Pistol	35 <i>gc</i>	25	Rare
Elfbow*	70 <i>gc</i>	75	Very Rare
Firearm*	300 <i>gc</i>	30	Very Rare
Hochland Long Rifle	450 <i>gc</i>	70	Very Rare
Improvised	—	10	—
Javelin	25 <i>s</i>	30	Average
Lasso*	1 <i>gc</i>	10	Plentiful
Longbow*	15 <i>gc</i>	90	Average
Net	3 <i>gc</i>	60	Plentiful
Pistol	200 <i>gc</i>	25	Very Rare
Repeater Crossbow*	100 <i>gc</i>	150	Very Rare
Repeater Firearm*	600 <i>gc</i>	30	Very Rare
Repeater Pistol	400 <i>gc</i>	25	Very Rare
Shortbow*	7 <i>gc</i>	75	Common
Sling	4 <i>gc</i>	10	Common
Spear	10 <i>gc</i>	50	Common
Staff Sling*	6 <i>gc</i>	50	Rare
Throwing Axe/Hammer	5 <i>gc</i>	40	Average
Throwing Dagger/Star	3 <i>gc</i>	10	Common
Whip	2 <i>gc</i>	40	Average

TABLE GM-19: AMMUNITION

Name	Cost	Enc	Availability
Arrows (5)	1 <i>s</i>	10	Common
Bolts (5)	2 <i>s</i>	10	Average
Firearm Shot (10)	1 <i>s</i>	10	Rare
Gunpowder (per shot)	3 <i>s</i>	1	Very Rare

TABLE GM-20:
ADVANCED ARMOUR

Armour Type	Cost	Enc	Availability
<i>Leather</i>			
Leather Skullcap	3 <i>gc</i>	10	Common
Leather Jerkin	6 <i>gc</i>	40	Common
Leather Jack	12 <i>gc</i>	50	Common
Leather Leggings	10 <i>gc</i>	20	Common
Full Leather Armour	25 <i>gc</i>	80	Average
<i>Chain</i>			
Mail Coif	20 <i>gc</i>	30	Average
Mail Shirt	60 <i>gc</i>	60	Average
Sleeved Mail Shirt	95 <i>gc</i>	80	Average
Mail Coat	75 <i>gc</i>	80	Average
Sleeved Mail Coat	130 <i>gc</i>	100	Average
Mail Leggings	20 <i>gc</i>	40	Scarce
Full Mail Armour	170 <i>gc</i>	210	Scarce
<i>Plate</i>			
Helmet	30 <i>gc</i>	40	Scarce
Breastplate	70 <i>gc</i>	75	Scarce
Plate Bracers	60 <i>gc</i>	30	Scarce
Plate Leggings	70 <i>gc</i>	40	Scarce
Full Plate Armour	400 <i>gc</i>	395	Rare

TABLE GM-21:
TRAVEL SERVICES

Mode of Travel	Cost	Availability
Cart or Wagon	1 <i>p</i> /15 <i>p</i>	Plentiful
Cart with 2 horses	1 <i>s</i> /3 <i>gc</i>	Plentiful
Coach	1 <i>gc</i> /7 <i>gc</i>	Average
River Boat	1 <i>s</i> /5 <i>s</i>	Plentiful
Ship's Passage	1 <i>gc</i> /5 <i>gc</i>	Common
Wagon, 3 horses	10 <i>s</i> /4 <i>gc</i>	Common

TABLE GM-22: LODGING

Lodgings/Amenities	Cost
Bath	1 <i>s</i>
Inn Common Room per night	5 <i>p</i>
Private Room	10 <i>s</i>
Stabling per horse per night	10 <i>p</i>

TABLE GM-23:
COMMON SERVICES

Service	Cost per Day	Cost per Week	Availability
Artisan	34 <i>p</i>	17 <i>s</i>	Common
Entertainer	28 <i>p</i>	14 <i>s</i>	Common
Labourer	10 <i>p</i>	5 <i>s</i>	Common
Physician	60 <i>p</i>	30 <i>s</i>	Common
Servant	12 <i>p</i>	6 <i>s</i>	Common

TABLE GM-24: SKILLED SERVICES

XP Total	Cost per Day	Share*	Availability
100	6 s	—	Average
400	10 s	½	Average
800	15 s	¾	Scarce
1200	25 s	1	Scarce
1600	35 s	1	Rare
2000	50 s	1	Very Rare

*A Skilled Servant receives a share of the spoils if he participates in an adventure.

TABLE GM-25: DRAUGHTS

Draught	Cost	Enc	Availability
Bugman's Ale	50 gc	5	Very Rare
Greta's Boon	30 gc	—	Very Rare
Healing Draught	5 gc	—	Average

TABLE GM-26: POISONS

Poison	Cost	Enc	Availability
Black Lotus	20 gc	—	Very Rare
Chimera Spit	150 gc	—	Very Rare
Crimson Shade	35 gc	—	Very Rare
Dark Venom	30 gc	—	Very Rare
Heartkill	800 gc	—	Very Rare
Mad Cap Mushrooms	30 gc	—	Very Rare
Mandrake Root	25 gc	—	Very Rare
Manticore Spoor	65 gc	—	Very Rare

TABLE GM-27: ODDITIES

Item	Cost	Enc	Availability
Antitoxin Kit	3 gc	—	Scarce
Blessed Water	10 gc	—	Scarce
Healing poultice	5 p	—	Common
Grimoire	500 gc	—	Very Rare
Lucky Charm	15 gc	—	Average
Religious Relic	5 gc	—	Scarce

TABLE GM-28:

REPLACEMENTS AND APPENDAGES

Name	Cost	Enc	Availability
Earring	1+ s	0	Common
Eye Patch	6+ p	0	Common
False Eye	1+ s	0	Average
False Leg	6+ s	0	Average
Gilded Nose	6+ s	0	Scarce
Hook	6+ s	0	Average
Skull Plate	1+ s	0	Average
Tattoo	3+ s	0	Average
Veteran's Hand	60+ gc	0	Rare
Wooden Teeth	3+ s	0	Average



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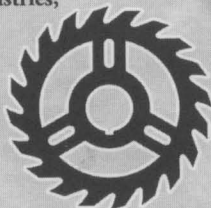
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THE EMPIRE CRUMBLES, AS DO
ALL CIVILIZED NATIONS, SLOWLY,
BUT SURELY. AS THE BASTIONS OF
HOPE SINK SLOWLY INTO THE
MIRE, SO THE TREE WITHER AND
DIES. ALL THINGS END: BOOKS,
SONGS, LOVES, LIVES; ALL WE CAN
DO IS TREASURE WHAT WE HAVE,
UNTIL THE TRANSIENCE OF LIFE
CATCHES UP UPON US ALL...



MINOR CHAOS MANIFESTATION

Die Roll	Result
01-10	Witchery: Within 10 yards (5 squares) of you, milk curdles, wine goes sour, and food spoils.
11-20	Rupture: Your nose begins to bleed and continues until you make a successful Toughness Test. You can test once per round.
21-30	Breath of Chaos: A cold and unnatural wind blows through the area.
31-40	Horripilation: Your hair stands on end for 1d10 rounds.
41-50	Wyrdlight: You glow with an eerie light for 1d10 rounds.
51-60	Unnatural Aura: Animals within 10 yards (5 squares) of you get spooked, and unless controlled with an Animal Training Test, flee the scene.
61-70	Haunted: Ghostly voices fill the air for the duration of your spell.
71-80	Aethyric Shock: The magical energy coursing through you causes you to lose 1 Wound regardless of Toughness Bonus or armour.
81-90	Mental Block: You channel too much magical energy. Your Magic Characteristic is reduced by 1 for 1d10 minutes.
91-95	Whimsy: The GM can choose any result from this chart or make up a comparable minor effect.
96-00	Unlucky!: Roll on the Major Chaos Manifestation table instead.

MAJOR CHAOS MANIFESTATION

Die Roll	Result
01-10	Witch Eyes: Your pupils turn bright red. They revert to their original colour at dawn the following day.
11-20	Silenced: You lose your voice for 1d10 rounds.
21-30	Overload: You are overwhelmed by magical energy and are stunned for 1 round.
31-40	Craven Familiar: A Daemon Imp (see Chapter 11: Common Creatures and NPCs) appears from the Aethyr and attacks you next round.
41-50	Chaos Foreseen: You get a glimpse of the Realm of Chaos and gain 1 Insanity Point. Any time after this event, you can spend 200 xp and gain the Dark Lore (Chaos) talent.
51-60	Aethyric Attack: Magical energy burns through you, causing you to lose 1d10 Wounds regardless of Toughness Bonus or armour.
61-70	Enfeeblement: Chaos energy wracks your body, debilitating your constitution. Your Toughness Characteristic is reduced by 10% for 1d10 minutes.
71-80	Mindnumb: You channel too much magical energy. Your Magic Characteristic is reduced by 1 for 24 hours.
81-90	Daemonic Possession: You are possessed by a Daemonic entity for one minute. During that time, the GM controls all your actions and when you take control of your body again, you'll have no memory of what you just did.
91-95	Perverse Delight: The GM can choose any result from this chart or make up a comparable major effect.
96-00	Trick of Fate: Roll on the Catastrophic Chaos Manifestation table instead.



GAINING INSANITY POINTS



- A character gains 1 Insanity Point each time he takes a Critical Hit.
- A character gains 1 Insanity Point each time he fails a Terror Test.
- You may also call for Will Power Tests in the face of unspeakable sights or events. Characters that fail such tests gain 1 or more Insanity Points.

CATASTROPHIC CHAOS MANIFESTATION

Die Roll	Result
01-10	Wild Magic: You lose control of the magic as you cast your spell. Everyone within 30 yards (15 squares), including you, loses 1 Wound regardless of Toughness Bonus or armour.
11-20	The Withering Eye: Chaos energy wracks your body, debilitating your constitution. Your Toughness Characteristic is reduced by 20% for 1d10 hours.
21-30	Tzeentch's Lash: Magic power overwhelms you, knocking you out for 1d10 minutes.
31-40	Aethyric Assault: The Winds of Magic lash out at you. You suffer a Critical Hit to a random location. Roll 1d10 to determine the Critical Value.
41-50	Heretical Vision: A Daemon Prince shows you a vision of Chaos. You gain 1d10 Insanity Points. Any time after this event, you can spend 100 xp and gain the Dark Lore (Chaos) talent.
51-60	Mindeaten: Your ability to use magic is burned out of you. Your Magic Characteristic is reduced to 0. For each full 24 hours that passes, it increases by 1 until it returns to full strength.
61-70	Uninvited Company: You are attacked by a number of lesser Daemons equal to your Magic Characteristic (see Chapter 11: Common Creatures and NPCs). They appear from the Aethyr within 12 yards (6 squares) of you.
71-80	Daemonic Contract: You suffer 1d10 wounds (regardless of Toughness Bonus and armour) as a two inch Chaos rune burns its way onto a random part of your body. Should you ever collect 13 of these, they will spell out a contract that signs your soul away to a Ruinous Power (GM's discretion). Removal of the branded skin will make no difference to the contract.
81-90	Called to the Void: You are sucked into the Realm of Chaos and are forever lost. Unless you have a Fate Point to spend, it's time to roll up a new character.
91-00	Dark Inspiration: The GM can choose any result from this chart or make up a comparable catastrophic effect.

THE WRATH OF THE GODS

Die Roll	Result
01-15	Unearthly Vision: Your God chooses this time to grant you a symbolic but confusing vision. This stuns you for 1 round.
16-30	Prove Your Devotion: A few more prayers are required to finish casting the spell. This result adds 1 half action to the Casting Time of the spell. You must take this extra time even if you failed the Casting Roll.
31-45	You Try My Patience: You cannot cast another spell for 1d10 rounds. This spell still works as long as you made your Casting Roll.
46-60	Your Cause is Unworthy: Your spell fails, even if you made the Casting Roll.
61-75	Stinging Rebuke: Not only does your spell fail, but you also suffer a -10% penalty to your Will Power for 1 minute.
76-90	What Will You Sacrifice for this Boon?: You lose 1d10 Wounds regardless of Toughness Bonus or armour.
91-99	You Have Sinned Against Me: You have somehow angered your God. You must kneel and repent for 1d10 rounds. This renders you helpless.
00	Daemonic Interference: Your prayer is answered but not by your God. Roll on the Major Chaos Manifestation table instead.



MISSILE WEAPONS

Name	Enc	Group	Damage	Range†	Reload	Qualities
Blunderbuss	50	Gunpowder	3	32/-	3 Full	Shrapnel
Bola	20	Entangling	1	8/16	Half	Snare
Bow*	80	Ordinary	3	24/48	Half	None
Crossbow*	120	Ordinary	4	30/60	Full	None
Crossbow Pistol	25	Crossbow	2	8/16	Full	None
Elfbow*	75	Longbow	3	36/72	Half	Armour Piercing
Firearm*	30	Gunpowder	4	24/48	2 Full	Impact, Unreliable
Hochland Long Rifle	70	Engineer	4	48/96	2 Full	Impact, Unreliable
Improvised	10	Ordinary	SB-4	6/-	Half	None
Javelin	30	Ordinary	SB-1	8/16	Half	None
Lasso*	10	Entangling	n/a	8/-	Half	Snare
Longbow*	90	Longbow	3	30/60	Half	Armour Piercing
Net	60	Entangling	n/a	4/8	Full	Snare
Pistol	25	Gunpowder	4	8/16	2 Full	Impact, Unreliable
Repeater Crossbow*	150	Crossbow	2	16/32	Free	Special
Repeater Firearm*	30	Engineer	4	24/48	Free	Experimental, Special
Repeater Pistol	25	Engineer	4	8/16	Free	Experimental, Special
Shortbow*	75	Ordinary	3	16/32	Half	None
Sling	10	Sling	3	16/32	Half	None
Spear	50	Ordinary	SB	8/-	Half	None
Staff Sling*	50	Sling	4	24/48	Full	None
Throwing Axe/Hammer	40	Throwing	SB-2	8/-	Half	None
Throwing Dagger/Star	10	Throwing	SB-3	6/12	Half	None
Whip	40	Entangling	SB-4	6/-	Half	Fast, Snare

MELEE WEAPONS

Name	Enc	Group	Damage	Qualities
Buckler	10	Parrying	SB-4	Balanced, Defensive, Pummelling
Dagger	10	Ordinary	SB-3	None
Demilance (Cavalry Spear)	75	Cavalry	SB	Fast, Impact, Tiring
Flail*	95	Flail	SB+1	Impact, Tiring
Foil	40	Fencing	SB-2	Fast, Precise
Gauntlet/Knuckle-duster	1	Ordinary	SB-3	Pummelling
Great Weapon*	200	Two-handed	SB	Impact, Slow
Halberd*	175	Two-handed	SB	Special
Hand Weapon (sword etc)	50	Ordinary	SB	None
Improvised	35	Ordinary	SB-4	None
Lance	100	Cavalry	SB+1	Fast, Impact, Tiring
Main Gauche	15	Parrying	SB-3	Balanced, Defensive
Morning Star	60	Flail	SB	Impact, Tiring
Quarter Staff*	50	Ordinary	SB-2	Defensive, Pummelling
Rapier	40	Fencing	SB-1	Fast
Shield	50	Ordinary	SB-2	Defensive, Special
Spear	50	Ordinary	SB	Fast
Sword-breaker	40	Parrying	SB-3	Balanced, Special
Unarmed	—	Ordinary	SB-4	Special

* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield or buckler.

† Range is expressed in yards; if you are using squares, simply halve to find the range.



ADVANCED ARMOUR

Armour Type	Enc	Location(s) Covered	AP
<i>Leather</i>			
Leather Skullcap	10	Head	1
Leather Jerkin	40	Body	1
Leather Jack	50	Body, Arms	1
Leather Leggings	20	Legs	1
Full Leather Armour	80	All	1
<i>Chain</i>			
Mail Coif	30	Head	2
Mail Shirt	60	Body	2
Sleeved Mail Shirt	100	Body, Arms	2
Mail Coat	80	Body, Legs	2
Sleeved Mail Coat	00	Body, Arms, Legs	2
Mail Leggings	40	Legs	2
Full Mail Armour	210	All	3
<i>Plate</i>			
Helmet	40	Head	2
Breastplate	75	Body	2
Plate Bracers	30	Arms	2
Plate Leggings	40	Legs	2
Full Plate Armour	395	All	5

BASIC SKILLS

Skill Name	Characteristic	Skill Name	Characteristic	Skill Name	Characteristic
Animal Care	Intelligence	Drive	Strength	Perception	Intelligence
Charm	Fellowship	Evaluate	Intelligence	Ride	Agility
Charm Animal	Fellowship	Gamble	Intelligence	Row	Strength
Command	Fellowship	Gossip	Fellowship	Scale Sheer Surface	Strength
Concealment	Agility	Haggle	Fellowship	Search	Intelligence
Consume Alcohol	Toughness	Intimidate	Strength	Silent Move	Agility
Disguise	Fellowship	Outdoor Survival	Intelligence	Swim	Strength

ADVANCED SKILLS

Skill Name	Characteristic	Skill Name	Characteristic	Skill Name	Characteristic
Academic Knowledge (Various)	Intelligence	Hypnotism	Will Power	Secret Language (Various)	Intelligence
Animal Training	Fellowship	Lip Reading	Intelligence	Secret Signs (Various)	Intelligence
Blather	Fellowship	Magical Sense	Will Power	Set Trap	Agility
Channelling	Will Power	Navigation	Intelligence	Shadowing	Agility
Common Knowledge (Various)	Intelligence	Performer (Various)	Fellowship	Sleight of Hand	Agility
Dodge Blow	Agility	Pick Lock	Agility	Speak Language (Various)	Intelligence
Follow Trail	Intelligence	Prepare Poison	Intelligence	Torture	Fellowship
Heal	Intelligence	Read/Write	Intelligence	Trade (Various)	Varies
		Sail	Agility	Ventriloquism	Fellowship



CRITICAL EFFECTS—ARM

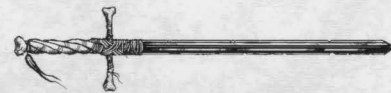
d10	Effect
1	Drops anything held in that hand. A shield, if worn, is not affected, since it's strapped on.
2	Arm struck numb and cannot be used for 1 round.
3	Hand incapacitated until medical attention is received. Anything held in this hand is dropped (again, excepting a shield).
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Arm incapacitated until medical attention is received. Anything held in this hand is dropped (excepting a shield).
6	Arm demolished by attack. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.
7	Hand turned into a bloody ruin. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the hand permanently.
8	Arm is now a dangling mass of bloody meat. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the arm from the elbow down permanently.
9	Major artery severed. After a fraction of a second, character collapses with blood pouring out of the ruins of his shoulder. Death from shock and blood loss is almost instantaneous.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

CRITICAL EFFECTS—LEG

d10	Effect
1	Stumbles. Character can only take a half action on his next turn.
2	Leg struck numb by the attack. Character's Movement Characteristic is reduced to 1 for one round and during that time he cannot dodge and suffers a -20% penalty on related Agility Tests.
3	Leg incapacitated until medical attention is received. Character's Movement Characteristic is reduced to 1 and he cannot dodge. Related Agility Tests also suffer a -20% penalty.
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Knocked to the ground and dazed. All character's tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.
6	Leg demolished and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character.
7	Leg is turned into a bloody ruin and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose the foot permanently.
8	Leg turned into a dangling mass of bloody meat and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose the leg from the knee down permanently.
9	Major artery severed. After a fraction of a second, character collapses with blood pouring out of the ruins of his leg. Death from shock and blood loss is almost instantaneous.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

CRITICAL EFFECTS—HEAD

d10	Effect
1	Disoriented by the blow. Character can only take a half action on his next turn.
2	Ears bashed causing ears to ring and head to spin. Character cannot take any actions for 1 round.
3	The blow inflicts a nasty scalp wound. Blood runs into eyes, causing character to suffer a -10% WS penalty until medical attention is received.
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Knocked to the ground and dazed. All his tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.
6	Stunned for 1d10 rounds.
7	Knocked out for 1d10 minutes. Use the Sudden Death rules for any further Critical Hits on this character.
8	Face shattered and knocked to the ground. Character is now considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose an eye permanently.
9	Skull pierced by a mighty blow. Death is instantaneous.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.



COMBAT RECAP

- **Step 1:** Roll Initiative (Ag + 1d10)
- **Step 2:** Determine Initiative Order
- **Step 3:** Surprise
- **Step 4:** Characters Take Turns
- **Step 5:** Round Ends
- **Step 6:** Repeat Steps 4 and 5 as Needed.

CRITICAL EFFECTS—BODY

d10	Effect
1	The wind is knocked out of the character. All tests and attacks suffer a -20% penalty for one round.
2	Struck in the groin. The pain is such that the character cannot take any actions for one round.
3	Ribs busted by ferocity of attack. Character takes a -10% WS penalty until medical attention is received.
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Knocked to the ground and badly winded. All his tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.
6	Stunned for 1d10 rounds.
7	The blow results in serious internal bleeding and the character is helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.
8	Spine pulverized and character is knocked to the ground. Character may do nothing until medical attention is received and is considered helpless. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or become permanently paralyzed from the waist down.
9	Several internal organs are ruptured by the violence of the blow causing death in a matter of seconds.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

HIT LOCATION

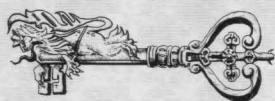
% roll	Location
01-15	Head
16-35	Right Arm
36-55	Left Arm
56-80	Body
81-90	Right Leg
91-00	Left Leg

AT THE END OF THE WORLD
THERE IS SAID TO BE A TREE.
ITS BRANCHES SPREAD TOWARD
THE CRACKED OPEN SKY, AND
ITS ROOTS PIERCE THE EARTH,
TAKING SUBSTANCE FROM THE
LIVING ROCK. AS THE WORLD
AGES AND WARS AND STRIFE
WRACKS THE LAND, THE TREE
GROWS ROTTEN.



COMBAT DIFFICULTY

Difficulty	Skill Modifier	Example
Very Easy	+30%	Attacking an unaware opponent.
Easy	+20%	Attacking a foe who is outnumbered 3 to 1. Attacking a stunned opponent.
Routine	+10%	Attacking a foe who is outnumbered 2 to 1. Attacking a foe who is knocked down.
Average	No modifier	Making a standard attack.
Challenging	-10%	Attacking whilst knocked down. Attacking/dodging when in the mud or heavy rain.
Hard	-20%	Attacking a specific hit location. Dodging whilst knocked down.
Very Hard	-30%	Attacking/dodging in the deep snow. Parrying a giant's club.



BASIC AND ADVANCED ACTIONS

Basic Actions

Aim
Cast
Charge Attack
Disengage
Move
Ready
Reload
Stand/Mount
Standard Attack
Swift Attack
Use a Skill

Advanced Actions

All Out Attack
Defensive Stance
Delay
Feint
Guarded Attack
Jump/Leap
Manoeuvre
Parrying Stance
Run



ACTIONS BY TYPE

Full Actions

Charge Attack
Disengage
Swift Attack
All Out Attack
Defensive Stance
Guarded Attack
Jump/Leap
Run

Half Actions

Aim
Move
Ready
Stand/Mount
Standard Attack
Delay
Feint
Manoeuvre
Parrying Stance

Variable Actions

Cast
Reload
Use a Skill



ILLUMINATION

Source	Normal Vision	Maximum Vision	Spotting Distance	Duration
Match	2(1)	6(3)	6(3)	1 round
Candle	6(3)	16(8)	10(5)	2 hours
Lamp	6(3)	16(8)	10(5)	4 hours
Torch	10(5)	30(15)	20(10)	1 hour
Lantern	16(8)	40(20)	30(15)	4 hours
Camp Fire	16(8)	40(20)	30(15)	Varies
Night Vision	30(15)	30(15)	—	—

MOVEMENT

LOCAL MOVEMENT IN YARDS PER MINUTE

Movement Characteristic	Hampered Movement	Standard Movement
1	12	24
2	24	48
3	36	72
4	48	96
5	60	120
6	72	144
7	84	168
8	96	192
9	108	216
10	120	240

OVERLAND MOVEMENT IN MILES PER HOUR

Movement Characteristic	Hampered Movement	Standard Movement
1	.5	1
2	1	2
3	1.25	2.5
4	1.75	3.5
5	2.25	4.5
6	2.75	5.5
7	3	6
8	3.5	7
9	4	8
10	4.5	9

COMBAT MOVEMENT IN YARDS

Movement Characteristic	Move/ Disengage	Charge Attack	Run
1	2	4	6
2	4	8	12
3	6	12	18
4	8	16	24
5	10	20	30
6	12	24	36
7	14	28	42
8	16	32	48
9	18	36	54
10	20	40	60

TEST DIFFICULTY

Difficulty	Skill Modifier
Very Easy	+30%
Easy	+20%
Routine	+10%
Average	No modifier
Challenging	-10%
Hard	-20%
Very Hard	-30%

FALLING DAMAGE

Distance Fallen	Damage
3 yards	3
6 yards	5
9 yards	7
12 yards	9
15 yards	11
18 yards	13
21 yards	15
24 yards	17
25+ yards	20