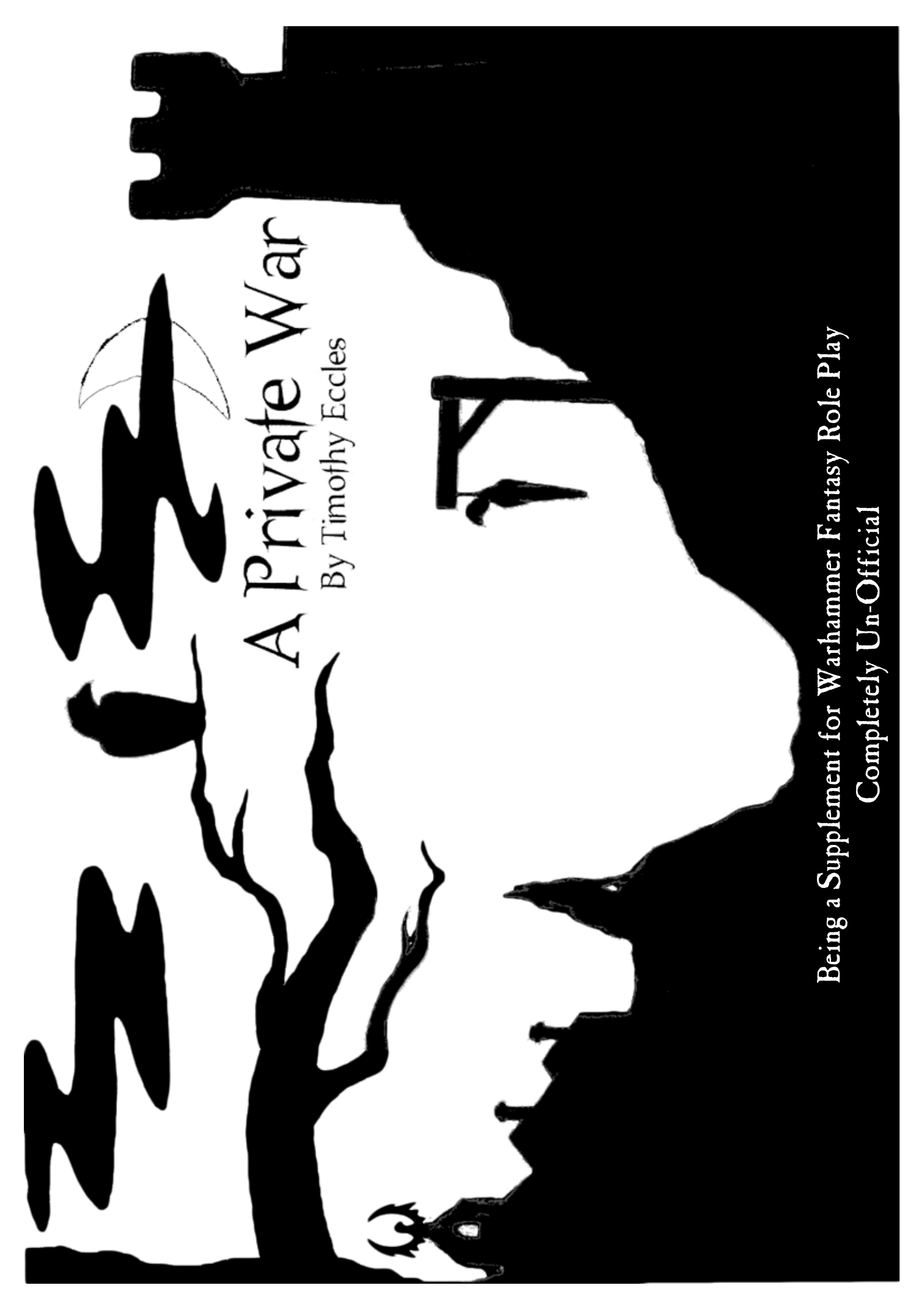




A Private War

By Timothy Eccles

Being a Supplement for Warhammer Fantasy Role Play
Completely Un-Official

CREDITS

Conceived, designed and written by Tim Eccles

Cover Artwork: Nancy Crichton
Heraldry Artwork: John Keane
Wolfenburg Artwork: Ryan Wileman

A general **Thank You** to members of the Collegium Historica and particularly to the following people who offered a variety of help and support: Nancy Crichton, Natascha Chrobok, Arne Dam, John Foody, Andrew Holt, Alfred Nunez Jnr, Anthony Ragan, Leif Schrader, Ryan Wileman.

Playtesting: Sean Hamill, Paul Meskill, Mark Moores, Ryan Wileman.

Layout Assistance: John Foody

First edition. First printing. ©2000

This book continues a long tradition of fan writing for role-playing products, and in no way challenges ownership of any and all trademark and copyright ownership. Warhammer FRP, its mechanics and terms are owned by Games Workshop Ltd and under licence to Hogshead Publishing. The work was originally offered to Hogshead Publishing and rejected by them. It is not meant to commercially affect either company. This work is copyright the author, Tim Eccles. ©2000. However, permission is given for free use of the work, subject to normal considerations and international copyright law upon quotation and with appropriate reference to the author. This does *not* mean that commercial or similar organisations can simply reproduce it, or translate it for foreign language works without permission. Cover artwork is © 2000 Nancy Crichton. Heraldry artwork is © 2000 John Keane. Wolfenburg artwork is ©2000 Ryan Wileman.

This work is entirely fictional and is a piece of fantasy fiction. Any similarities to real persons, living or dead, are entirely coincidental.

Solkan the Vengeful watch over this work and punish anyone who may offend him.

Full details of the current availability of this and future works can be found on the Shadow Warriors club website (where I play). My thanks to Gerald Udowickzenko for setting up and maintaining the site. You will also find a write-up of the play-test campaign, and further material for running the campaign. The site also offers a contact address to heap praise upon me or query anything you find in here, though I would appreciate not receiving personal abuse. The site can be found at www.shadow-warriors.co.uk

This unofficial PDF version was made without the author's permission.
For non-commercial use only.

A PRIVATE WAR

By Tim Eccles

Being a Supplement for Warhammer Fantasy Role Play
Completely Un-Official

Part One of the Private Wars Campaign



THE YEAR 2512 IC, THE 10TH YEAR OF THE REIGN OF THE GREAT EMPEROR KARL FRANZ, WAS PEACEFUL. THIS MIGHTY RULER AND COMMANDER-IN-CHIEF OF THE IMPERIAL ARMY ONCE MORE MAINTAINED THE IMPERIAL PEACE OVER HIS LAND THROUGH HIS FORESIGHT, ECONOMIC MANAGEMENT AND JUDICIOUS USE OF POLITICAL AGREEMENT.

The Imperial Chronicles

Mother,

I am writing this to you from my winter quarters in Ferlangen. I am happy to tell you that I am fit and well, and have survived this year's campaigns. It has been a quiet year. Still, the Lord Sigmar will I am sure be proud of me, and you can tell Father Kriessen that I have been keeping my faith. He will be proud to know that we fought Nordlanders, beastmen, Ulricans, orcs, Kislevites, heretic Sigmarites, bandits, gypsies, demon-worshippers, smugglers, rebels against his Highness and heathen spirit-worshippers in the name of Sigmar and the Grand Prince.

Letter from a member of the Salkalten Freikorps. Winter 2512 IC

INTRODUCTION

This campaign aims to provide what I think is a unique type of adventure within WFRP: an epic chase through the northern and eastern regions of The Empire. At the same time, it is offered as a sourcebook for those regions *and* as a matrix for the GM to develop other scenarios or for the PCs to create their own problems. Since this is an amateur publication, and has not the same demands of space and cost, I have expanded much of the support material into complete discussions of aspects of The Empire and its people. I hope that this source material can be included in other adventures set elsewhere, and will form useful background to the WFRP milieu. I have tried to explain as much as possible of my views upon many of these institutions, social norms and *modus operandi*. This is not meant to be a blatant attempt to assign my own views upon these things – what a friend of mine terms “pissing on trees” in order to mark territory. Obviously it would be nice if others agreed they were valid and adopted them. The reason the information is here is in order to breathe life into the campaign. However, I am told that social and political detailing of The Empire is not commercial. I find this sad, because what I have tried to do with this detail is not to write a definitive statement upon Nordland and Ostland in itself, but to use those ideas to bring this – and other scenarios set in the regions – to life. I hope it has worked. The desire to cram so much information into the work has inevitably led to certain dryness in the text. I hope the quality and quantity of information makes up for this and simply allows for a better game. I can safely say (I think!) that the play testing was not dry. The adventure certainly should not play that way.

The campaign is set within The Empire of the Old World, and conforms to the world presented by the officially produced supplements. The premise behind the game is that in addition to the usual international conflicts that may be occurring at any given time, and the actions of the enemy within, there are a whole series of private wars taking place at any given time. Within WFRP, the Sigmar-Ulric conflict is thoroughly mentioned, but within this campaign PCs will be introduced into other religious conflicts between faiths in addition to conflict within each faith. No longer can they assume that all Sigmarites will act in the same manner or believe the same things. In addition to such religious conflicts are a variety of other civil disagreements between political rulers and economic groups. Different regions of The Empire are in a state of almost constant war, banditry and border raiding are endemic, guilds are at war with each other over contracts and monopolies – even individual companies are prepared to bully, burn and kill for their businesses. Welcome to the real world of Warhammer, where chaos seems a minor irrelevance compared with the deviousness of the Old World’s most respected political and economic leaders.

It is worth noting two points about my own view of the world that are assumed within NPC behaviour during the campaign. Firstly, Old Worlders (including PCs) are largely ignorant of chaos and the **Ruinous Powers**. They are not aware of the names of such gods, nor will they mention them. PCs who insist upon discussing the nature of chaos in public or name these gods will very quickly find themselves hanging by the nearest tree. Encourage the players to role-play ignorance of the nature of chaos; this ignorance is one of the most powerful weapons of the enemy within. Certainly, Old Worlders know of the existence of chaos, but their stories are mostly of bogeymen and whispered atrocities. Secondly, the PCs will be required to interrogate their social superiors on a number of occasions. It is

imperative that they do so respectfully. Whilst most noble and upper middle class NPCs will deal with the PCs civilly, they will expect respect and deference. PCs who are rude, sarcastic or aggressive will be shown the door and possibly reported to the authorities. Whatever their status within the game, the PCs are adventurers, and this places them towards the bottom of the social hierarchy. They need to realise this if they are to obtain aid from powerful NPCs, and make sure that they follow social norms if they expect people to help them.

Statistics are, in general, provided with the text for the particular scenario. However, where NPCs are likely to re-appear or form a continuing part of the adventure, they are reproduced in Appendix B, C and D to aid administration. In addition, characteristics are only generated where they are specifically necessary. Otherwise GMs should either pre-generate random characters, or refer to the standard profiles published elsewhere. For example, **Middenheim: City of Chaos** provides details for any Watch NPCs that the PCs might tangle with for unforeseeable reasons.

The Appendices also provide a variety of background information for the GM on the areas being visited during the adventure. The information is divided into general information concerning the Old World, and that specific to Nordland and Ostland. There is also a handout for PCs reproduced in Appendix J and K, which are aimed at helping experienced players acclimatise into the appropriate atmosphere and introducing new players to the basic concepts. The various maps, plans and drawings are located as appropriate or in Appendix F.

Care needs to be taken in running this campaign, since some of the NPCs can prove quite powerful, and should be intelligently run. However, most have little interest in the PCs. Some are already preparing to flee, and the PCs are simply a catalyst. The campaign attempts to be realistic in that PCs should not expect to successfully “complete” every part of the adventure. Many of the NPCs are simply interested in escape, and will fight the PCs only as long as they seek to prevent this. Similarly, PCs should not be penalised for failing to kill or arrest these part-players in the hunt; they should be rewarded for simply managing to discover and/or stop NPCs in their current activities.

I should also point out that I am not a fan of the tendency to ascribe real world countries to those of the Old World. In my view, The Empire is neither Germany nor the Holy Roman Empire. Of course, I do use historical material, but this is applied from many sources. This is a fantasy setting, and I do not think that historical templates fit simply. The Cult of Sigmar is *not* the Roman Catholic Church, the Mourngols are *not* the Golden Horde (nor are the Ungols), and templars do not serve in Outremer. The tendency to try and assign countries stems from a simplification of history that I cannot condone. Therefore, you will find neither Ostland nor Garderike referred to as Poland, Hungary, Romania or the Czech Republic since they are not. Indeed, most of these nations would be relatively unrecognisable in the ‘equivalent’ historical period. If you really cannot play the game without it and a tag must be given, the region resembles the Baltic of the Baltic Crusades, and Ostland regards itself as Prussia in its superiority above the Latvian and Lithuanian heathens. However, the individuality found within Nordland and Ostland is also very similar to that found in the Old ‘Wild’ West, and that can also be used as a means of describing the region.

DEPARTURE

OVERVIEW

This scenario offers source material on the northern and eastern provinces of The Empire, and an adventure set within them. At its simplest, it is a chase. I am not aware of any WFRP scenario that offers a simple chase the crook adventure. Obviously, it is not that simple. Most notably the PCs are forced to act as part of a team with a number of NPCs, who are (at least initially) more powerful than themselves. Clever play should enable them to work both as a team and by themselves on a number of problems. The scenario also tries to offer an alternative view upon chaos, and its followers. Many of the cultists within the scenario do not regard themselves as such and those that do offer a more benign aspect to the worship. As an option, the GM might even decide that the opponents to the PCs are in fact not chaotics.

It is important that GMs stress to their players that this is a living vibrant world. Lots of things are happening, but very little is pertinent to this adventure. Make the PCs believe that they exist in a world in which they are almost insignificant and remind them of the rules and norms of behaviour of this environment. At the risk of repeating the introduction, a number of people they will meet are very important people and will expect to be treated accordingly *no matter what the PCs unproven suspicions might be*. Others will remember their treatment at the hands of the PCs and might bear grudges for further development. It is also important to stress to players that their characters are not experts in the study of chaos – even if the players are. Old Worlders – including the PCs – are essentially ignorant of the *Ruinous Powers*. At the first mention of disease, they should not be broadcasting the name of Nurgle; few know the name, and those that do will immediately burn the PCs for heresy! Encourage the players to read Appendix J and play along.

A LITTLE HELP FROM THE ENEMY WITHIN

It is worth noting the existence of certain Chaos cults operating within Middenheim, which play minor roles within this scenario. Of course, individual GMs are free to extend their influence within this adventure.

The **Mighty Quill** are a small sect of Tzeentch cultists operating within the nascent Middenheim bureaucracy, and who attempt to reap chaos within the burgeoning paperwork of the city state. They will misfile records, lose licences, and ensure that faulty permits are issued. Whilst this may seem mundane, it is a form of chaos that appeals to Tzeentch's warped sense of humour. In the right hands, an incorrect form for the shipping of grain or the requisitioning of arrows instead of crossbow bolts can lead to as much mayhem and death as a warband. The **Mighty Quill**, however, do have a nemesis in the form

of Max Weber¹, who is a bespectacled scribe working in the Komission for Public Works. Having lost his family to the outbreak of Spotted Green Brainpox, he is determined to do what he can to stop the spread of chaos. He knows of the existence of The **Mighty Quill**, and has deduced certain of its members from analysing corrupted paperwork. His mission is to ensure that errors are corrected, and that the machinery of government works efficiently. He also ensures that certain items reach certain contacts when necessary. It is Weber, as a matter of interest, who discovered that checks of the sewer outlets beneath the wall had been omitted from work details and reinstated them thus setting into motion the creation of our party of heroes. These events will become clear later. Both The **Mighty Quill** and Max Weber possess a deal of power, in that they can control much of the resources of Middenheim through their bureaucratic paperwork. They have the power to destroy merchants by withholding travel permits or destroying chaos cultists by authorising patrols into specific areas. Both can misappropriate funds to support their causes.

A much more overtly powerful cult, however, is that of The **Medical Union**. This cult of Nurgle is one of the god's most successful. Rather than following the common image of being a group of infected rabble, this cult consists of professionals within the Imperial medical community. As a chaos god, Nurgle is not simply interested in disease, but the spreading of many forms of bacteria – some of which will destroy other forms of infection. This makes it easy to corrupt physicians who might study infections, and inoculate minor forms, in order to cure them. It also means that certain Nurgle cultists, far from seeming sick, appear positively healthy as they are infected with apparently invigorating infections. The cult is well connected politically, has powerful members within the Physician's Guild, and has even used these contacts to begin infiltrating the cult of Shallya. In addition, they have used their finances to secretly fund a number of small sects. These consist of frightened and ignorant peasants who either serve as fodder for infections or as stooges who are caught by the authorities, keeping the real chaotics free from the now complacent forces of law and order. Full details of this cult, and those players who appear within this story, are found in Appendix C.

WELL MET

The most important task at the start of the adventure for the GM is to assemble the party in a believable manner. When creating the characters it is suggested that the players create PCs who are either native to Middenheim, or here on business. This allows them to be sited in one place. However, do not exclude ranger careers from the game, as a well-balanced party has the best chance of success. It is also advisable that at least one character possesses the **Read/Write** skill.

¹ My intention is that Weber should be simply a normal Imperialist doing his best to oppose the enemy within that he has uncovered. Should the GM regard it appropriate he may be developed into a rather unusual Doomed One of Malal, although a follower of Alluminas might be a more appropriate low fantasy alternative.

It is next necessary to have them meet each other and form some attachment. For this purpose, we shall deal them the first in a series of fated opportunities for them to develop as heroes of The Empire. The PCs should all be in the same location for some reason, and they should be reasonably close to the city wall. The Westor-Sudgarten district [location J] offers plenty of alternatives, with its mix of lower and middle class residential, temples to Shallya, Myrmdia and Morr, the parks, and even The Laughing Jackass. Full details are located in **Middenheim: City of Chaos**, or any of the earlier GW incarnations².

Something Smelly in Middenheim

It is 17th Nachexen, the first day of spring, in the year 2512, and something is in the air. Specifically, there is the stench of excrement. However, rather more noticeable are the screams, and the mass exodus from the area. Players will see a large tentacle emerging from the sewer. For whatever reason (presumably defence), the sewer as it approaches the wall, opens out (like a tunnel) into a simple channel and deposits the effluent through a grating in the wall, and over the edge of Fauschlag. Something appears to be trying to escape from the sewer at this point, although currently only a tentacle has emerged. Remember to point out to them, that their PCs are lightly armed (as outlined in **M:CoC**, p 21). And then point out that a figure appears to be trapped by the tentacle up against the city wall. They should thus be encouraged to act like the heroes they are, or at least are about to become.

Dying Chaos Sewage Octopus

M	WS	BS	S	T	W	I
0	23	0	2	7	0*	10
A	Dex	Ld	Int	Cl	WP	Fel
8**	0	99	0	0	0	0

Physique: The octopus is a form of bog octopus that has been living in the sewer system beneath the city. It is mottled and tainted with the smell and stain of effluent. Its body is wedged in the outflow pipe, and invisible to the PCs.

Alignment: Chaos (insane)

Psychological Traits: The octopus is dying, having lost a territorial fight to another of its ilk. Disorientated, it is attempting to leave the sewer system, and has become stuck. It feels its dying pains, and is completely mad, simply lashing out at the creatures it senses beyond its confines.

Special Rules: Since the creature is dying, it effectively has 0 Wounds. However, each arm can be regarded as having 5 Wounds, before being hacked off. The creature begins with a single Attack, but manages to extricate one additional attack per turn. It is only possible for a number of PCs equal to the octopus' arms able to attack plus one, due to space confines.

In reality, the PCs are in very little danger. As outlined in the statistics below, this creature is already almost dead and this is a simple plot device to bring our heroes together. As GM, you should play this out for as long as the players seem to be enjoying hacking off tentacles, but ensure that they are taking minimal damage. Once things have played out, or the creature has lost its tentacles, it will shudder and die.

At this point a Watch patrol will charge onto the scene followed by a second and a group of hastily arming militiamen. Whilst this is not the standard of service our heroes can generally expect from members of the watch, allow them to be congratulated as heroes and revel in the accolades. In particular, the trapped individual proves to be a city surveyor (Ruprecht Sachs) who was inspecting the grate, and whose companion ran off to get the help. He is particularly thankful, as he is taken away for treatment. Once the general congratulations have died down, one of the group will begin barking orders concerning clearing away the carcass, and moving on the gawks. He then introduces himself as Serjeant Udo Hintzer and offers to buy the PCs a drink. Being offered a free drink by a member of the watch should be too much to turn down.

A FREE DRINK - OR THERE'S NO SUCH THING AS A FREE DRINK

Assuming the PCs accept, he will take them to a nearby lower middle class tavern, which is clean and serves a reasonable drink. After he has bought them each a drink, he will engage them in small talk whereby you as GM can encourage the PCs to introduce their characters to each other. He will also produce a small bone wand, inscribed with a number of words. Those with the Read/Write skill will be able to make out the words *Citizen Reward Baton for Service to the City State, the Graf and the Citizenry*. He will explain that should they hand it in to the Kommission for Commerce, Trade and Taxation, upon which they will be rewarded with 5 GCs. What he will not tell them, is that under a very old statute the Kommission is obliged to pay this sum out, but will do so as resentfully and slowly as possible in order to try and persuade the PCs to give up. They are owed the money on demand, but the merchants will try all in their power to evade payment.

As the conversation dies down, draw the players attention to the fact that the barkeep begins to close the shutters on the shop, and that there appears to be some noise coming from outside. Udo will walk over and look out. He will then swear, and turn to the PCs. "If you would do another favour for the city this morn, please keep an eye on this", he says and rushes off before anyone can query him. If the PCs look out the window, they will see the scene described below. However, in order to continue watching they will have to move outside as the barkeep closes the final shutter on that side of the building.

Debating WFRP Style

Standing on a couple of boxes and lecturing a small crowd is a very earnest young man, dressed in worn but respectable clothing. By his side is an attractive girl, who clearly bears

² To encourage support of the Hogshead Publishing product all references are to their edition of the WFRP product if appropriate

a family resemblance, and is dressed as a cleric of Shallya. She is obviously uneasy, and occasionally pulls at the youth's leg. He, however, ignores her tugging, and continues with his speech. He is extremely earnest in what he is saying, waving his arms around to add effect, and banging his fist into his palm to underline a point. Despite some minor heckling and chuckles from the crowd, his audience appears to be indulgently amused by this terribly serious young man.

Have the PCs make an Initiative test. Those making the test, notice that amongst the crowd there appear to be a number of individuals who are rather less enjoying the spectacle, and at the back there appear to be a number of rough-looking youths. The former are members of the Sigmarite **Brotherhood**; the latter are rakes looking for trouble.

There is little that the PCs can do as the speech continues *"structural oppression by the merchant classes who have created monopolistic practices to exclude real economic competition ... the guilds who claim to represent the professions and the workers simply continue this cartel and forbid work and training to the masses ... institutionalised by the Graf and his lackeys, the nobles, smug in their landed estates ... Sigmar was not a noble or a Graf or a guildsman, Ulric our noble patron talks about survival in the harshness of winter – not in the repression of free trade ... Sigmar ..."*

Have the PCs make an Initiative test. Those who are successful will notice the three knights who emerge from a building across the street, accompanied by a nondescript fourth. Full details of these four appear in the text later, for they are Danderich Flisshausten and his gleven. The obvious leader bellows "Hold. Who dares profane the name of Sigmar? Klaus Grebel, you are under arrest in the name of the Inquisition. Take him."

Three things happen at this point. Klaus, the young man, groans and collapses falling off his makeshift stand. The initiate (his

The Brotherhood

Six Thugs

M	WS	BS	S	T	W	I
1	33	25	3	1	8	30
A	Dex	Ld	Int	Cl	WP	Fel
1	34	28	22	30	32	27

Skills: Street Fighting

Equipment: Club, Dagger, Leather Jerkin, d6 shillings

Ruffians

Ten Poor Rakes

M	WS	BS	S	T	W	I
4	23	25	3	3	5	31
A	Dex	Ld	Int	Cl	WP	Fel
1	30	29	28	32	30	30

Skills: Evaluate, Flee, Haggle

Equipment: Club, Rock, d6 pennies

sister) shrieks, and, attempting to catch him, disappears in a heap behind the boxes. Whilst the majority of the crowd immediately begins to disappear on very urgent business elsewhere, six (the **Brotherhood**) in the crowd begin to move

Klaus Grebel

Agitator, ex-Initiate (Shallya)

M	WS	BS	S	T	W	I
4	28	34	3	3	7	35
A	Dex	Ld	Int	Cl	WP	Fel
1	30	28	35	30	32	37

Skills: Night Vision, Public Speaking, Read/Write (Classical), Read/Write (Old Worlder – Reikspiel), Scroll Lore, Secret Language – Classical, Theology

Age: 21

Equipment: Religious Symbol, 6 Pamphlets

Description: An archetypal Unberogen, Klaus is terribly serious with little time to waste on matters, besides saving The Empire. He is extremely genuine, and can be very boring. He is still rather naïve, although will be seriously affected by the trial. It will not change his opinions, but will make him smarter. His future depends upon whether the Shallyan sisters can turn his radicalism into a more pragmatic form within their ranks.

Elke Grebel

Initiate (Shallya)

M	WS	BS	S	T	W	I
4	28	27	3	3	5	35
A	Dex	Ld	Int	Cl	WP	Fel
1	33	28	34	31	36	41

Skills: Dance, Read/Write (Classical), Read/Write (Old Worlder – Reikspiel), Scroll Lore, Secret Language – Classical, Theology

Equipment: Robes, Religious Symbol

Age: 18

Description: An extremely attractive young initiate, Elke is another non-traditional WFRP character. She is physically and spiritually beautiful, without understanding it. As an initiate of Shallya and a favourite of the High Matriarch, she has been very sheltered. In particular, she is ludicrously naïve and believes completely in everyone and their natural goodness. Her immediate reaction to the PCs will be hero worship and to follow them wide-eyed. However, her friends will be there to ensure that Elke is not taken advantage of in any way. She can be used to perform useful functions for the PCs; in play testing, for example, she persuaded a Grey within the city to obtain a sword for a PC who could not afford to purchase one.

towards the boxes and the young couple, drawing out clubs. However, the youths (rakes) at the back, also draw makeshift weapons, and with a cry of "Sigmarite scum", launch a number of rocks at the six, and charge into them. This unforeseen



event appears to stun the knights for a moment, as battle is joined between the thugs and the servants of the **Sigmarite Inquisition**. The PCs must now decide on their actions.

The Brotherhood is aiming to reach Klaus and capture him. In the process, both he and Elke will receive a kicking. However, the shower of stones will force them to react to the

rakes, who will use their *Flee* ability to try and avoid melee. The knights will drive the rakes away, and the capture will then proceed. Of course, the PCs are likely to react to events and change the situation.

The knights and the six members of the **Brotherhood**, are members of the **Inquisition**, who were acting on information that Klaus would be lecturing here. Within The Empire, the official inquisition into matters of daemonology, chaos and religious deviance is carried out by the Cult of Sigmar, although other cults are allowed to internally police themselves according to their own doctrines. It is theoretically possible for the Sigmarite Inquisition to investigate other cults should they be suspected of carrying out proscribed rituals, and at the behest of The Emperor. However, according to the city state law, in Middenheim only the Cult of Ulric may try religious cases. The technical term for members of the inquisition is the Warrior Guild of the Inquisition, but it is better known by its Classical term *Ordo Inquisita Sancti*. The Inquisition consists of the Inquisitor Priesthood. Acolytes (sometimes formally known as Zealots) seek to be elected as *Warrior Priests* via a process of examination and practical success. The *Ordo* is a hierarchical structure with a number of *Warrior Deacons* who manage through a Council, and report directly to the Grand Theogonist, who retains direct control of the *Ordo*. The statistics for the major characters are found in Appendix B to allow easy reference throughout this adventure; the players are on the previous page.

Allow the PCs to involve themselves in the fight as they wish. The Watch will arrive quickly after being summoned by Serjeant Hintzer, but you can determine their precise arrival as the evolving battle dictates. Experienced players will realise that such promptness cannot be expected when the PCs need help from the law! Again, do not allow either the PCs or any of the major NPCs get too damaged; do, however, note any particular occurrences that can be used in future group role-playing situations. Most of the Sigmarites will bear grudges. In the aftermath of the fight, a number of things will happen.

- The Watch will arrest Klaus. PCs will witness some objection to this by the Sigmarites, but they will not force the issue, particularly as more of the police arrive. Klaus is a shivering wreck in his fear of the Inquisition.
- Elke will be utterly devastated once she realises that her brother has been arrested at the behest of the Inquisition. She will cling to Klaus, weeping and then be gently removed by the serjeant.

- Whether any move will be made to arrest the PCs depends on their actions. Since most of the ruffians (who were able) will have run as soon as the Watch arrived, the PCs will likely stand out. Indeed, Danderich will make a point of insisting on their arrest. This alone is likely to prove enough for the Watch to send them on their way, but Serjeant Hintzer will once again vouch for them. Only if they are *clearly* guilty of a serious assault (murder) or commit some stupidity will they be arrested – and in the haze of the fight, there will be no witnesses the court will deem suitable to pursue any case in the light of the PCs earlier good deed. In this case, they will be freed after a night in the cells, but will have lost much of their earned goodwill.

If the PCs cannot be tempted into involving themselves in some way, either as selfless heroes (one can hope!) or to impress a pretty Shallyan innocent, then they are probably in the wrong game. However, the Inquisition will be more than happy to arrest them as accomplices, and force them into the action. The world is a harsh place.

Once the area has been cleared, the serjeant will take his leave and wish them the best. At this point, Elke, who is still unable to contain her tears, will accost the PCs. She will beg them to help her, and try and drag them to the Temple of Shallya to consult with the High Priestess. The GM should note their first reactions, in the interests of future role-play. Elke is at an age when she makes quick impressions, and can be easily impressed. A noble PC, who immediately offers comfort and aid, will have a friend for life. It should be noted, however, that Elke is a favourite of the High Priestess Isolde Begegenen, who will take care that no unwarranted advantage is taken of her. The GM should play up the fact that a naïve, young, hysterical and attractive initiate of Shallya is throwing herself at the PCs and their generosity – and take note of their reactions as the gods will no doubt also be doing. Heroism is not simply being awarded fate points – they must be earned by generous and heroic deeds!

Assuming the PCs return Elke, Isolde is grateful and will arrange for a meal and drink for the PCs whilst she takes her off to bed. She will then return, and explain the situation to the PCs. Since Klaus is no longer an initiate, there is a limit to what she is able to do. Whilst she might be able to arrange for a legal defence, the cult has other things to spend its meagre resources on, and there is, in any event, little chance of anyone but Elke taking



the witness stand in defence of a suspect of the Inquisition. She will stress that Klaus is a good lad, and simply a little wayward in his thinking about the means to help the poor. He is neither heretic nor a follower of chaos. She harboured hope of his rejoining the church when he had blown off some steam. Now all that seems to be unlikely.

Of course, once again, this is another opportunity for the PCs to show why they are going to prove themselves such worthy opponents to the forces of chaos. There are two ways that PCs can offer to help. Firstly, they can testify that Klaus said nothing heretical, which is quite true. His crimes might be marginally treasonous, but are certainly not heresy, and are pretty much the thoughts of many in The Empire – even of some in positions of power. Secondly, they can offer to defend him. As will be shown, there is little real danger of the PCs losing the case, but the PC who offers should ideally have the skill **Law**, but the skills **Read/Write**, **Public Speaking** and **Blather** will suffice at a pinch.

Should the PCs offer their services, Isolde will be most grateful. She can arrange for the appropriate PC to borrow books from the Temple of Verena, should they enquire. She will also offer to put them up in the temple, although they will have to sleep on the floor. The GM can use this as an opportunity to remind the PCs of those less fortunate than themselves, and outline the nature of the work of the cult. Isolde, herself, will show the PCs around, and will proudly display the orphanage. Isolde – who will assume that both, the food and accommodation, and the PCs aid, are being offered freely, will make no mention of any payment. Of course, since many PCs are based in Middenheim, they will probably have more comfortable alternatives.

Word will come that the trial is to be the following day. Apparently, the City authorities want the process dealt with quickly. The PCs are free to spend their time as they wish, and will be accommodated by the cult.

FREE TIME

Allow the PCs do whatever they wish in the time leading up to the trial. Some suggestions include:

- Preparations for the case, including reading texts on the law.
- Encourage the players to round out their characters by talking to each other, and by purchasing appropriate items to their class and character from traders within the city.
- Interacting with NPCs already met is plausible, although they will likely be busy and limited in their ability to deal with the characters.
- The Church of Sigmar within the city is very ambivalent to the case, and will not prevent any Sigmarite PCs from “doing their duty”. The Church in Middenheim tends to a rather liberal view of the Sigmarite faith, and dislikes the Inquisition as a whole and this gleven in particular. Sigmarites within the city tend to stress Imperial unity over cult domination, and are willing to live in a polytheistic Empire (albeit predominantly Sigmarite) rather than risk its breaking up. The Inquisition has stirred up some rather more fanatical feelings, including a number of Sons of Sigmar who plan to disrupt a lecture as explained later (in *The Lecture*). Willi Krantz, a first level priest, is the informal organiser and confidante of the extremists.

A DAY AT THE COURT

For the GM, the issue here is to show players the relative status of classes within The Empire, and allow for some role-playing and social interaction. They are simply witnesses to a serious assault, allegedly by a known social activist and ex-initiate of Shallya. They are aware of that party’s innocence (in this case), but the chief witnesses are a noble who lies under oath (since this is Middenheim, it is an oath to Ulric) and a priest of Sigmar who was not even present at the scene. The court will believe the cleric, and PCs protesting may find themselves in trouble. The message in this part of the scenario is not to believe in justice for all, and to recognise the power of the elite.

The trial is held at the Fusspulver Court at the Worshipful Guild of Legalists [p22/36-7]. It is being held here since it is currently a civil case, hearing exactly what crime has been committed, and where it should be tried. The whole case is rather an embarrassment, but it clearly cannot be held before an Ulrican religious court without due process.

The Court Scene

The GM may wish to play the court case as if the PCs have a chance of altering the decision, and allow them the full play of lawyers and court procedure. You may even allow PCs to use relevant **Blather**, **Law** and similar skills. However, the essential point of the case is that the prime prosecution witness is a cleric of Sigmar. The court recognises him as an expert witness, and his testimony, in direct contradiction to their own, is given more credence because he is both a servant of Sigmar and of a higher social rank.

GMs need to be aware of the role of the courts and religion in maintaining social order. In reality, in The Empire, the courts exist to keep social order, and have little or nothing to do with justice. Religion is a powerful tool to maintain social order, especially the church of Sigmar. There is no such thing as “innocent until proven guilty”.

The prosecution first presents its witnesses. The first is Danderich Flisshausten, who will describe the scene he witnesses with the exaggeration of a bigot. The court then accepts written testimony from Herman Wurt and Heinz Benz to the same affect. The second is a priest, Willi Krantz, who has been working with the Inquisition during their visit. The priest simply presents an argument of some holy-sounding mumbo-jumbo and then calmly pronounces that the accused is guilty as charged.

There is little that the PCs can do to contradict the word of the patron god of the nation, but they may present their case. Elke will be refused testimony as a biased witness, but the PCs will be heard. The prosecution will not bring Heidi Ubermann as a witness since she is extremely unhappy at this whole affair; this has further soured her relationship with Danderich. However, it will need a successful **Fel** test to persuade the court to allow her as a defence witness. In any event, she will state that she had a head cold that affected her hearing and cannot testify to what was said by whom.

Of course, once all seems lost and the cause hopeless, a number of other factors come into play. The GM needs to be aware that

whilst the nobility and church both work to maintain social order through both secular and religious institutions, there are intense rivalries between state and church, and between the warring noble families and the many different religions. In particular, of course, Middenheim is an Ulrican city and bears little love for the followers of Sigmar. However, the Church of Sigmar within the city finds the Inquisition rather distasteful, and is livid at the creation of this entire case. Besides Willi, the clerics all dislike the Inquisition, and see them as simply stirring up factional disagreements within the city.

In his summary, the judge will point to the testimony of the PCs (making particular reference to any particularly fluent PC) in mitigation and reject demands for the accused's life. In fact, the Court simply bounds the prisoner over into the care of the Cult of Shallya with an order for community service. PCs with legal training will realise that this is practically unheard of, and a snub to the prosecution.

At this point it is worth noting that PCs have made a number of friends and a number of enemies. The judge as a follower of Verena feels well inclined towards the proceedings, as does the Church of Ulric; social order is maintained, the guilty are punished (albeit nominally) and the Sigmarites are reminded of whose city this is. It is the Sigmarites who are upset with the PCs, and one group in particular. Danderich and the *Ordo Inquisita* will not forget this affront....

However, the PCs will earn the thanks of the cult of Shallya for standing up for their initiate and for right. Perhaps they are also the right people to help in another job...?

ANOTHER LITTLE FAVOUR

The noble mother, and important lay member of the cult, of a student at the Collegium is in desperate need of help. One of the professors was arrested under charges of sedition and heresy. He is accused of suggesting that there is little to support the existence of the gods, despite their power purportedly revealing itself through the spells of their clerics. Having studied the similarities in many spells, he suggested that one might philosophise that clerics are simply deluded wizards with even more deluded worshippers.

Since he is technically under the jurisdiction of the University Court, he was allowed to collect his defence materials from the University and be tried there subject to his submission of a *Bond*. The system of bonding is allowed where a person under trial is kept under arrest for a period of time, such that they need to arrange for bail in order to undertake business interests or arrange their defence. Whilst monetary deposits might be considered, and is becoming acceptable, the older system of bonding is still prevalent, especially for nobles with few monetary resources but a strong code of honour.

Under this system of bonding, one person may replace another in prison while the accused goes about some business, promising to return before the date of adjudication. If the defendant fails to return the penalty falls upon the person held in bond/hostage. A student of the said Professor, who was in awe of "the great man", agreed to act as his bond. Since he was from a good family, and the Professor was known to be "a

good man", the bond was accepted. Of course, the defendant has disappeared and thus the student is facing trial.

This whole situation has caused total confusion, and much legal debate, as all parties seek to use the case to enforce their own authority within this area.

Traditionally, University Courts have come under the auspices of the Law Department, which are authorised under the Charter for Imperial University Authority to try cases occurring within a university. The University Vice Chancellors Committee in turn granted the University of Altdorf central authority in a codicil to prevent later attempts by the Electors to withdraw this right. Like most universities, the departments of the Collegium tend to forge links with religious institutions as fellow scholars and as political allies. The Law Department is heavily involved with the Temple of Verena in addition to the college's more general tendency to Ulric. However, the University of Altdorf's Law Department has strong links to the cult of Solkan, and it is proposing to try the case as is its right under the codicil.

Notwithstanding the objections of other parties to the University Courts, it has also been claimed that the Collegium is not a university and therefore within civil jurisdiction. The Guild of Legalists in particular are keen to pursue this point, and are generally supported by the Middenheim authorities, particularly as an alternative has been proposed by Werner Stolz, the High Capitular of Sigmar.

The Sigmarites claim that since heresy against Sigmar is involved, then it is clearly a case for the religious courts. However, they are also proposing that heresy against Sigmar is a crime against the Emperor as a descendent of the god, a notion that horrifies the priesthood of Ulric who would lose much of their power should this case ever be successful.

All of this is very academic to the PCs, of course, except that whilst the internal wrangling is carrying on, each group has determined to issue a warrant for the arrest of the criminal and authorise their own search party.

Both the Cults of Sigmar and Ulric have employed Court Knights and their entourage. An Imperialist knight's entourage is called their **Gleven**. Ideally, it consists of the knight and a second heavy cavalryman (called **Panzerati**), a light cavalryman (sometimes a crossbowman) and a servant. Alternatively, poorer knights simply employ three **armoured sergeants**. Danderich Flisshausten is a wealthy knight of Sigmar, employed on the court's business and so has a full *gleven*. On the other hand, Jurgen Klempf is a Templar of Ulric who has no personal followers, but is supported by three well-armed followers of the cult.

In addition, the Cult of Verena has determined to simply send one of its **Guardians**, since it is more interested in the cause of truth and justice, than internal politics. This may prove to be a mistake by Etalka Mueller, who has a tendency to be naively trusting in the principles of others. The cult of Solkan has agreed, at the request of the University of Altdorf, to "assist" and place the resources of The Fraternal Brotherhood Chapter House in Ostland at her service. Unfortunately, the Fraternal Brotherhood is witch-hunters....

As representatives of the *bonded* prisoner and the cult of Shallya, are the PCs. They too will be awarded a warrant to seek the fugitive. The race is on.

The Fine Print

The Shallyans can immediately present the PCs to the Fusspolver Court and have them sworn in [M:CoC, p21]. Refer to the section *Joining Up* for further details. They will have an appropriate warrant drawn up, describing them – by name, profession, address and general description – and stating the power of this warrant. This will take two hours. Since the writ is authorised by the City, the local coroner and four religions, it is technically valid throughout The Empire upon the task of returning the accused to the city. In reality, this will not necessarily be the case, of course. It will allow them to commence investigation within the city, and allow them to obtain information from a variety of sources. Certain institutions might need an appropriate *Bluff* test in order to prevent obfuscation, but none will actually refuse the warrant, particularly as they are all aware of the case.

The missing academic is Professor Udo Stradovski, a senior member of the Collegium's Faculty of Medicine and an important member of the Physician's Guild. Given his prestige, and the number of influential friends that he is able to call upon, no one is quite sure why he has fled. He claimed that he needed to tie up his affairs in the city, with both patients and students, but made no attempt to do so. Udo was seen taking a coach to Beeckerhoven. Obviously, the hunters should set off in that direction first.

The Professor has a brother, Anton Stradovski, who is a merchant and one of the lay priests of Handrich within the city. Anton trades primarily with southern Kislev.

The student is Augustus Steiner, who by all accounts is an excellent young medical student. He gives much of his time freely to the cult of Shallya, and is known to believe in the need for freely available medical care for the poor. However, even his Guild has nothing ill to say of him, since he is conscientious and follows their protocols.

TIME TO PLAN

So. What's in it for Us?

At this point, PCs might be wondering why they are involving themselves in this adventure, and exactly what rewards they are receiving in return for their work. Let's have a look at the benefits.

- The PCs are meant to be heroes. GMs should not feel ashamed at pointing out that PCs are awarded Fate Points precisely because they are fated to involve themselves in events such as this. Ignoring fate *can* lead to a loss of FPs.
- Payment. As noted below, the PCs are to be paid. It is worth stressing that they are earning a guaranteed daily salary *for as long as the job may take*, their daily expenses including food and lodging are being taken care of, and

all reasonable equipment requests will be honoured. GMs should determine what is reasonable, and a small deposit might be necessary. Should PCs in your campaign expect to earn more than this, or be already in positions of higher paid employment, the GM can utilise a mysterious sponsor for the cult of Shallya to offer additional funds to the PCs. This benefactor is actually Max Weber, who will divert funds for the purpose, but the PCs should remain ignorant of his existence. It is worth pointing out at this stage, that PCs working purely for the money will earn fewer of the non-material benefits awarded – their status in the eyes of both Old Worlders and gods is partially linked to their levels of heroic altruism.

- Status. PCs are aiding the cult of Shallya, the government of Middenheim *and* the Inquisition. This is no mean feat. All PCs may immediately raise their **Social Level** to class C. Those already in that class, or in a higher one, may roll a 1d6 to gain further standing (up to the limit available to them within their current career). This is because what they are doing is worthy of respect.
- Friends. By taking this job, the PCs are earning a number of important friendships with the cult of Shallya, the court, the Middenheim authorities, the university and some powerful individuals. Even the Inquisition will respect the PCs' zeal for justice and fair play. Allow them to call in favours at a later date to reflect this.
- Alignment. GMs should note that the PCs are doing a *good thing*. This should be born in mind when considering alignment shifts. Not only might it count towards a shift towards a Good alignment, but it will also offset future evil deeds to retain a Neutral alignment.

Remember that most of these bonuses reflect the honourable actions of the PCs. Should they be demanding more money, or generally acting like the typical Old World mercenary, then do not award them.

How Much Time?

The PCs will probably have 1½ days to investigate before they set off. They have the remainder of today (18th Nachexen) until the lecture and most of tomorrow (19th Nachexen). The hunt will commence upon the 20th Nachexen.

Joining Up

The PCs will be escorted to the Worshipful Guild of Legalists [15, p37-8]. As servants of the court, the PCs are effectively enlisted into the Middenheim militia, and will be expected to swear an allegiance (M:CoC, p21). Since their militia service is only part-time, they are not expected to serve the career, although whilst they are employed, they may do so if they wish. Considering what was discussed above, GMs might wish to consider allowing the PCs to enter the career free of charge as further payment for their apparent altruism.

The PCs will be paid the ordinary rate of 8/- per day, unless they can persuade the authorities to take them on as specialists, who are paid 10/- per day. The GM can encourage players to role-

play this, but the only definite place available as a specialist is the driver, a Teamster Guild member who is paid their out of city rates. He is provided as an NPC, but can be replaced by an appropriately qualified PC. You should judge the merit of other arguments as they are presented, with appropriate Bluff tests. The Courts have authorised payment of a fortnight's payment in advance [128/- or 160/-], and will provide each PC with a written authorisation to claim a further two weeks salary from the Graf's agent in Beeckerhoven and two weeks salary from the small temple to Verena in Wolfenburg. PCs will only be paid this money in Beeckerhoven and Wolfenburg respectively, or should they return the paper (complete) to the court; if they lose their paper, they lose their money. These two locations will also pay their authorised expenses, including those on their return. However, they will only pay wages on the outward journey.

As militia, they are entitled to the supply of the following equipment: crossbow, mail shirt, shield, and spear. However, they must sign (or make their mark) to confirm receipt, and deposit 5 GCs (pro-rata) for its safe return. Note also that garrison equipment is not well maintained, and unless PCs state that they are carefully checking the equipment, there is a 50% chance of some problem with it. In this case, there is a 20% chance it is a serious fault that renders the equipment useless. Minor faults will cost 2d6 shillings to correct, major ones will cost 1d6 GCs. Note that once the equipment is signed for, the equipment has been accepted.

The players should be reminded that they have a long journey to plan for, and limited time to achieve it.

But I Have a Job

Many PC careers are effectively self-employed, and there are no obstacles to the adventure. It is also the aim of the introduction to feed that wanderlust which infects all fated characters to give up their mundane jobs, and take up the life of an adventurer. However, if some are not convinced, there are two additional options.

1. PCs are probably earning more as militia than they would as apprentices in their current careers. Therefore, the authorities can pay their wage to their current master, who will happily instruct them to go. This is rather unfair upon the PC who thus gets no pay, but serves them right for not having the strength of their convictions!

2. Since all citizens are obliged to serve within the citizen levy as required, their employers are simply informed that the PCs have been drafted. They have no say in the matter, though they may lodge a protest via their guild. This is, of course, irrelevant to the PCs.

In reality, it is highly unlikely that the PCs will be retained by their existing employers, nor are the players likely to wish to once they have seen the world. However, having a PC return after 6 months to find someone else in his or her lodging and position might provide an amusing aside – to the GM, at least!



PREPARATIONS

Baggage Handling

It is probably simplest to leave the provisioning to the NPCs, who are clearly experienced in matters of travel and provisioning. The issue here is for players to decide the items that they wish to carry, but not the quantity (within reason). For example, a PC requesting quarrels for a crossbow, can be deemed to have ammunition so long as the cart (see below) accompanies them. Failure to state the item, means that only those on the character sheet are taken. The cart can only be restocked where the writ is valid, and so PCs need to make sure that they start with full provisions. However, most towns and cities have Imperialist garrisons that can provide supplies in accordance with the writ. In addition, there will be an Imperial warehouse in the caravanserai of each town where the cart can be left. Should the PCs wish accommodation, there will be some available here but as it is outside the city, they will have to pay entry charges each time they enter.

Firstly, it is likely that most of the PCs, as well as one of the NPCs, will have no means of travel. This is easily solved as Four Seasons will make a coach available as far as Beeckerhoven (and on to Salzenmund, if PCs wish for some reason). They will also provide a driver, Pengel Halder. Halder will drive the coach, but have little to do with the PCs. He dislikes Sigmarites, and fears the law since his brother Waldo was hung as a highwayman.

Whilst Four Seasons' actions might seem fortuitous, they are simply making a sensible business decision and an attempt to curry favour with the city authorities. On the strength of the guard available by the PCs and templars, they have managed to arrange a good deal of commercial business together with additional passenger transport. Therefore, as far as Beeckerhoven, two additional coaches will accompany the PCs. Of course, beyond Beeckerhoven the PCs must walk and/or ride the cart.

Each passenger coach is a four-wheeled, horse-drawn carriage. The undercarriage of the coach has a pair of solid wooden axles, the front one able to swivel, connected rigidly with a wooden beam or iron bar. A wooden framed body hangs by leather springs attached to upright posts fixed to the axles. The body design for the coach includes cloth (very generous indeed) side panels, side doors, front and rear seats inside, and a roof that forms part of the body. An elevated seat for the driver attaches to the front. The coaches use radial spoke wheels to reduce weight and increase wheel strength, and bearings to allow the wheels to spin smoothly around the fixed axle. GMs should note that, despite this detail, the coaches offer a far from smooth journey, and offer only minimal suspension to absorb the unevenness of the road.

In addition, the provisions will need a wagon and Teamster Guild driver (unless the PCs can fulfil this roll, and are a member of the Guild). The wagon is a four-wheeled horse (or ox if necessary) drawn vehicle able to transport heavy loads. It

has a heavy frame, a high walled, long, rectangular body with a driver's seat connected to the top of the front edge. Our heroes are provided with a sturdy freight wagon, of the type produced by merchants for overland goods transportation. It is supplied with four draught horses, although they are of poor quality. The wagon is manufactured by skilled cartwrights for strength and speed. This particular specimen is quite short, for whilst it needs to carry equipment and supplies for the long journey, it must also be able to navigate small areas including town roads and narrow trails. This also negates the need to leave the cart outside a town and/or have it unloaded by teamsters and stored whilst the group are in a town. The cart can be led by only two horses, should it prove necessary, although any two of the nags provided would struggle. The authorities make it very clear that the cart belongs to the city, and they expect its return. Beyond Beeckerhoven, those without horses can use it to carry themselves as well. One seat is available by the driver, and normally two sitting in the back.

General Rumours

The PCs should not always be given accurate information, and the story has passed into many parts of the society. At the same time, other stories are circulating about the city. After all, not everyone has heard the story and other things are happening besides those events involving our heroes. Most stories are based upon some truth, and embellished. Use the following to mislead PCs and bring the city to life.

A patient of the Professor's died, and the family is suing.

A surviving patient is suing the Professor for medical negligence.

The Professor was found to be having sex with one of his students. *If the PCs are suitably unimpressed, the informant adds that it was a male student, or that it was being done on the operating table, or that the student also happened to be a dead patient.*

The Professor was about to be fired by the Collegium.

The Professor was in trouble with the guild for under-charging for treatments.

The Professor was in trouble with the guild for over-charging for treatments.

Some new physician has been appointed to minister to the Graf's son, Stefan. He's a foreigner, which has upset the Physicians' Guild.

The Graf's son, Stefan, has made a miraculous recovery.

There was a small riot at the South Gate, when the tollgate tried to charge an exit toll on those leaving the city. Most refused to pay, and then tried to return up the viaduct causing congestion. The other gates did not implement any such tax, and officials put it down as an "administrative error". *In fact this was the work of the Mighty Quill cult forging an order to the gate.*

Everyone knows that the Fusspulver Court decides its verdict upon the toss of a coin. That is why they can deal with cases so quickly.

The Imperial Poll Tax is being collated for the year. Keep your head down.

An Imperial edict is circulating demanding equality for mutants. *No one has actually seen the edict.*

Norderingen, which was wiped out by the Green Brainpox, is to be re-populated. The witch-hunter Rutger Wolfrick has recently returned from cleansing the site.

Arrests were made earlier in the Ostwald [F] district. It appears to have been a narcotics raid by elements of the Templars of the White Wolf. *This was actually a group of Nurgle cultists being captured as part of The Medical Union's cover.*

There are some funny stories about things in the sewers. The Kommission for Public Works is running out of rat catchers, and they have to rely on dwarfs to patrol down there now. It isn't as secure as they claim.

Norderingen, which was wiped out by the Green Brainpox, is to be forcibly re-populated as part of the Graf's "Decent Housing For All" public works programme.

The roads to the north are very dangerous, and there are many lone travellers who have been picked off by forest creatures.

The roads to the north are much safer after last year's defeat of a fearsome gang of mutants and other creatures by a road warden patrol.

The roads are getting worse because the Emperor is not bothering to maintain them. He thinks that making the coaching inns responsible for their condition is going to solve the problem.

Visiting the Temple of Shallya



The PCs are welcome at any time, and will have any reasonable request dealt with promptly. Of course, the cult has limited resources, and can only offer help within its areas of expertise and influence. However, it will do what it can. Elke will always be willing to drop everything and do

whatever PCs request, although Isolde will try to stop PCs taking advantage of her good nature.

The cult knows the arrested student, Augustus Steiner, and can provide details. The Professor they know as an occasional worshipper. He would offer his services on his birthday and cult holy days, and his students were all made to serve in the infirmary for a week. The cult will (politely) dispute others' interpretations that he was a devout follower. They are unsure of the accuser, but if informed by the PCs can offer little information; Professor Humpis rarely leaves the Collegium.

Visiting Serjeant Hintzer

The Serjeant is grateful to the PCs and will offer any (legal) aid that he can, but he knows nothing of direct relevance to the scenario. He is aware of most of the rumours concerning the city, and can confirm that there is a proposal to forcibly eject a number of the homeless (and non-tax payers) by re-settling Norderingen.

Visiting the Worshipful Guild of Legalists

PCs will swear their oath of allegiance at The Worshipful Guild [15, p37-8]. Here also they can be provided with details of the case. Should they return at a later date the PCs will be required to suffer the usual 30 minutes wait. However, the Guild can offer little additional direct help.

The Guild will:

- Write a warrant for the arrest of the wanted man, and authorisation for the PCs by name, description and profession. It is valid in all Imperial provinces, upon all vassals of the Emperor, and upon the four churches witnessing the document. It demands all these to render "complete assistance" in all matters pertaining to this case.
- Provide a description of the wanted man: about 50, dark hair, brown eyes, average height, own teeth. Note that PCs will be able to get a better description elsewhere, and that the Guild scribe will point this out on a successful Fel test. It is normal to produce vague descriptions on warrants to allow the agents of the law flexibility in bringing to justice the "correct" person....
- On the morning of the 20th Nachexen, arrange for their first two weeks pay to be paid, and provide them with two payment authorisation notes, one for the Graf's representative in Beeckerhoven and one for the Temple of Verena in Wolfenburg. Each is for two weeks pay, for the described PCs, and will only be paid to those individuals. However, if the scroll is lost, so is the payment.
- Provide them with a receipt scroll. At each location they are forced to pay a toll, they should obtain a seal in wax attached to the scroll as proof of payment. The scroll can be traded in at either of the two payment points, or at the Worshipful Guild of Legalists. If the scroll is lost, so is the payment. Either of the other two locations will provide the PCs with another on redeeming this one. Since the Graf's representative and the local coroner witness the warrant, the PCs will be exempt from all Middenheim and Imperial duties. However, they are not exempt from town tolls or non-Imperial road tariffs.

With regard to the case, the scribe can:

- Arrange a visit to the prisoner
- Provide the name of the accuser, Professor Humpis, and his address at the Collegium Theologica [32, p44]
- Advise the PCs that Professor Stradovski was seen on a Wolf Runner coach on his way to Beeckerhoven by a witness, one Caspar Anckenreuter, resident at the Minter's, Amboss Platz, Beeckerhoven. The witness statement is available. It simply states that the coach was full, that the Professor was in a hurry, and that Herr Anckenreuter gave up his seat

for the Professor as he was known to the man through his employers. The driver, Fritz Dreilbern, also remembers the professor leaving the coach at Beeckerhoven. His statement is also available.

- Arrange entry to the Professor's house and surgery. The authorities broke into his house on the 14th Nachexen, because of his apparent disappearance. They then padlocked the door, and placed a watchman on guard. An elite watch serjeant will be sent with the key together with the PCs to the house in Ulricsmund [d].
- Provide the address of the Professor's maid, Fya Veter, who was unceremoniously ejected from her live-in quarters on the 14th Nachexen. She is given as at The Pit Fight in the Altquartier [E].

No magistrate is available without an appointment. The appointment will take 7 days, and even 2 days with someone like Adolph Steiner calling a favour. In other words, they cannot see a magistrate.

Visiting the Prisoner

The prisoner is currently being held in a cell at the Worshipful Guild of Legalists [15, p37-8], having been transferred from the Collegium "for security reasons". However, his cell has been upgraded a little – at his parents' expense of course! A visit can be arranged via the authorities, but apart from the gratitude of an earnest young man, little else can be gleaned. Augustus Steiner is a *Faculty Scholar*, which means that he lives on the premises, and sees to a variety of mundane tasks for the Faculty staff. He agreed to act as *bond* simply for the Professor to arrange his affairs, and visit his patients. He has always thought of the Professor as a decent man, a good teacher and someone who gave his time to the cult of Shallya. He knew nothing about the charges, but just thought it was Collegium politics. He seems rather confused. GMs might like to imply that he seems unnaturally so, if they are so minded.

Visiting the Parents

Isolde cannot, in all conscience, refuse to arrange a meeting between the student's parents and the party. Devious PCs may also take the opportunity to attempt to obtain payment from the mother, in addition to their official payment. Both parents will readily meet the party. The Steiners are *new nobility*, essentially merchants who have bought themselves nobility.

Since their son lives at the Collegium they were unaware of his foolish actions for some days. Madela Steiner is located at the family home in the Geldmund district [K]. Her husband, Adolph Steiner, might be found at home, in his office in the Brotkopfs district [K], in his office at the Merchants Guild in the Geldmund district [K, 45] or at his warehouse in The Wynd [I]. Steiners are reputable import/export agents. He is an extremely ruthless businessman who expects the PCs to carry out the task for the remuneration they have agreed. Either a successful *Haggle* test, or appropriate role-playing and mentioning that the wanted person need not be found for them to be paid, will result in a 100 GC bonus for his safe return being offered. An elder brother, Matthias, helps run the business.

Adolph knows Anton Stradovski through business and that he is one of those pushing the worship of Handrich at the Merchants Guild. He believes the Stradovski family originates from somewhere in Ostland, and that Anton deals primarily with southern Kislev. He can arrange a meeting given some notice.

Visiting the Collegium Theologica

Security is quite tight at the Collegium [32, p44], particularly if the visit occurs after the lecture (see below). If the PCs enter after the lecture, they will see a *Notice of Expulsion* is posted upon the main gate, naming six students. All those entering the college are politely stopped by Gabriel the Doorman (see below) and asked their business. Whoever they ask for, assuming it is on the basis of their warrant, they will be firstly directed to the Chancellor, Lienhard von Altenhaus. He is an elderly man, well dressed and wearing an Ulrican chain of office. He is polite, but can tell the party little. This is all very embarrassing and nonsensical to him. Professor Stradovski is a respected member of the college, a respected practising physician, a devout follower of Shallya and generally well liked. His particular specialism was the study of disease. If prodded by good role-playing and a *Fel* test, he will reveal that intra-departmental jealousy was responsible for the claims against the Professor. The Dean of Faculty post was currently vacant, and the two candidates for the post were Professors Stradovski and Humpis. The latter's claims were simply an attempt to discredit the former, but had to be acted upon. The Collegium has its own Watch and jail, where the Professor was to be kept. The Collegium Court would have sat once the Cult of Ulric had appointed an appropriate representative, to join himself and the Dean of the DHSS. The Professor would, of course, have been found innocent. This charge might be a little excessive, but similar claims are not unusual between competing academics.

The Chancellor can arrange a meeting with the Watch Captain, Registrar and/or Professor Humpis. He can also arrange for entry to Professor Stradovski's office.

The Theological Watch captain is quartered in the Collegium. He has a command of two watchmen, plus the bouncers described below. Tringen Melber is highly worried, since he allowed the bond to go ahead without authorisation. In reality, he did nothing wrong, since the system is allowed. However, the following disaster has him convinced that he will be blamed. He will be very helpful. When the Professor was arrested late on 2nd Nachexen, he was at first amused but had to be physically restrained as they were placing him in the cell. A little later, he calmed down and asked to see Steiner, which Melber allowed. Although it was very late, the Professor insisted that this be done at once. The two were together for approximately 30 minutes, and then Melber called again (at which he was unimpressed). The Professor explained that he had urgent business to attend to, and that Steiner had agreed to act as bond. Melber suggested that they wait until daybreak, but Stradovski insisted. Since he had the right, Melber agreed. Steiner was very subdued, but signed the appropriate forms, which Melber had to have drawn up by the Registrar. Should the PCs enquire, the Collegium's cell is extremely comfortable.

The Registrar, Hektor Münzer, simply provided a form as requested. He is old and crotchety, and no he did not think that anything was odd. Having worked at the Collegium for 50 years, he has seen all sorts of requests at all sorts of hours.

Professor Ludwig Humpis is adamant that his claims were valid, and that Professor Stradovski was engaged in unwholesome beliefs. He will refuse to elaborate on his claims, stating that he is saving them for the trial. There is actually very little that he can tell the PCs. Humpis is an initiate of Alluminas, and very strict in his beliefs. Stradovski disputes these, and teaches an alternative creed to that of the Law. There is nothing unusual in this, but Humpis did suspect that some of Stradovski's views tended to the unorthodox. His complaints were, therefore, on a number of technical issues relating to doctrine and theology. However, he was completely surprised by his opponent's flight, and is now extremely unsure and worried for himself. Exactly what is the Professor fleeing? If accused of politicking for the Deanship he will demand the PCs leave, and terminate the interview. He genuinely believes that he was making the claims for the salvation of Stradovski and the students, but this is just as likely a self-deceit.

Professor Stradovski's office is extremely cluttered, though whether naturally so is unclear. It will take at least one hour to search the office. The PCs are informed that the Watch has already inspected the premises. There are a number of interesting items:

Firstly, there are a large number of what are clearly the Professor's lecture and research notes scattered about. A character with the skills *Read/Write Classical* and *Cure Disease* should be allowed an *Intelligence* test to understand the notes stacked in the office. Since this would take many days of study, a successful test will only allow the PC to grasp the basis of the Professor's idea, that disease involves the will of a subject in some way. This is a peculiar way of expressing the traditional view of disease as related to an element or humour. However, it seems nothing more than clever academic word manipulation, and nothing more dangerous.

Secondly, there are a number of texts in the office. A vellum scroll of high quality lamb hide contains *An Essay on the Nature of Law*³ whilst *La Patrie* is a pamphlet written in the Breton dialect⁴. *Pestbuch* is a printed dictionary of disease, an edited version of certain theological texts on the divine nature of disease containing a declaration on the first page that the book is licensed by the Imperial Justiciar. A sheaf of sheepskin parchments contain a number of essays on folklore and the role of the wise old woman in childbirth and other basic village medicine. Other books can be created to order, but are general medical books.

Thirdly, there is a small shrine to Shallya in a niche in one wall. It would take a PC with *Theology* to note that the figure is slightly unusual in that it appears slightly too tall and thin, with an almost unkempt hairstyle and a vaguely androgynous

form. There is nothing innately evil or 'wrong' with the representation; it simply appears strange.

Finally, more pragmatic PCs might manage to obtain a few valuables. Books are expensive. Paper is a valuable commodity and some of the vellum can be wiped and re-used. The Professor also has a collection of medical instruments on one shelf.

A watchman will wait in the office whilst the party are examining it. A party may try to Bribe or Seduce him if they are desperate to obtain the papers, but there are simply too many to steal them all. The GM should make appropriate tests for any theft attempt.

The only other source of information within the Collegium might be found within the Faculty's students. Whilst they can be found at *The Scholar's*, they will also be found within the Collegium. A Fel test can persuade a group of students to accompany the PCs to a hostelry for they will be unwilling to speak within the college.

One last note, particularly devious GMs might like to imply that the death of the previous Dean from a wasting disease was suspicious. It was not, but was contracted from a visit to Marienburg some years before. No one at the Collegium can recall the previous Dean's (Herr Doktor Krispin) physician, and the Physicians Guild [12, p36] does not keep central records of such facts.

Visiting The Scholar's

A Fel test can find a number of students and staff, who know of the events. Since the staff and students are predominantly male and very sad, a female PC may be awarded a bonus of up to +40 if she appears suitably friendly. For the cost of d6 shillings, the students can tell the PCs the same story as that of the Chancellor and Watch Captain. They will add that whilst Professor Stradovski was popular, Professor Humpis is not. Many feel that his refusal to practice what he teaches is unsound. In addition, for another d6 shillings, a fellow staff member can reveal that Humpis is involved with the worship of Alluminas, which causes much of his unpopularity. Some even think him a quack.

Visiting the Brother

Professor Stradovski's brother may also be considered worth visiting, although his address might be harder to find. Steiner knows him through business and the cult of Handrich, and can arrange an introduction.

He might be found at home in Freiburg [h], at his office and warehouse located in The Wynd [I], or at his office in the Merchants Guild in Geldmund [K, 45]. He is one of the strongest supporters of the worship of Handrich and might also be at the shrine within the Guild, in which case he cannot be disturbed.

Anton Stradovski will describe his brother as a pre-eminent physician, a devout worshipper of Shallya, an excellent teacher and a good man. He cannot offer any reason for events, but will suggest that it must be some sort of misunderstanding. The two

³ This purports to describe the concept of Law as a natural defence of natural magical aether arising to try and expel the external intrusion of the chaos warp. A second hand appears to have added some contradictory remarks concerning the duality, universality and co-existence of the two

⁴ This is a simple patriotic explanation of the need for Bretonnia to defend her sovereign territory

met approximately monthly for a meal and a chat, but there was never any indication anything was wrong.

Anton knows little of his brother's past or current actions, but would help his brother if he could – whatever. Anton at 53 is considerably younger than Udo, but is aware that he looks older. However, he will not mention this. He will be extremely defensive, maintaining his claims of ignorance, and is extremely suspicious of the PCs. He will offer no description or anything useful. Good role-playing and a successful *Fel* test, however, will persuade him to offer the PCs 250 GCs for the return of his brother to him directly, and not to the authorities. If they inform him of their success, he will agree to meet them at Oldenlitz with the money.

Visiting the Accuser

Professor Humpis must be visited at the Collegium Theologica [32, p44] where he also lives. This can be gleaned from the Worshipful Guild of Legalists [15, p37-8] or the college itself.

Visiting the Physician's Guild

The Physicians Guild [12, p36] have little interest in the matter at an institutional level since the case does not (apparently) involve medicine. Physicians within the city use the guild for various purposes, including as the equivalent of a modern post office box number.

The guild is not designed for public entry, and those wishing entry must ring a bell. There is a small peephole, and when a member ascends the stair, the door is opened as if by magic. Once the bell is rung, a Doorman will open the door. He will then determine the worth of the visitor's request. Visitors who respectfully seek some appropriate person will be allowed into a waiting room, and eventually shown to an appropriate office. PCs with a warrant might fall within this remit.

Professor Stradovski is not present at the guild, and his return is unknown. No further information will be elicited.

More general enquiries might obtain an interview with the Guild Secretary, Herr Kunz, but will necessitate an appointment. Polite PCs will be given one within a few hours. However, he knows nothing beyond the fact that the Professor is a respected physician and teacher, a cultist of Shallya, and that he has a successful practice in the Ulricsmund [d] district. Herr Kunz is a little more evasive about Professor Humpis, who he states rather stiffly is not a member. A successful *Fel* test will obtain a rather hurried comment that he would not be welcome either. Herr Kunz will not elaborate further. All other information is confidential, though he suggests that PCs might like to try the Kommission for Health, Education & Welfare [26, p17/42].

The Medical Union has cleared the Professor's post and belongings should any PC manage to gain entry to the guild.

Visiting the Kommission for Health, Education & Welfare

The Kommission for Health, Education & Welfare [26, p17/42] advises the PCs that the issue does not fall within their remit. As far as they are aware, no complaint concerning the Professor's

medical or teaching ability has been made and thus it is not their concern. However, the PCs may make an appointment later in the day, whilst the Kommission checks its records. In fact, there was a complaint made against the Professor at the Kommission some three years ago. The initial complaint was made by Gottfrieda Herzberg, but was never followed up. They can point the PCs in the direction of the Professor's surgery in Ulricsmund [d] and the Physicians Guild [12, p36].

Professor Humpis is a respected teacher at the Collegium Theologica [32, p44], in which direction they can point the PCs.

Visiting the Surgery

The Professor's house serves also as his surgery. It is a large townhouse in Ulricsmund [d], and includes a small garden at the back. Characters with *Herb Lore* will detect many useful plants. Taking any initiates a *Risk* test. The front door is padlocked and a watchman patrols the building around the outside.

Assuming the PCs arrive officially with the serjeant and key, there will be no problems gaining entry. Both watchmen will enter the building and follow the PCs. Devious PCs might split up and distract the two men on a successful *Risk* test with appropriate modifiers. Alternatively, a *Bribe* or *Seduce* test might be attempted upon either or both.

There is actually very little to see. The authorities have seized most of the assets, including furniture, in order to pay for the trial. No doubt certain of those public servants also helped themselves. The material left was stacked in one room, but it is mostly books and personal items. There is nothing of any value to be found, although it will take d6 hours to realise this. The material seized has all been sold at auction, but since it was a public auction no records were kept. Should the Professor return, and prove his innocence, the money raised will be returned to him – less the court's expenses.

One point of note is that there is no shrine to Shallya, whom certain NPCs might have informed the party that the Professor devoutly worshipped. This is, perhaps, strange.

Visiting the Neighbours

The house is located in a terraced row of large townhouses. The neighbourhood tends to keep to itself, and PCs will find it difficult to interview any of the respectable residents. In any event, they know little of the Professor, and are particularly wary given the nature of the rumours concerning the situation. Should PCs seek to interview the domestic staff, this is also difficult since they rarely leave their place of work. However, again, they know little. GMs can allow them to provide the current address of Fya Veter and a pencil sketch of the woman.

Visiting the Maid

Fya Veter, the Professor's maid of some 8 years, was unceremoniously evicted from her residence at the surgery by the authorities and is extremely bitter. It was a good position, and helped her out of the slums. She is currently staying at a

low class tavern in the Ostwald [F] district, which is run by her brother. She has little sympathy for any of the better off classes, but readily admits that the Professor paid adequately and never bothered her. She acted as general housekeeper, and so attended to patients and guests as they entered. However, the Professor rarely entertained and she recalls nothing particular about any visitor or patient.

She can help the PCs in two ways. Firstly for a few shillings she can offer general commentaries upon the Professor. She is aware that he was not religious, though he did pretend this. As a cynic herself, she never found this unduly surprising. She will also give the Professor's age as 60, but GMs should not draw this difference to the PCs' attention; make them work to notice the difference between Fya's statement and the official description. She is certain he was 60, and older than his brother is, from conversations she had with him. She believes that his physical stature was the result of being able to afford a rich living. Secondly, given a short time to pack, in addition to her own meagre belongings, she managed to obtain a lockbox from the Professor's study in which he kept precious items. For 5GCs, which may be bargained down, she will sell the PCs the remaining contents. The box and its obvious valuables she sold to a fence, and they are unrecoverable. However, the papers might be useful to the PCs, as amongst a sheaf of fairly dreary notes for a lecture series and some patient notes, is a reference work to a tome referred to as the *Sieuchebuch* and implying that the book is in some manner proscribed. PCs need to be very wary as to how they investigate the tome. Whilst the work is illegal, it is informally acknowledged as a useful working text by the Physicians Guild. However, even mentioning it could land the party into serious trouble with the authorities; simply knowing of the existence of such a book is an offence. The Cult of Shallya are likely to take a less judgmental stance based upon the PCs position with them, but will certainly insist on the destruction of the notes. What it does tell the PCs is that the Professor was certainly aware of proscribed texts – and may have been utilising them.

Visiting Wolf Runner Coaches

Wolf Runner Coaches [48, p50] are located on the Sudetenweg [K], but know nothing of the affair. A successful Fel test might recall that there was a passenger who seemed very keen to travel, and offered 50GCs to another for his place. They almost put on another coach for that money, but the horses were not ready. The driver of the coach, Fritz Dreilbern, quit a week ago for unknown reason or destination. He actually joined

the army who were recruiting for drivers to work the Norden route, described later. His partner on the route at that time, is Mang who will be driving one of the coaches to Beeckerhoven. He cannot remember the Professor, though if paid, he might be tempted to invent something. Dreilbern lived in Wolf Runner lodgings in Southgate [F], and has obviously vacated there. He mentioned his destination to no one there, nor his Guild. The latter is unusual, but reflects the secrecy of the Imperialist garrisoning of Norden.

Visiting Four Seasons Coaches

Four Seasons Coaches are currently operating from a warehouse on Haupt Strasse in The Wynd [I]. They know nothing about the affair, apart from the fact that they have agreed to provide a coach as far as Beeckerhoven.

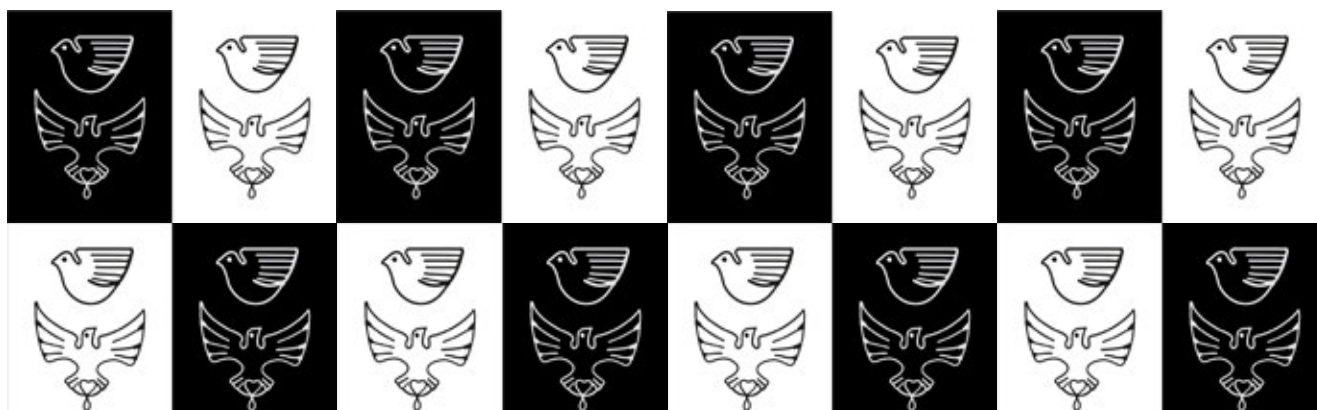
Visiting the Merchants Guild

The guild will offer little assistance. The shrine to Handrich is private, and visitors are not allowed. They can provide appropriate persons with the addresses of the Steiner office in Brotkopfs [K] and the warehouse in The Wynd [I], and Stradovski's office and warehouse in The Wynd [I]. Both do have small offices within the guild, but these are only for use on guild business.

VISITING A LECTURE

The PCs are heroes in the eyes of at least one person, even this early in their careers, and Elke will be willing to do just about anything for the PCs. In particular, she had arranged to attend a lecture at the Collegium this very night, and as her brother is no longer able to attend, she will be sure that the PCs would be interested in attending with her as her chaperones – after all, heroes are intelligent as well as strong. Whilst Isolde may be unsure about trusting Elke to the PCs (depending upon how they have acted), there is little that she can do, after everything the PCs have done for the cult.

The Collegium itself is under a greater degree of official and independent security than usual. At the gates, greeting visitors are three heavies and a charming doorman. Details of these careers can be found in Appendix A. The lecture is being held in the Public Lecture Theatre, and thus is entered from directly adjacent to the main gate. Entry into the Collegium itself is thus prevented.



The Lecture

The lecture theatre consists of a series of benches fixed upon tiers, and holds up to 100. It is relatively full. The lecture is by Professor Gerhard Stamm. He is presenting a preliminary report upon his work on the roots of human civilisation from his study of the origins of the Classical language.

Non-academic PCs need to make a **WP** test for each half an hour of the one-hour lecture, in order to stay awake – should they wish to. However, those falling asleep and who fail a **Fel** roll, will receive puzzled looks from Elke – who will express concern that they are overworking themselves as they snore away.

PCs wishing to follow his line of argument should make an **Int** test (+10 academic careers, +20 students). His argument can be described to the PCs who succeed as concluding that Classical is derived from two sources: the trade language of the great trading city of Tylos who developed many colonies throughout the area; together with the attempts at inter-racial communication with the Elves from whom humans learned magic.

Needless to say that this is all very dry stuff. However, on the conclusion of the talk, when opened to the floor for questions, a student will stand up.

“Herr Professor, am I to understand that you are suggesting that The Empire is essentially a creation of Tilean merchants, and that Imperial cultural superiority is in fact nothing more than a primitive copy of High Elf society?”

Before the Professor can respond, he will be jeered and a number of the audience will rise to their feet. Some will start to throw items at the stage, since the question is the signal for a group of students and their hangers on to disrupt the lecture. These are members of the radical Sigmarite group known as the *Sons of Sigmar*⁵, and strongly believe that universities should not question the teachings of the Church of Sigmar or dispute the natural superiority of The Empire. A particular problem for this group is the Ulrican nature of the Collegium, and the difficulty of finding any common ground with others within the institution, but this has not prevented the arrival of Sigmarite inquisitors to goad them into action.

Again, play this out until the PCs become bored with yet another brawl. The aim of the encounter is to reinforce the feeling of insecurity and domination felt by most Old Worlders, who are unable to think or act independently without risk to life and limb. The doorman and three bouncers should be able to control the trouble-makers with a little help from the PCs. Whilst the latter might head for the platform, as GM you may once again offer a PC the opportunity to defend Elke from an attacker.

Gabriel, Doorman

M	WS	BS	S	T	W	I
4	35	25	4	4	8	40
A	Dex	Ld	Int	Cl	WP	Fel
2	30	29	33	32	28	44

Skills: Charm, Disarm, Dodge Blow, Specialist Weapon – Fist Weapon, Street Fighter, Strike to Stun, Strike Mighty Blow, Very Resilient, Wit

Equipment: Knife, Knuckle-dusters, Leather Jack

Gilg, Gotz, Sigfreda, Bouncers

M	WS	BS	S	T	W	I
4	35	25	4	4	8	40
A	Dex	Ld	Int	Cl	WP	Fel
2	30	29	24	32	28	35

Skills: Disarm, Dodge Blow, Specialist Weapon – Fist Weapon, Street Fighter, Strike to Stun, Very Resilient

Equipment: Knife, Knuckle-dusters, Leather Jack

Six Thugs

M	WS	BS	S	T	W	I
4	33	25	3	4	8	30
A	Dex	Ld	Int	Cl	WP	Fel
1	34	28	22	30	32	27

Skills: Street Fighting

Equipment: Dagger (20% chance), Knuckle Duster (50% chance), Leather Jerkin, Symbol on necklace (Sigmar), d6 shillings

Six Students

M	WS	BS	S	T	W	I
4	33	25	3	4	8	30
A	Dex	Ld	Int	Cl	WP	Fel
1	34	28	38	30	32	27

Skills: Arcane Language – Magick, Read/Write (Old Worlder – Reikspiel), Secret Language – Classical, Consume Alcohol, History

Equipment: Symbol on necklace (Sigmar), d6 shillings



⁵ The *Sons of Sigmar* have adopted a tribalist view of the Empire and claim that Sigmar created The Empire with a ruling class drawn from his own tribe when he created The Empire, and that this heritage was to be continued *in perpetuity*. They claim that all positions of authority within The Empire should be only awarded to native Unberogens, and that the nobility should remember their racial heritage and not demean their race by marrying those of other tribes. More details on this sect can be found in **Warpstone 15**.

THE TRAIL

In order to get the adventure started, the PCs are provided with a definitive trail northward, and simply board the coach and set upon their way. Allow them opportunities for any last purchases, and to check provisions. As equal members of the expedition, they can request all reasonable material. Reasonable is at the GM's discretion.

THE ROAD

The Middenheim-Erengard road is of extremely variable quality. Within the political boundaries of The Empire, the surface is reasonably maintained. However, since the party is travelling so soon after the commencement of spring, it should be noted that little maintenance has taken place and the ravages of winter should be visible on the surface. For the coach and the cart, the journey will have a tendency to become rather bumpy.

The road surface is generally one of cobblestones, laid on a rubble base. Holes are frequently simply made up with rubble and detritus, and have a tendency to become unrepaired quite quickly. As far as Beeckerhoven, the roads can be considered as fair passage. They are the "official" four yards wide in most places, although road edgings are less maintained, and have frequently become overgrown or fallen away. Further north, the road becomes increasingly overgrown and ill maintained, until the party are two days south of Norden, when the road becomes perfect, and is clearly new.

Toll houses are located adjacent to the coaching inns, partially for mutual protection and partially to try and discourage evasion. They conform to the typical booth in WFRP [p 330]. A low wall runs from the outer wall of the inn courtyard to the gate and from the gate to the outer wall of the yard. Toll keepers will check with the landlords to confirm all those who stay have paid their toll. In order to avoid the toll, a traveller must not only leave the road and go around the outside of the inn (on one side) or the toll house (on the other side) but must also refrain from staying at the inn; this is highly dangerous. The toll, in principle, is the traditional charge of a *Crown-a-leg*. However, most travellers have some form of exemption based upon guild membership or fealty. Tolls have been successfully avoided by most of the Emperor's subjects – except for wandering adventurers of course! Provided they show their warrants, the PCs will not be charged any Imperial tolls. Otherwise, the party will be charged unless they successfully **Bluff** or **Intimidate** the excisemen or are with the Templars who automatically intimidate. Ostland does not particularly welcome the representatives of Middenheim's justice, and Nordland is only marginally more helpful. Players should request a receipt and will be reimbursed as outlined later – and set into motion a century long bureaucratic argument between the two provinces!

TRAVELLING

Those travelling by road in The Empire are used to leisurely travel; the roads and facilities allow little else. The coaching inns are just that, and arranged simply as safe resting points for coach travel. Thus they are located some 30 miles apart. It is quite easy to cover the distance in good conditions in a matter of hours for horsemen, but not for coaches operating on treacherous roads in indifferent weather, or for foot traffic. Whilst quite achievable, on foot it is a very hard slog indeed. Nor would any sane traveller dream of pushing on, either in the hope of making the next inn or with the thought of camping in the open overnight.

If the PCs insist on this course of action, the GM should show them the error of their ways.... Characters attempting to travel more than 30 miles in a day will suffer fatigue, and the GM ought to make appropriate tests for them, and their mounts. Be harsh, as anyone stupid enough to push their mounts this hard deserves thrown shoes, limping, and even broken legs.

The map enumerates the stopping points, which equates to the days travel; in theory! Travel is by no means this straightforward, and travellers will frequently shelter a day in the face of awful weather, or rest for a day periodically in order to tend animals and equipment. Certain innkeepers have also been known to manufacture problems to keep travellers in the inn for a further day. These include digging up roads, faking a bandit attack and injuring an animal.

THE JOURNEY

As GM, it is important that you make the PCs aware of the tortuous nature of travel. Aside from the state of the roads, and the short distance they can cover safely in each day's travel, do not forget that it is early spring and that means the weather will tend to be cold and wet with an odd sunny day thrown in. Make wizards wish they had learnt the useful mundane spell *Protection from Rain* – and make the other players hate them if they did.

In addition, do not forget other travellers to add colour to the journey. Whilst such an imposing group will cause some trepidation because of their status (they are the Inquisition, after all), they will also tend to assemble a group of followers happy to be protected by such a group. This in itself might lead to problems, if the numbers grow to such an extent that travellers rearrange their schedules to fit in with the party, and then cause a demand on rooms in the inns too great for their capacity.

Other Travellers

Travelling with the PCs and the other hunters as far as Beeckerhoven are two other coaches. Note that they will talk with each other or read during the journey, and at inns. GMs

should try and bring the characters to life, using background material.

Coach 1:

Mang (driver)

Joss (guard)

Gertin Sharpcard is a gnome financier arranging for the transfer of various payments for customers in Beeckerhoven and Salzenmund – including Elfrieda Teuschel. During the journey, he will read two books⁶. Gertin finds the second book hysterical. He is happy to discuss either, and will bemoan the lack of academic freedom within The Empire.

Samson Wirehead and Moley Regis are halfling bodyguards for Gertin.

Gisela Hechinger, meeting her husband in Salzenmund. She reads the *Liber Ignium* that concerns the purity of fire in the maintenance of order.

Rickhart Carlstadt is a courier with a number of papers from the Church of Sigmar to its various representatives along the route. He is reading a printed book on the life of Sigmar.

Adelheid Brantner is a private road warden (see below) employed by the company to guard the post.

Coach 2:

Gerda (driver)

Jobst (guard)

Reiner Zwingli, Joris Schwekenfeld and Joachim Reuchlin who are representatives of the Middenheim Kommission for Commerce, Trade and Taxation travelling to a meeting in Salzenmund.

Mechthild Spalatin is a merchant arranging a deal in Beeckerhoven.

Bernhard Reuss is a merchant arranging a deal in Salzenmund.

Dieric Flo is a merchant returning to Salzenmund from business in Middenheim. He is reading a printed book containing a political discourse from Bretonnia. He will be rather irate at their use of *L'Empire de Guerre* to describe The Empire and its policies, and each evening (after a few drinks) demand that the Emperor does something about this slur.

A large amount of commercial and private post is contained within two strongboxes mounted on coach 2. Each night, they will be unloaded by the driver and guard and placed in the road warden private accommodation. Adelheid will guard them through the night, sleeping during the daytime journey.

ACCIDENTS

In order to stress the nature of road travel, you may decide to penalise players who insist on travelling too far or too quickly. The GM should be aware that coach drivers and the wagon

driver are NPCs who are knowledgeable in their area, and thus will refuse to act in any manner that will endanger their vehicles under normal circumstances. The GM might also like to consider having the road blocked by a broken cart at some stage during the journey. However, whilst farm carts are frequently cheaply assembled by unskilled farmers, and our heroes' transport is the best that the Old World can produce, an accident of some type is plausible even under ideal conditions.

Road Wardens

Road Wardens maintain the peace along The Empire's roads, protect toll houses, enforce Imperial laws in remote roadside villages and enforce excise duties and import prohibitions as required. In theory, road wardens are Imperialist functionaries patrolling Imperial roads, guarding Imperialist excisemen and protecting Imperialist citizens. In reality, this is not quite true, and there are three types of road warden:

Imperialist Road Wardens, who act as described. They are technically part of the Imperialist armed forces, and own a standard uniform. However, when on duty they are unlikely to wear it, and will simply wear the livery of the current emperor.

Provincial Road Wardens, who act similarly to those employed by The Empire, but are in fact the subjects of particular nobles and operate solely within their lands. They are simply mounted militias who enforce local laws and taxation. As long as travellers stay upon Imperial roads they are safe from such tolls, but even stepping off a road to relieve oneself is probably an act of trespass and subject to a tariff for entry onto land owned by another lord. Such road wardens also patrol the private roads running through individual counties, provinces and other territories. These wardens will wear the livery and colours appropriate to the region and ruler. Whilst road wardens do have uniforms, they will only tend to wear them for parades and other special occasions. On normal patrol, they will probably only wear an armband and patch, perhaps a liveried surcoat.

Private Road Wardens, who are employed by companies – usually the coaching houses – to protect that company's interests. Those employed by the coaching houses for example protect coaches and inns, and patrol routes in order to deter banditry and so encourage land travel as safe. These wardens will likely wear a patch on their tunic, and perhaps an armband, with the company name and logo.

Needless to say, there is rivalry between the different groups. One final group that might fall into all or any of these groups is the occasional patrol of Imperialist, templar or local knights. They might decide to patrol a road to stretch their legs and flex their swords much as they do the forests in the hope of finding some action.

It is also worth noting that toll collection is a monopoly, and like all Imperial monopolies might be sold to an entrepreneur for a cash sum where an Emperor is in urgent need to raise revenue. The road to Ostland is regarded as too unused to be worth purchasing, and is run by Imperialist staff. However, since Baron Nikse disputes much of his border territories with the Laurelorn elves, his private militias have been known to claim taxes off road users, on occasion.

⁶ The first is written in Khazalid upon iron pages and is concerned with the types and origins of metals, particularly gromril (meteoric iron), mythril, adamantium, ithilmar (pansy material) and galvorn (chaotic pansy material). It also appears to describe experiments using obsidian rather favourably. His second book is hand-written in Classical and purports to describe the fate of a caravan attacked by orcs. It would appear that the author believes that orcs are a form of plant life and breed via the use of spores. It would appear that a number of guards were infected with spores, and suffered a severe reaction. One, a female, gave birth to a half orc child.

Warden jurisdiction operates only within Imperial – or provincial – territory. In practice, Wardens will operate outside their jurisdiction if they feel it appropriate. However, it is quite normal to chase bandits into another territory as a means of avoiding a fight; indeed, both sides tend to adopt an informal rule of such behaviour. As Imperialist staff, however, in times of war they function as an Imperialist militia and may command other local militia and levy groups. In fact, road wardens are extremely useful paramilitaries.

Wardens are nominally organised in patrols of five; four wardens and a sergeant. In reality numbers vary depending upon economics and injury (reducing the number) or known brigand activity (increasing the number). Patrols are on duty for four weeks and then enjoy a one-week rest period. Road wardens on main routes are organised around an individual coaching house and patrol a half-day around it ensuring that they rest each night within an inn. This is unsustainable on most of the routes, and road wardens who are based within any of three inns patrol the road out to Ostland. This means that they sometimes have to sleep rough. Coaching inns are required by law to provide private rooms for road wardens. Whilst they appreciate the security, many innkeepers resent the expense and will hire out the rooms. Of course, sometimes guests will find themselves unceremoniously removed.

Coaching Inns

Wolf Runner Coaches have always served the route from Middenheim to Salzenmund, but Four Seasons Coaches, who are continuing a policy of expansion, have just joined them. Currently the two traditional Middenheim firms are cooperating in supporting the independent inns along their routes in order to prevent this Four Seasons expansion. At the moment, unless indicated, all coaching inns are independent and offer free lodging to the coach staff to maintain their business. Rumours abound along the route, however, of planned Four Seasons establishments. Beyond Salzenmund, this is extremely unlikely.

Plans for the inns [p328-9] and the way temples [p332] can be found in WFRP. Each is also served by an accompanying farmstead that grows additional food and offers extra labour. This route offers little profit, and the inns operate on a largely subsistence basis. In fact, this early in the season, the PCs will be the first travellers to reach the inns beyond Beeckerhoven unless otherwise noted. They will thus be well greeted as hopefully the first of a number, and the end of the lonely winter season. The staff will be greedy for news, entertainment and more. Since the inns provide safety and focus, most are also the centre for a small hamlet community of an additional farmhouse or three and can offer PCs very basic provisioning services.

The inns earn extra revenue from an Imperial stipend that makes them liable for basic road maintenance within their jurisdiction, but the pay is so small that little work is done. The fact that road engineers are a further source of custom hardly engenders efficiency either!

Since they are operating on a warrant, the inns must feed and room the party for a standard fee of 5/-. The PCs must pay this, and are provided with a gold coin minted specifically to operate as a receipt. PCs will be reimbursed upon their return to Middenheim. Since the set fee is so low, the inns will provide only the most basic (and disgusting) food and lodging for this; PCs can supplement the fee with their own cash for better quality fare or accommodation, but they will not be reimbursed for this by the authorities. Particularly crafty PCs might note that the tokens are worth a nominal 1 GC. Melting them down is illegal, but might net the PCs 10/- from a disreputable smith. On the other hand, on a successful check, a PC could clip a token for an extra 1/- of metal; of course, failure would ruin the token. Note that all NPCs are clearly public servants and respected within their organisations, and do not need such tokens; only the PCs are required to obtain such receipts. Then again, would you trust a group of PCs...?

It is important that the GM encourages the PCs to set up a routine, to enable the later plots to develop. Severely penalise those PCs who believe that they are able to stay up on guard all night after a hard day's travel. Travelling on these roads is very wearying, and PCs need a good night's rest. The early inns should be a good lead-in to establish this routine before the fun begins.

Optional Minor Occurrences

- a) An innkeeper has hired out the road wardens' room to a traveller. Unfortunately, the road wardens appear, and want their room. The guest will not leave. Possible particulars include:
 - Simple negotiation by the PCs before the road wardens discover, earning the appreciation of the innkeeper
 - A noble who simply commandeers the room. Perhaps the road wardens then take the PCs rooms?
 - An undesirable such as a trollsayer who refuses to move, and must be ejected. The PCs aid the road wardens.
- b) As the innkeeper tolls the bell, one of the guests screams and runs out of the inn. This is a joke to wind up the PCs – locals have funny humour – but one they might not get. Perhaps, it isn't a joke either....

STOPPING THE NIGHT

Each of the stopping points is indicated on the map. The locations are examined below.

Arenburg

Location Number: 1

Description: A small, run-down village with little wealth or trade, it relies largely upon travellers and as a local centre for those providing the city with food. Dogs abound in the streets, which are littered with rubbish and other refuse. PCs should make a **Disease** test; failure indicates minor coughing and spluttering for the next day.

There are three possible stops for travellers within Arenburg, reflecting recent competition. Originally, there were two independent inns, but one was taken over by Four Seasons. The other survives largely on domestic customers.

Wolf Runner is a small size coaching inn, operated by Wolf Runner Coaches and their manager Ludo Leiter. Ludo will recall a person of the Professor's description.

Four Seasons of Arenburg is a small size coaching inn, operated by Four Seasons and their manager Blibby Longtoes (a halfling).

The Toast to the North is a medium size coaching inn that has fallen on hard times. Its owner, Erst Wilen, originally refused to sell to the coach houses and now morosely regrets the decision.

Notes: The Four Seasons inn will be full from the three coaches, and PCs will have to find another inn. The other two will have room. The driver will suggest the *Toast to the North*, and the NPCs will follow this advice.

Events: In a ploy to generate extra business, Erst Wilen will dig up the road that night. The stable boy and two local farmers will aid him. It is highly unlikely that they will be discovered, though Erst will not be visible in the morning. This will prevent wheeled traffic from proceeding for a day until it is repaired. GMs can decide whether the mounted NPCs continue their journey. Danderich will wish to continue; the other travellers will seek his continued protection. This should be decided in light of the relative strength of the party, and the desire of the GM to run so many NPCs. Note that if the hunters do split up, there might be some effect on playing out later scenarios; notably, NPCs will be much less fearful. However, it is likely to prove a better game for the players if they do split up. In any event NPC drivers will refuse to drive off-road under any circumstance; this is covered within their guild regulations – and they are paid by the day! If a PC is driving the cart and wishes to make the attempt, he will need to make a **Drive** test to successfully leave the road and another to successful return to the road. This is a difficult manoeuvre since the road edgings are raised to prevent this exact thing by those seeking to avoid tolls. Failure will result in damage to the cart, which will take a day to repair. A critical failure

will cause serious damage, and necessitate a repair team to be sent from Middenheim. The NPCs will return to The Toast to the North, whilst the inn staff repair the damage. To anyone investigating, it is reasonably self-evident that the road has been dug up, and anyone with a building-related skill will automatically detect this.

From this point onward, it is assumed that the PCs are travelling alone, with the cart and Hoffman Jannitzer. Inns will readily inform the PCs of the date at which the others left ahead of them. GMs should assume that they make good time to Beeckerhoven, and should utilise the Campaign Calendar found within the GM Screen to record the various dates.

Fox and Crown

Location Number: 2

Description: medium size coaching inn

Proprietor: Emma Ludereth

Customers: The inn has some business with the mine, and a few local farmers who will quiz visitors about events outside their own world.

Notes: There is a fork in the road leading towards the Middenheim Mining Colony and Penitentiary as outlined in **Chart of Darkness**, pp 14-15.

Events: Dogs driven away from Arenburg and the colony, which have the greater numbers to drive them off, periodically harass the inn. The proprietor will seek the PCs' help in running them off. This will take a day. Fighting semi-wild dogs is very difficult and wearing as they simply skulk off, and return once a PC's back is turned. However, they will be offered 1 GC each, which is easy money. GMs might wish to introduce the odd foaming or rabid dog. It should be noted that PCs who turn down the offer deserve a small experience award for remembering the nature of their mission, and the fate of a certain prisoner in Middenheim. In any event Hoffman Jannitzer will oppose staying.

Ulric's Vision

Location Number: 3

Description: medium size coaching inn

Proprietor: Jan Gerster

Notes: Named after the spot where Ulric first saw the Fauschlag; extremely unlikely to be here, but on a clear day the city rock is visible. Jan will not recall the Professor, but a couple of locals will. He was a quiet guy who spoke to no one, and retired early.

Customers: Aside from the PCs' group, most of the workers from the accompanying farm will pump the party for news.

BEECKERHOVEN

Location Number: 4

Arrival

Beeckerhoven is a small walled town, although it is clear that the wall is neither well maintained nor built to withstand a modern siege. However, some work has been undertaken to strengthen the gatehouses by thickening walls, adding angles and building a skirting around the base. The town is unusual in that as a peculiar attempt to encourage trade there is no entry fee on persons or goods, but there is an exit fee. For the purposes of this scenario the *Crown-a-leg* principle is charged.

Beeckerhoven has a small external caravanserai by the east gate that is particularly dilapidated, and has a warehouse for both the Graf and the Imperialist garrison. The former is rather better maintained, and Mungo will park the cart here whilst he arranges provisioning. He will stay here as well. The PCs may leave any animals they have here for free, though grooming is not overly efficient. A character with the *Animal Care* skill will notice that their animal has been rather slovenly attended to, unless they pay for a rather more attentive service beforehand with a couple of shillings – or a threat for those able to *Intimidate*.

The PCs will be deposited at the Four Seasons coaching inn, *Four Seasons at Beeckerhoven*, and are now left to their own devices. Assuming the PCs have been left by the templars, there is enough room. PCs will note that the stables are partially burnt down, and the inn is currently using the stables in the town. They were the subject of an arson attack a week ago, by persons unknown – although everyone suspects Wolf Runner Coaches. They are right to do so. They hired Marx Khlesl, who hired some young thugs calling themselves *The Wolfmen*.

It is safe to assume that they have made good time since Ulric's Vision is only some 20 miles from Beeckerhoven, and the PCs arrive late afternoon.

General Rumours

If PCs ask around, it is quite likely that they will come across a number of irrelevant and exaggerated stories. The GM should use these as appropriate, and can utilise them in any Nordland settlement should it be necessary.

The garrison troops were withdrawn last year at the demand of the Baron, and replaced.

The garrison troops were withdrawn last year for budget reasons, and replaced with a hospital unit.

Stay away from Seuchenshof, which is a hospice that specialises in the treatment of Black Plague. 'Patients' are frequently escaping to spread the pox.

There have been two attacks upon Four Seasons Coaches staff within the town. Wolf Runner is trying to drive them out.

The Baron is going to kick some Sigmarite butt this year, and is moving troops up to the Ostland border. They are always attacking our farms and stealing our property. They are nothing but bandits.

The Merchants' Guild is discussing new trade opportunities with Middenheim.

Road wardens have been successful at clearing up attacks from forest creatures up north.

Ostland is in civil war. The new Grand Prince is deeply unpopular, and will be overthrown.

The Baron is finally going to do something with those pointy-eared pansies and occupy the Laurelorn.

The Baron is supposed to be negotiating increased trade with the Laurelorn under the guidance of his brother.

The forthcoming Full Moon (Mannslieb) is bound to bring out the Moon-men, loonies who seem to be influenced by the moon.

The Prime Estates have agreed upon the Emperor's poll tax that is to be paid by each region. The Baron is livid because ours has been set well above our actual population.

An elite group of Imperialist *reiter wardens* are being equipped to patrol the roads. They are to be armoured in body plate and carry pistols.

Two different groups within the Watch are feuding over something, and there was even a running fight last week. The garrison troops had to be called out, but the two Watch groups then turned on the Imperialists and gave them a damned good hiding.

The Criers are Calling

Public criers are crying the various bye-laws and the following official news items:

Official notices concerning Imperial proclamations will be posted shortly.

The Baron has deferred any decision upon the proposed re-minting of Nordland coinage.

Quit rent⁷ is available at rates negotiated by the Barony Council in consultation with civic authorities.

The sale of government buildings within the town has been concluded satisfactorily. Details are available from the Council Offices.

Licences for trade in timber are available for purchase from the Merchants' Guild under a warrant awarded by the Baron on 6th Nachexen.

The Town Council has agreed to hire a further six road wardens to operate under the warrant of the town. Applicants should apply at the Council Offices.

Citizens are reminded that abetting a highwayman in his crimes carries the same penalty as carrying out robbery upon the highway.

Private criers have the following of possible interest:

Four Seasons are hiring three further road wardens. Wolf Runner Coaches are hiring two. Applicants should contact the relevant coaching inn premises.

Questioning the Inn-Keeper

Since they are deposited at the inn, it is likely that they will stay the night here. The templars stayed the night of the 23rd

⁷ A quit rent is a sum paid in lieu of providing feudal service

Nachexen here, and left on the morning of the 24th Nachexen. They said nothing, and no one at the inn knows where they went. PCs who brought their horses in with them will be directed to the stables. The staff will be happy to vent their thoughts upon Wolf Runner Coaches. The Professor did not catch a Four Seasons coach from the town.

Should they return later with the letter signed by the mysterious K, the inn-keeper cannot recall such a letter arriving. They get little traffic from Ferlangen, so it probably came through on one of the few time-tabled deliveries when a fair amount of mail can have built up. The most recent was early Kaldezeit 2511.

Visiting the Minter

The PCs have the address of Caspar Anckenreuter as the Minter, Amboss Platz. It is simple to find. The Platz is located at the smart end of the main warehouse district of the town. The Minter is next door to the jailhouse. It is a squat building, only two storeys high and with a tiled roof.

In fact, Caspar does not reside here. This is not suspicious; he simply gave it the authorities as his most usual location. He has actually moved to small lodgings in the craft side of town. During daylight hours, he is at work; otherwise he will be at home. PCs will find him more willing to speculate at home. He met the Professor on the morning of 3 Nachexen at the Wolf Runner coaching inn. The Professor was desperate for passage, and the coach was full, there being so few passages at this time of year. Since he knew the Professor was a close friend of his master, he was willing to offer him his place on the coach. Caspar managed to book passage four days later.

If at home, and suitably persuaded by drink or good role-playing, he will admit that the Professor offered him money. He will admit to 20GCs, but it was actually 50GCs. He was also a little surprised that he didn't get a telling off from his Master for being quite so late, despite the fact that he had assisted a friend. The matter of Beatrijs probably took his mind off the matter. Caspar can add little to the Teuschel's story in that regard, though he was aware that she was very unhappy about something. She was a good worker, and he was hoping that she would have been promoted despite her young age – she really was that good. If the PCs are very persuasive, he will admit that he is hoping to set himself up as a Master soon, and Beatrijs' promotion would have improved his prospects. Manfred does not seem to be quick to promote an Apprentice, and Caspar is not at all convinced about the state of the business. One reason for his visit to Middenheim was to try and obtain a permit to work there on his own. He had considered taking Beatrijs.

Caspar was visited by the templars on the early evening of 23rd Nachexen and told them the same story. They were rather rough, although he does remember some discord between the two groups.

The minter, Manfred Teuschel, is a man of about 50; a little care worn, he also has a slight stoop. The Professor turned up on the evening of 7th Nachexen at their house in Schloss die Wiese, an extremely expensive district adjoining the administrative district of the town. This was rather a surprise. However, the

Teuschels regard themselves as in the debt of the Professor for successfully treating Elfrieda Teuschel about two years ago of what she will describe as a lady's condition. Manfred nods to his wife, and says that she efficiently took over, and quickly arranged for an additional place to be set for dinner, and for the Professor to groom his rather dishevelled appearance. Elfrieda is an attractive looking woman, who appears to be rather younger than her husband is. In fact, this is not the case, but will be explained later.

Neither can remember much about the night. Small talk was made. Manfred thinks that Stradovski looked suddenly relieved, but puts it down to a long journey. He said he had come on business, but the lateness of the coach meant he had missed his appointments. This seemed unlikely, for Elfrieda had had to travel to Middenheim to be treated, but was not pushed. The following day, Manfred had to be at work, but Elfrieda went into town with the Professor. She says that they made small talk, had lunch and then visited her husband. She cannot recall where they visited, but if specifically asked, she will recall that they visited the stables. Elfrieda recalls that the apprentice Beatrijs was rather rude to the Professor for some reason, and she had to take her to see Manfred. Manfred recalls this. Beatrijs denied doing anything wrong, but was beaten (as is the norm) and sent back to work. Professor Stradovski stated that he was grateful for the hospitality, but was now required on urgent business. He left, and neither of them saw him again. This was late afternoon on the 8th Nachexen. That night Beatrijs disappeared with a sizeable sum of gold from the strongbox. Manfred is simply happy that he keeps most of his wealth at home, which functions as his office. If asked exactly how much was stolen, Manfred is unsure since his wife keeps the books. She will refuse to comment, claiming that the principle matters more than the actual sum. The Watch have details of the case, and they believe that there were two witnesses to Beatrijs leaving the minter's that night.

Note that the full story from both Teuschels will necessitate the PCs visiting their house, which Manfred is happy to accommodate. Needless to say, much of this story is incorrect. The NPCs are all genuine with the exception of Elfrieda Teuschel. She was suffering from a wasting disease when she visited the Professor, and was saved with the help of the Medical Union and their theories. She became a follower of theirs, and set up a cell within Beeckerhoven. She has been using her husband's fortune to fund the group, and the researches of the Union. In fact, he is very nearly broke, but since his wife insists upon cataloguing his stores he is unaware of this. She is almost ready to disappear with her jewels and other portable wealth. Since using the mint itself would lead to suspicion, she has simply removed coins and gold over a period of time. The second apprentice, Hugo, is one of her cultists and has helped cover for her. As a girl, Beatrijs had been resistant to Mrs Teuschel's more blatant charms, and had become suspicious. However, as an orphan, she had no one to turn to, and this was her only chance out of the slum. Professor Stradovski needed urgent funds, and Elfrieda saw the chance to get it and rid herself of Beatrijs at the same time. She passed a copy of the mint's keys to her gang, with explicit instructions. Only the two apprentices were inside the shop, and Hugo

helped to overpower the terrified girl. Everything went to plan. And, of course, should the PCs persuade Manfred to check his strongboxes at home, he will find them largely empty. His wife will either have slipped away, or remind him that most of his stock is on deposit with the local goldsmith and the local gnome banking house representative.

Should it be needed, the minter's house retains a staff of three: cook (Heyg), maid (Alheyd) and handyman/gardener (Oswalt).

Hugo will maintain he heard nothing, but because Beatrijs was a girl and she slept elsewhere anyway.

Everyone is aware that Beatrijs was an orphan and was taken on at the behest of the Cult of Shallya. In actuality, a cult benefactor paid a tidy sum to give her an apprenticeship.

Poor Beatrijs is buried in the stables of the Union's Beeckerhoven branch.

Clever PCs might note certain flaws in the story, which NPCs will only be able to give unconvincing answers to.

Caspar knows that the apprentices normally slept together, but has no intention of upsetting his Master in any way whatsoever. He was a little concerned that this might be the cause of Beatrijs' unhappiness. However, there was only a small room for them to sleep in. Why Beatrijs allegedly left the room that night will not be successfully answered, as Hugo is unsure whether a theft charge is worse than a perceived sexual assault charge.

The strongbox was opened with a key, and locked again. Beatrijs had no key.

Visiting the Cult of Shallya

The cult has only one cleric in Beeckerhoven and a few helpers. They try their best to help the poor. They do remember Beatrijs, for her mother died of malnutrition, and she was left on the streets. However, a merchant offered a tidy sum to find her a job. The Sister thinks he might have been a Marienburger from his accent and dress. This was two years ago, the time she has been in the employ of the minter. They have not seen her since, but remember her as a sad, if bitter, girl.

Visiting the Gate House

There are actually three gatehouses: north, south, and west. All will be politely friendly to those showing their authorisation, but those at the north and south can remember nothing. Since they only collect tolls upon exit, there is a tendency to be rather lax on inspecting incoming visitors.

The western gate will recall that someone matching the Professor's description left towards Salzenmund late afternoon on the 8th Nachexen. Given the time of year, there is little traffic and they will remember that three horsemen left in that direction within a relatively short space of time. The reason they remember is that they made 12 GCs in the exit tariff in half an hour, and that all twelve were brand new coins, clean and unspoil. All three men were well wrapped up and they can only offer an "average" description, but they are fairly sure

the first was the Professor due to his accent (assuming the PCs mention this). They can also advise the party that setting off so late would mean that the three could not reach an inn by evening. For the GM, the three actually spent the night at the farmhouse described later.

If offered an appropriate Bribe or similar, one might speculate that another of the figures (the third to leave) was likely Marx Khlesl since he re-entered the town on the afternoon of the day after (10th Nachexen). The guards have nothing particularly against Khlesl, but will warn PCs that he is a man "not to be trifled with".

*Assuming the hunters split up at Arenburg, the Templars will fall for the ruse and travel to Grimminghagen. Here they will hear the stories of the "drunk" Professor and continue to Salzenmund, where the trail will grow cold. They will waste a day in Salzenmund (26th Nachexen) and then return, arriving in Beeckerhoven on the evening of the 29th Nachexen. They will then head for The Hunter's Lodge arriving there late afternoon on the 30th Nachexen. They will reach The Forest Inn on the 1st Jahrdrung. Refer to **The Ruse** and the particular locations below for more details of events.*

Assuming the above is true, they can also inform the PCs that the Templars left that way on the morning of the 24th Nachexen.

Visiting the Stables

The PCs might come here since the Four Seasons stable cannot currently look after their horses, or because the gate guards have told them that the Professor was mounted when he left. There is only one stable in town now that the garrison one has been sold off as outlined later, and it tends to do more business stabling than trading horses. The owner will remember the Professor well, for he sold the only horse he had, a poor one, at a nice profit. He will not recall mention of any destination, though he thinks it was a long journey since the Professor seemed to be well packed with food when he picked up his horse. Whilst no one was with him when he bought the horse, he also recalls that there was another rider across the street, also well packed, when he picked up the horse. He bought the horse on the morning of the 8th Nachexen, and picked it up in the late afternoon. The stable boy, Lugg, will happen to but in with a "Begging yer pardon Master" and mention that he overheard the Professor mention Salzenmund. The owner will restate his assertion, and that if they were going there they were "mightily funnily" overpacked. The stable boy is one of Elfrieda Teuschel's cultists.

Visiting the Graf's Agent

PCs will certainly remember to obtain their payment. The Graf's agent, Herr Tintenkleckser, is easily found, and has a small office in the Merchants' Guild. If the PCs explain their business to the clerk, he will send a porter who will quickly return with orders to admit the PCs. They will be shown to a small, well-organised office. He has been forewarned by a message sent by coach on the 19th Nachexen, but will need the PCs credit notes. These they must sign (or make their mark) and hand over. He is also authorised to pay for receipted

appropriate expenses. Should the PCs have learnt their destination, payment can be made in Ostland-minted currency if required. The agent normally handles administrative affairs between the city state and the barony. He can direct the PCs to any location they are seeking, though he will not appreciate being treated as a town guide.

Visiting the Imperialist Garrison

The local coroner maintains his office within the garrison building. He is a retired surgeon, having served in the Imperialist Army. He is not allowed membership of the Physicians' Guild, and has little love for them. For this reason, he was not particularly interested in the matter of the murder of Doktor Thurn, whose murder he determined as a local matter in any event. He has arranged for bodies to be provided for Urs Huber in the past, as a supplement to his income and due to his disdain for the town and its superior residents.

The GM needs to be aware that the Beeckerhoven garrison is particularly weak because of the political situation, but also because the lack of any real threat to the town. In addition, the best troops were removed last year (for posting in Norden, though this was kept secret) and replaced with the *Ersatztruppe*. As one means of promoting service in the Imperialist army, it operates a number of garrison units that consist of those injured on service, who are of little campaign use but can still serve some function. This is an excellent theory, offering security to injured soldiers and guaranteeing regional armies security for their own retinues lost from active service. However, in reality, these units tend to consist of malingerers and those too injured to pass even the minimal standards demanded of most regional forces. Therefore, the garrison here is weak, ineffectual and lazy. The commander is essentially a drunkard, though he might prove himself in a crisis since he is essentially a capable soldier in a depressing backwater.

Visiting Wolf Runner Coaches

The Professor did not catch a Wolf Runner coach from the town.

Visiting the Temple of Ulric

The Ulrican templars paid their respects on the evening of the 23rd Nachexen. They mentioned that they were heading to Salzenmund the following day as the man they were seeking had fled there.

Visiting the Shrine of Sigmar

Beeckerhoven has only a small shrine to Sigmar, but the sole acolyte can confirm that the Sigmarite templars prayed here on the evening of the 23rd Nachexen. They did not communicate with him.

Visiting the Merchants or Goldsmiths Guilds

It is unlikely that the PCs will investigate the Teuschel's business. They are generally respected and/or envied. No one has much business with them, since as goldsmiths they have strong security facilities of their own, and as the town minter, Manfred is the primary goldsmith in the town.

Visiting the Physicians' Guild

The Professor has not been seen by the guild, although they are familiar with him and his reputation. They are unaware that he is a fugitive. A notice in the entrance hall requests that visitors make a donation to the Thurn Memorial Fund. The clerk will be happy to explain that Doktor Thurn was an extremely promising young doctor in the town until his untimely death 6 months ago in a bungled burglary. The murderer was hung, but the guild is unaware of the details. They will advise interested PCs contact the Watch.

Visiting the Watch

If asked about Beatrijs, the minter's apprentice, the Watch will admit that they have failed to find the girl or the valuables. According to their records, 100GCs of gold bullion were stolen. This, the Serjeant points out, would not be easy to sell as bullion is an Imperial monopoly, and it is illegal to buy, sell or possess it without a licence. There was one witness who saw Beatrijs sulking about and made a statement to that effect; this was a local merchant named Urs Huber. Obviously, this is untrue, and an additional fiction by the gang. Should the party either successfully convince the serjeant that the watch have been particularly inefficient in dealing with a crime to such an important local figure (a Leadership test) or offer a friendly ear and suitable encouragement (a Bribe and Fel test), he will admit that they were asked not to pursue the case too vigilantly. It seems that Manfred and Beatrijs were having an affair. Manfred was besotted and rather foolish, offering the girl a simple opportunity to steal from him. Mrs Teuschel was simply happy to see the back of the girl, and the Watch was only too happy to please an important local citizen. Of course, this is another lie and will be refuted by both the Teuschels – though they would – and Caspar.

With reference to Doktor Thurn's murder, the killer was hung 4 months ago. The culprit was an Ostland peddler, originally caught for trading without a licence. He was found with some stolen goods in his possession. He *claimed* to have bought them from a local businessman, Urs Huber. He was a Sigmarite, so he would say that wouldn't he? In any event, there was nothing to link Huber. On a successful Seduction or Bribe test, they will remember that the doctor's brother was also implicated, but there was no evidence to hold him. He made a number of wild accusations that pointed to his guilt by their very ludicrousness, and fled the town later. He claimed that his brother was: being threatened by the Physicians' Guild and a gang of bodysnatchers in their employ; having an affair with Elfrieda Teuschel; an agent of some mysterious organisation, and about to unearth a group of heretics; and had unearthed taxation irregularities within the temple of Ulric, where he was a lay preacher.

Discovering the Cult's Base

The most likely means of discovering the base is through Khlesl. Whilst the gate guards who might have mentioned him do not know where he lives, judicious use of a few shillings in the appropriate (disreputable) places can provide an address. Note that such informants will also inform Khlesl of the PCs

search, for another few shillings. The alternative is a lead to Huber, whose address can be found out in any normal manner.

The cult is based in an ex-military stable. Technically, no one is allowed to build up against the city walls, and Elfrieda recently realised that she might need an emergency escape route. It did not prove difficult to persuade the miserly town council (through her husband) to sell off some of its unused military space, and she used Urs Huber as a front to purchase the building a year ago, ostensibly as a workshop. The stables were renovated, and then certain contacts of the Union brought in to make a number of changes. The most important alteration was to weaken the city wall and place charges in it. For safety, these are not normally stored in the wall, but are able to be placed quickly. This will allow the gang to escape through the wall, either in a cart stored there, or to meet at a farmhouse secretly bought by Elfrieda and in which further supplies and a carriage are available. Only she and Khlesl know the location, though they have a man there – Edrich Siegel.

GMs should create appropriate furnishings for the stable to implicate the gang in grave robbing, including the recent corpse of Beatrijs. In addition, there will be a pharmacist's laboratory, weaponry and food. Depending upon how quickly the NPCs flee, there might be some wealth from Khlesl's other activities. They also find an assortment of papers on herbalism and pharmacy, amongst which are a set of written instructions (to Khlesl from Elfrieda) to prepare provisions for the Professor for a trip to Ferlangen and a letter from someone signed K confirming that "the agreed arrangements have been made". The letter, sealed with the seal of the Ferlangen Merchants' Guild, is in a waxed envelope sealed with a Four Seasons Coaches mark and counter-stamped Ferlangen to Beeckerhoven in both words and town crests. All the gang knows that the Professor's destination was Ferlangen anyway.

Khlesl will meet the PCs from the wall should they enquire after him, and agree that he left the town late afternoon on the 8th Nachexen and returned late on the 10th Nachexen. He was out on a farm to the north. That is all he is prepared to say. Huber will meet the party at the gate, and repeat that he saw a girl matching Beatrijs' description leaving the minter's the evening in question. He had been at a party, and was a little drunk, so it never occurred to him that it was a thief until the following day; he thought she was a companion of the night.

Statistics for the Union cultists are presented in Appendix C. Since most have other jobs, they are usually outfitted differently when outside than inside. The note on their equipment reflects this. Only Khlesl, Hochsetter, Huber, Vogte and Brenz are habitually here, since this is where they live. However, once the PCs have visited the Teuschels, Elfrieda will have the group on alert. This means that they will all hold up at the base. Since it was originally a military installation (of sorts), the compound has a high wall (served by a walkway), one reinforced gate and a small tower. The walls are 15' high, although at 25' the town walls overlook the base. PCs are not, legally, allowed on the town walls of course. PCs on the wall have a complete view into the stable, but are open to view themselves. During the day, one NPC will keep watch in the tower (and is noticeable

on a successful Initiative test should anyone specifically look), whilst at night one will walk the wall whilst a colleague is in the tower. However, the group will essentially defend the inner building whilst they seek to blow the wall and flee. Setting the charges will take one person 18 rounds, three people 6 rounds, or any multiple thereof.

The group will aim to escape to the farmhouse, and the carriage and horses waiting there. A plan of the farm can be found in **WFRP** [p 333].

The Ruse

Elfrieda Teuschel arranged a complex cover story to try and throw anyone following the Professor off his trail. It was made to look like he left for Salzenmund, by leaving through the west gate and teaching Lugg the story about Stradovski's comment. Even better, Marx Khlesl actually travelled to Grimminghagen and pretended to be the Professor. There he faked becoming drunk, brashly making certain comments about his identity and destination (Salzenmund). In reality, Khlesl then returned home. Meanwhile the Professor was provided with a bodyguard (Brom) who, leaving the town separately, met up and proceeded north. They all stayed at Elfrieda's farmhouse that first night, then Khlesl went to set up the alibi whilst the other two reached the Forest Inn safely, where events unfolded, as will be described therein.

Playing the Events

The PCs have certain clues to see through this ruse. The newly minted coins point to a link with the minter and/or Beatrijs' purported theft. Actually, they are simply coins already purloined by Elfrieda Teuschel. Marx Khlesl's return the next day is also nearly as suspicious as is his character. The stable owner's insistence warrants perhaps some discussion of the two versions of the story given at the stables. Most PCs are also likely to be suspicious of the entire Beatrijs story. This entire piece needs careful play by the GM. Elfrieda is an intelligent schemer, who has a good group in the town and a neat plan, which was meticulously carried out. However, she knows that her husband has very nearly served his purpose, and has a number of caches stored to ensure her future prosperity. She is therefore already preparing to move, and it will not take much to persuade her to flee. Her gang is well trained, loyal and useful; if at all possible, she will take them with her. However, she is prepared to sacrifice all for her own escape, and has an alternative identity ready for her with The Medical Union in Wolfenburg.

Once the PCs have visited a location where a gang member is located (the minters, their house, or the stables) a message will be sent to the various members to be on their guard. If the PCs begin to ask questions about Khlesl, he will send a group of *Wolfmen* to persuade them to look elsewhere. In addition, Khlesl will have the PCs trailed by a gang member. Only a PC with the appropriate skills – **Concealment Urban**, **Silent Move Urban** and **Shadowing** – has a chance to notice. The spy is ordered to contact Khlesl as soon as a Medical Union member is caught. The rest of the gang will then flee immediately, first trying to get through the gates and then blowing the wall.

The easiest method for the PCs is for them to watch the base once they have talked to Khlesl. He will seek to obtain orders and so send Else Hochsetter to the Teuschel house to deliver an order – in reality to warn Elfrieda, who will then flee and send Else back with an order to flee the stables and rendezvous at the farmhouse. Also either of the two apprentices will arrive or leave at various times. Carefully hidden PCs can thus spot individuals who link this location with other pieces of the puzzle. Be careful, for whilst Khlesl can be bluffed into the mistake, he is not an idiot. Whether PCs act immediately, or follow the NPCs to the farmhouse and northward will have to be dealt with on an individual basis. Any member of the group will happily trade his or her freedom for the information.

Loose Ends

The players should learn the destination of the professor from any captured gang member or the forgotten letter. PCs need to remember that their mission is to locate the Professor, and not round up Elfrieda and her gang. The authorities will issue arrest warrants and warn all their posts by carrier bird to be on the lookout. This is an appropriate time for an experience award. Reward players for encounters they attempted, success and for uncovering this branch of The Medical Union. However, they should be seeking to continue on their way immediately, and not rest upon their laurels. An average award for the adventure to this point will be 200 experience points.

Summary: What's Happening in Town

Normally I will suggest other events that are happening in town. After all, not everything in The Empire revolves around them or the case that they are working on. However, since this is their first serious piece of interactive sleuthing we will take pity on them, and just let them get on with the business of discovering the whereabouts of the professor. Except we cannot be quite this generous. Aside from the investigations of the PCs, the following activities are occurring:

The underlying message of this campaign is the many and varied 'private' wars that are going on at any given time within The Empire as different power groups seek to further their own individual ends. In this case there is clearly scope for a number of guild wars due to the taxation position and the negotiations with Middenheim. Different guilds are pushing their own agenda and seeking to undermine their enemies. This might flow into the streets as apprentices and other juniors pick fights with those from other guilds. Play up these guild wars for colour, but at the same time a cobblestone hurled the PCs' way never hurts – at least us! The coaching rivalry is another example of this.

In the same vein, the watch is frequently described as a uniform institution, but they are far from it. Throughout the campaign reference will be made to private militias guarding the elites and their property, but the watch is also divided by district, and these districts will have a fair degree of antagonism towards each other. This may concern simply who is the best division, or the collection of protection rackets or straightforward personal and professional rivalry between sergeants. GMs might like to

throw a group attacking a watch patrol in front of the PCs, who will then find out that the 'thugs' are actually watchmen from a different district when they intercede. Let's teach them to mind their own business early on, especially when the two watch groups join together after deciding they hate outsiders more than each other!

A little extra colour. Have some graffiti on a wall: "In the land of broken dreams only tears are free". Very deep!

Elfrieda Teuschel Escapes

If Elfrieda manages to escape, it is important to consider her actions. She will flee north towards Ferlangen, and away from Middenheim, Beeckerhoven and anyone who might recognise her. Her aim will be reach to Wolfenburg, and take a boat from there. Should she escape alone, there is little she can do but stay at the coaching inns on route, since she will be too weak to risk anything else. In this case, we can assume that the ghouls up the road will attack and eat her. Her possessions can then be discovered by the PCs. Assuming that (most of) the gang manages to flee with her, then they will first stop at the farmhouse, collect the carriage, provisions and Sliegel and dash northwards. They will pay the toll at The Hunter's Lodge, but continue on through the night – an occurrence that will be remarked upon by the toll-keeper on duty. Since this is very dangerous, and to illustrate the point, the carriage will crash later that evening forcing the group to stop for the night. In the morning, they will be forced to leave the carriage and carry what they are able of its load on their horses. It is quite likely that the PCs will find the carriage – and its cargo – when they pass this point, halfway between The Hunter's Lodge and All Shadows Fled. The gang will continue at speed, by-passing the toll house at All Shadows Fled and reaching close to the Temple to Liadriel at the end of the second day. The next day, they manage to cross the border into Ostland, where they feel able to stay at The Royal Wolf. Assuming that the PCs uncover the gang on 25th Nachexen, which is probably their second day in Beeckerhoven, the group will reach here on the evening of 29th Nachexen, far quicker than the PCs can conceivably manage. Even if the town authorities warn their own border guards by carrier pigeon, the gang will escape into Ostland and (probable) safety. Since Elfrieda managed this distance at a ludicrous speed, it is almost certain that neither apprentice could keep the pace, and it is suggested that both (if they escaped) are found either dead on the roadside, eaten by the ghouls or in one of the inns trying desperately to make their way on foot. A dead horse or two will also reinforce the point.

For completeness, Elfrieda will make a more leisurely trip to Ferlangen via the inns, arriving on the evening of 1st Jahrdrung. She will then undertake a number of business transactions from sources previously prepared, and on the morning of 3rd Jahrdrung hire a personal coach from the Hofbauer-Bodelstein Trading Company to take the group to Wolfenburg.

BACK TO THE ROAD

Grimminghagen

PCs should not fall for this ruse, though the NPCs will (without the PCs foresight). However, if they do decide to investigate, they will find the only place to stay here is a Wolf Runner coaching inn, the Halfling Hotpot. Its owner, Herr Reuwich, will well remember the “Professor” who got himself rather drunk – surprisingly quickly – and boasted about his “great discoveries” and that once at Salzenmund, “they would all be made to pay”. He did disappear rather quickly when the Watch was called to sort out a couple of feuding villagers, and left in the morning. If asked, the description of the “Professor” is completely different – and one of Marx Khlesl will be offered – and nor did he have an accent.

Salzenmund

The PCs are well and truly, off-course in Salzenmund, and no trace whatsoever of the Professor can be found. The city is relatively small, and is dominated by the Baron’s rather impressive fortress.

The Hunter’s Lodge

Location Number: 5

Description: medium size coaching inn

Proprietor: Klaus Kulfinger

Notes: Named from visitors to the shrine. Opposite the inn, set slightly back from the road is a wayside shrine. The shrine itself is identical to that in the WFRP rulebook, and is dedicated to Haleth, goddess of hunting (and an aspect of Rhya). This is noteworthy as it is the only formal construction honouring Haleth, and it is also a steady (if small) source of income for the inn from residing pilgrims. There is no cleric in residence, indeed no known cleric at all, but Klaus maintains the shrine as best he can. As far as anyone knows, the offerings have never been collected, and there is likely a small fortune. In fact, most offerings are non-monetary, and there is a definite stench from the offerings left over the centuries in the pits. Klaus has heard a rumour that the Church of Sigmar is applying to obtain all minor shrines to faded deities, such as this one, and empty their offering pits for maintenance and overhead expenses. His

¹ The introduction deals with the theology of Khaine and his origin, embracing the notion that the god is the son of Ulric and a demon pretending to be Rhya. Whilst Ulric was forced to accept paternity and that his bastard son was a staunch enemy of the Chaos, he forever favoured Mórr and made him guardian of the dead. Growing jealous, Khaine finds that he is able to steal souls for his own kingdom, a mad, demon-filled place. The second section deals with poisons (and the *Prepare Poison* skill) and purports to offer means of avoiding being poisoned (the *Immunity to Poison* skill) – the latter is flawed and dangerous. The main section considers the nature of undeath and the psychology of being dead. There is also an incomplete essay describing a greater demon called Nagash who managed to steal souls from Mórr’s Peace with foul sorcery. It describes this process and offers some arguments concerning the relationship of Nagash with Khaine. After the demon’s defeat, the captured souls fled back through the Black Gate to the safety of Mórr. This provides a basis for the skill *Identify Undead* and also a *Cool* test to avoid developing a phobia about death or the undead. The final section provides details of ceremonies to the god, and incomplete (and erroneous) notes upon how to attain the status of mummy, vampire and liche. It offers advice on the hate, fanaticism and power necessary to attain priesthood. It also describes the casting of ritual spells, with notes upon components and *Arcane Language - Necromancy*. GMs should refer to **Pour La Gloire d’Ulric** for appropriate spells. Reading the book provides the background for the *Theology (Khaine)* skill. However, anyone reading this book must pass a *Cool* test or suffer from the minor disorder of *Nightmares*. GMs should develop the effects of any disorders as they see fit. Needless to say, possession of this tome is an offence of heresy, membership of a proscribed cult, murder and necromancy – at least!

Melmoth the Wanderer, Cleric of Khaine Assassin, ex-Footpad (Cut-throat)

M	WS	BS	S	T	W	I
4	64	61	4	4	11	58
A	Dex	Ld	Int	Cl	WP	Fel
3	60	49	54	55	51	46

Skills: Concealment Rural, Concealment Urban, Disguise, Identify Undead, Marksmanship, Prepare Poison, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon – Fist Weapon, Specialist Weapon – Throwing Knife, Strike to Stun

Age: 30

Alignment: Evil

Equipment: Black Mask and Cloak, Book, Crossbow with ammunition, Garrote, Helmet, Knife, Knuckle-dusters, Leather Jack, Shield, Sleeved Mail Shirt, Sword, 5d20 GCs

Description: Melmoth is primarily interested in escape if discovered. He is aware that the ghouls are becoming increasingly unruly, and that sooner rather than later he will be discovered. Still, it has been a good couple of years, and has earned his master a number of conversions. He will ensure that he keeps two ghouls with him for protection in the event of any escape; the forest is dangerous even for a murderer of Khaine. Melmoth carries a holy book to Khaine with him. It is hand-written in a mixture of *Classical* and *Reikspiel* and rather confused, reflected in its title *Tenebris Geheimnis* – Secrets of the Dark¹.

Condradine

Outlaw, ex-Agitator

M	WS	BS	S	T	W	I
4	42	41	3	3	9	39
A	Dex	Ld	Int	Cl	WP	Fel
2	30	23	24	44	38	36

Skills: Animal Care, Concealment Rural, Disarm, Dodge Blow, Evaluate, Public Speaking, Read/Write (Old Worlder – *Reikspiel*), Ride – Horse, Set Trap, Silent Move Rural, Silent Move Urban, Strike Mighty Blow, Strike to Stun

Age: 22

Alignment: Evil

Equipment (in inn): Jewelry (5d6 GCs), Knife

Equipment (prepared): Crossbow with ammunition, Helmet, Jewelry (5d6 GCs), Shield, Sleeved Mail Shirt, Sword

Description: She is solely interested in self-preservation, and is very keenly aware of the increasing irrationality of the ghouls. She will do anything to ensure her safety, even turning upon the ghouls and claiming she was a prisoner herself.

initial reaction to the PCs will be one of concern that they are not such representatives of that cult, but he is otherwise very friendly.

A person matching the description of the Professor passed through here, staying the night of the 9th Nachexen. He was travelling with a companion. A troop of the Baron's soldiers stayed here on the night of the 18th Nachexen. Should Elfrieda have escaped, her carriage will have paid the toll here, but continued on – despite the warnings of the staff.

Events: None. As the first visitors, the PCs will be called upon to provide entertainment and news for the local farmers and inn staff.

Note that if Elfrieda and her gang escape, their carriage will have crashed along this road beyond here, and before the next inn.

All Shadows Fled

Location Number: 6

Description: medium size coaching inn

Proprietor: Wilhelm Teggetthof

Notes: A person matching the description of the Professor passed through here, staying the night of the 10th Nachexen. He was travelling with a companion. A troop of the Baron's soldiers stayed here on the night of the 19th Nachexen.

Events: The proprietor is awaiting visitors to witness his purchase, and the PCs will provide a perfect group. Wilhelm Teggetthof is purchasing Karyssa Bucer from her husband, Josef. The concept of divorce is unknown to the majority of poor within The Empire, but there is a custom that dates back to the days before Sigmar where a man can sell his wife to another in order to be rid of her. Usually, these sales are arranged beforehand, between a wife and her lover. "Civilised" Old Worlders frown upon the practice, of course, but it is an easy avenue for a poor woman from an unhappy marriage. In this case, Josef is a drunkard, and whilst not actually violent towards Karyssa, she has become attached to Wilhelm. In his turn, Wilhelm wishes to help Karyssa out of her unhappy situation and offers her status as the wife of an inn owner.

Josef, who works on the adjoining farm, will bring his wife into the inn wearing a halter and announce he is selling her. This may, of course, cause some objection from the PCs since it might appear like a form of slavery. As city dwellers, they are unlikely to be aware of the custom, but the villagers will be quick to appraise them of these and the position will be explained to them. Some of the other workers will feign interest, and Wilhelm will offer 2/-. The bid will be accepted, and the divorce completed. The PCs will be asked to witness the event, and be invited to a small party. Of course, the PCs are technically able to bid for Karyssa themselves.... This will not endear them to anyone, and they will be made to feel very unwelcome. Wilhelm cannot afford more than 10/- in cash. Karyssa is typical of the Old World peasant class, and looks considerably older than her 26 years.

Otherwise, as the first visitors, the PCs will be called upon to provide entertainment and news for the local farmers and inn staff.

Temple to Liadriel

Location Number: 7

Description: way temple

Proprietor: Heinrich Freiherr

Notes: This temple is a part of the complex agreements reached between a number of human emperors and their nominal subjects the wood elves of the Laurelorn Forest. Technically, it is a shrine to Liadriel, the elf god of song and wine and a border post between humans and the elves. However, in reality the Barony of Nordland does not accept the treaty, and has unhelpful relations with the Laurelorn elves. Whilst elves are welcome here, and the proprietor is careful about maintaining the Liadriel iconography, the temple essentially operates like a normal coaching inn. Indeed, the irony is that this is the only "temple" to Liadriel in the entire Old World, as the concept of such a thing is alien to the elf mind. It conforms to the way temple given in the WFRP rulebook.

The inn has a second claim to fame in that it is located at the junction of the main Erengrad road with the route chosen by the Northern Mercantile Company to lead to the proposed gateway to riches that was Neue Emskrank. The failure of the port is detailed in **Marienburg: Sold Down the River**. All that remains is an overgrown track straggling northward, and a faded sign attached to a rusting metal post. There are the remains of a small village here as well as the location of the junction towards the gateway to the northern coast was expected to be able to maintain a service village here. However, the village was forcibly closed by the baron upon the failure of the scheme.

A person matching the description of the Professor passed through here, staying the night of the 11th Nachexen. He was travelling with a companion. A troop of the Baron's soldiers stayed here on the night of the 20th Nachexen. If Elfrieda escaped with her gang, one of the locals saw a group of horsemen avoiding the toll gate and riding off on the morning of the 28th Nachexen.

Further along the road, there is a history of attacks from the forest taking lone travellers. The PCs will be warned of this. In reality, this is the cover story for the ghouls who have occasionally loosed a captured beastman upon travellers in order to support the story.

As the first visitors, the PCs will be called upon to provide entertainment and news for the local farmers and inn staff.

A GHOULISH PRACTICE

The Forest Inn

Location Number: 8

Description: medium size coaching inn

Proprietor: Van Moll

Notes: A person matching the description of the Professor passed through here, staying the night of the 12th Nachexen. He was travelling alone, though he did state that he had been attacked on the road by a creature from the forest and a companion had been slain. A troop of the Baron's soldiers stayed here on the night of the 21st Nachexen.

Many years ago there was once a village on this location as well, but its overlord decided to move the residents for a long forgotten reason and there is little left of even the ruins.

It is important that the PCs see this as no different than any of the other coaching inns. To avoid surprising the staff, the gates are always locked, but this is (reasonably) explained as a defence against those who prey upon travellers from the forest. The only people seen clearly are Torben Pieknich (the toll keeper), Van Moll and Condradine, although (again) this is not unusual, and need not be mentioned. Others are seen – the stable boy and cook, for example – and they do not deliberately seem to avoid the light. However, the food here is particularly foul; the cook has been losing the ability and interest to cook conventional meals. Unusually, none of the farmers who live on the accompanying farmstead will join the inn for news; they are too busy on the farm. There are also no dogs hanging around the inn. Little else should appear to happen. Assuming the party is missing the templars, they will all be given private rooms, as an apology for the state of the food – awaiting supplies, don't you know. In the morning Hoffman Jannitzer will be gone along with any gear from his room....

Previously at the Forest Inn

Two years ago, the provisions for the inn failed to turn up – thanks to the work of The Mighty Quill. Inns are usually prepared to be self-sufficient, but for whatever reason these supplies were desperately needed. As the season closed in, it looked like being a desperate winter. Van Moll had no horse to send a messenger, but sent for help via a letter with his remaining guest. Unfortunately, Melmoth, a priest of Khaine, and his two ghoul "assistants" intercepted him. Reading the note, Melmoth hatched a plan. He managed to survive in the cold of the forest for a month before another traveller arrived at the inn. Masquerading as another traveller, he explained to the staff that he could provide a steady supply of food. Starved, the community accepted, and watched helplessly as Melmoth revealed himself and killed the other traveller. To their credit, some of the inhabitants refused this evil and attacked, but whether through fear or hunger most accepted. Their path to Khaine and ghouldom was established. Most are either ghouls or part ghoul. The exception is Van Moll who has been

retained so as to deal with the guests and Condradine, who arrived later. She was a prisoner of a group of road wardens, who stayed at the inn. In their early stages, the ghouls found it difficult to control themselves and they attacked the wardens. They overcame all except one, who freed his prisoner on the agreement that she, as the only other human, helped him to fight free. Unfortunately, she immediately killed him and negotiated with Melmoth. She has no interest in following their grisly fate, but is happy to remain free and sheltered. The ghouls occasionally find and capture the odd mutant that they release in front of the authorities' patrols to remove suspicion from themselves. Last year, they managed to lure a small band of beastmen into a road warden patrol; the band's camp was later, unsurprisingly, discovered to have many of the possessions from the travellers who had disappeared in the previous year.

It has been a very hard winter for the ghouls. Whilst Melmoth's promises saved the holding from starvation at the time, they are becoming ever more dependent upon human flesh, and it is particularly scarce on this route during the closed travelling season. They only just avoided turning on Van Moll or Condradine, both of whom are needed. They are thus very hungry.

Aside from troops of soldiers, the first two guests of the season, the Professor and bodyguard, were a little too much for the ghouls to resist. The part-converted were sloppy and did not remain hidden well enough. This might normally not have been a problem, but using his *Identify Undead* skill, the Professor recognised the danger inherent in this inn. He negotiated a deal with Melmoth, whom he convinced of his prowess, and agreed to give Brom and his horse to the ghouls in the morning in exchange for his own freedom. He also warned them of likely pursuers, so that they would be much more careful. Melmoth is concerned that the Professor might later report them, but there is little he can do aside from prepare his escape should such a thing happen. It is actually more likely that The Medical Union might consider hiring him.

Current Events

Still extremely hungry, the ghouls realised the dangers of attacking such a large party as the PCs and were prepared to allow them on their way. Unfortunately, hunger is too much for them, and so they hatch a plan to capture Jannitzer who they take to be the outsider of the group. As an apology for the food, all the PCs are offered individual rooms, which allows Jannitzer to be safely removed. He is fed a mild poison in his food at the meal that causes him to use the outside jacks on a number of occasions. Condradine will make it clear to the PCs that she is interested in the templar, who will be moderately interested, and pretend that his visits to the toilets are to see her. Condradine is devious and desperate, and will be quite consummate in her performance. That night, Condradine visits Hoffman, incapacitates him and opens the window for

Van Moll

M	WS	BS	S	T	W	I
4	23	25	3	3	5	24
A	Dex	Ld	Int	Cl	WP	Fel
1	30	26	28	25	36	23

Skills: Evaluate, Flee, Haggle, Read/Write (Old Worlde – Reikspiel)

Equipment: Club, 1d6 GCs, 2d6 shillings, 3d6 pennies

Torben Picknick**Toll-keeper**

M	WS	BS	S	T	W	I
4	36	39	3	3	7	41
A	Dex	Ld	Int	Cl	WP	Fel
1	30	34	28	28	35	25

Skills: Evaluate, Haggle, Read/Write (Old Worlde – Reikspiel)

Equipment: Crossbow and ammunition, Mail Shirt, Shield, Sword, 1d6 GCs, 2d6 shillings, 3d6 pennies

Ghoulish Humans (7)

These creatures have not yet attained undead status, and still retain their human skills, albeit at their ghoulish attributes. The least obvious ones work in the inn as cook, stablehand and handyman, but they avoid animals.

M	WS	BS	S	T	W	I
4	25	0	3	4	5	30
A	Dex	Ld	Int	Cl	WP	Fel
2	43	6	18	43	43	10

Skills: Identify Undead, Scale Sheer Surface, Silent Move Rural

Special Rule: If without an opponent, the ghoul must make a **WP** test if it seeks to ignore a dead body and attack an opponent. Should Melmoth be present, he can override this instinct on a **Leadership** test.

Ghoul (2)

M	WS	BS	S	T	W	I
4	25	0	3	4	5	30
A	Dex	Ld	Int	Cl	WP	Fel
2	43	6	18	43	43	-

Special Rules: All hits are **venomous** and victims who fail a **Poison** test will be paralysed for D8+4 rounds. If without an opponent, the ghoul must make a **WP** test if it seeks to ignore a dead body and attack an opponent. Should Melmoth be present, he can override this instinct on a **Leadership** test.

Melmoth. The two will pass him through the window and remove him to the farmhouse where he will serve as the meal. They will remove a horse of the PCs to act as cover for the story.

Of course, all this is planned and it is possible that PCs might in some way disrupt the plan. The PCs should by now have a regular routine concerning resting the night at inns, and are unlikely to be suspicious or involved in nocturnal activities. If, however, they are awake, this might save Jannitzer, though it is unlikely, but will dictate an assault on the inn by the ghouls to exterminate all the guests.

In the Morning

Hoffman Jannitzer is missing, as is Condradine. Van Moll's story is that they left together first thing. He saw them at the stables, but did not think anything of it. He later saw them galloping away (northwards), she on the back, as he was drawing water from the well. He will appear irate at the loss of a servant and the loss of the PCs' horse. It is possible that the PCs might buy this story, but it should appear out of character for Jannitzer. If they do and continue their journey, they might be suspicious when the two are not seen at any inn further northward.

The PCs might be reluctant to leave due to the loss of the horse. They might also recall that Jannitzer cannot ride a horse (and note that Van Moll's statement was clear that he was in front). Should they seek to search the inn, then there will be no clues except that Condradine's belongings are all present. However, since none is worth anything, Van Moll will explain this in that way. Hoffman's possessions from his room are missing – but any in the cart are still there. Those with appropriate building skills (such as engineers or carpenters) will note that Jannitzer's room is built with an inner skin to the wall; in other words, it is twice the thickness of other walls without any structural purpose. Van Moll will say the room has always been like that; in reality it is extra soundproofing for the grisly business carried out in the room. PCs might also note that no other staff are present; Van Moll will say that they are all helping in the fields. The fields are shielded from the inn by a finger of trees from the forest, but anyone with an agricultural skill who passes through will immediately see that the fields are completely wild, and no one is working them. Van Moll will then explain that these fields have been left fallow, and that the others being worked are further away. The game will be up should the PCs decide to search the farmhouse for any reason.

The precise number of ghouls and their exact location needs to be determined by the GM relative to the strength of the PCs, but suggested numbers are offered. Seizing an individual guest is achieved by poison and stealth. Condradine and Melmoth are usually only accompanied by two ghouls who remain outside as bearers. Based in the farmhouse, none of the ghoulish inhabitants are particularly wary. Even with the warning, those posted as guards are lax and will need to pass a **Leadership** test to be remotely watchful. Both Melmoth and Condradine will be quite willing to desert the ghouls should the circumstances necessitate it; both are aware that their current run of good luck cannot last forever. Whilst Melmoth will happily escape into the forest – preferably with a couple of ghouls as bodyguards – Condradine will be more likely to try for a horse and the open road. She might even turn her coat, and claim to have been held by the ghouls against her will. Both these characters can

provide useful continuing antagonists should they survive, and GMs should keep a note of their destinations and timetables.

Wrapping Up

The PCs may wish to hand over this situation to someone official. Prisoners might have to be tried, and the inn and farm will need guarding until it can be sold to a new owner. Wolf Runner coaches will be quite happy to buy the place at a knock down price. The easiest way of dealing with this is for an Imperialist road warden patrol to come along the next morning. Assuming the PCs still have their warrants, the wardens will believe their story and send them on their way. This has the advantage of ensuring that the PCs can reach the next inn that day, and that the wardens can loot the place. PCs might have similar ideas, though there is very little wealth or even (edible) food, or simply want to rest for an extra day – free of charge. Allow them the assorted NPC possessions, mundane home items, an additional 3d10 pennies and 3d6 GCs of cheap jewellery on a *thorough* search. In addition, they will find a (printed) book titled *The Unberogen Empire*⁸ by Johan Sklopan, *Epistola de secretis operibus artis*⁹ and a hand-written book without a title or author¹⁰. The farmhouse has been the abode of ghoulish inhabitants for two years, and is, well, ghoulish. PCs should make a Cool test to avoid gaining an insanity point.

Assuming the default scenario has been running the NPC hunters will arrive here on the 1st Jahrdrung.

ONCE MORE ONTO THE ROAD

Note that if Elfrieda and her gang escape, this might be a good spot to locate a dead horse and apprentice(s), although the road wardens (if used to move on the ghoulish scenario) will have removed any bodies and brought them along with them.

The Winter Wolf

Location Number: 9

Description: medium size coaching inn

Proprietor: Niels Juell

Notes: A person matching the description of the Professor passed through here, staying the night of the 13th Nachexen. The soldiers arrived on the evening of the 22nd Nachexen. Assuming the default scenario has been running the NPC hunters will arrive here on the 2nd Jahrdrung.

This is also a border post for the Barony of Nordland, maintained as a nominal guard for the Baron's territory. Here

⁸ It contains an attempt at describing the pre-unification tribes and proposes that the Unberogens and their leader, Sigmar, effectively assimilated the other tribes through unification. Hence, The Empire should really be called The Unberogen Empire. Unfortunately for the PCs, the so-called *Unberogen Thesis* is widely disliked, since it is well known that Sigmar was a good leader who built The Empire through conciliation and confederation. A book dealer might offer d6 GCs for it, but they are unlikely to receive anything like the normal price for a book.

⁹ A text containing certain military teachings of Myrmidia, this is the edited version for a more general audience of military thinkers.

¹⁰ This contains a treatise upon diet. It suggests that the poor should be grateful to the nobility, since they eat the rich and fatty foods, allowing the peasantry to eat bread, vegetables and fruit. Better, in lean times the peasantry are forced to beneficially diet. Peasants should once more be grateful to their superiors since these foods are better for their inferior physique and dieting avoids their tendency to become lazy and overweight.

the toll house is extended by a single story barracks, and a Kelnore tower. All fly the colours of Nordland. The village of Skjaldberg lies adjacent to the post, hoping for its protection from border raids. By the roadside is a gibbet that contains the recent remains of a prisoner. There is a notice board next to it that contains a crudely written notice "Ostland spy, slain by Order" and a Statement of Forest Law¹¹.

The exciseman on duty will confirm firstly that the PCs have not arrived from Seuchenshof. The hospice specialises in the treatment of Black Plague, and the locals are wary of its reputation. He will then ask the PCs whether they can read, and have read the Baron's notice. If they cannot read, he will précis it for them. The militia will also be quite happy to "advise" the PCs of the sub-human nature of Ostlanders, and of their occasional illegal border raids. Items described in Appendix H may be utilised. The militia wear patches and armbands, coloured blue and yellow, picturing the Nordland ship. They appear to be a fairly uncouth mob. However, they have been reinforced by ten of the Baron's *Jægere*, elite forest scouts. They captured the dead man in the gibbet in a border raid in reprisal for an Ostland attack.

Not that it will affect the PCs, but Niels warns travellers going in the other direction that further south along the road, there is a history of attacks from the forest taking lone travellers. The militia who are stationed here have occasionally patrolled to the south, but without success. This is the cover story for the ghouls who have occasionally loosed a captured beastman upon travellers in order to support the story, but which can probably be suitably amended by PCs successful in the earlier scenario.

Events: The soldiers at the post are very wary of any armed group. As GM, do not be afraid to punish players who are irresponsible in their behaviour or comments. The militiamen are looking for trouble, and are particularly keen to uncover any Sigmarite and/or Ostland plotters. On 17th Nachexen, a group (of supposed Ostlanders) launched an attack on one of the farms that serves the post. They killed and captured a number of pigs, and one of the farm girls. Fortunately, a group of *Jægere* was already on route for the same purpose, and on the 24th Nachexen launched a raid of their own, catching a lone shepherd and a number of sheep. They are not too sure if this is adequate compensation, but the post is preparing itself for further trouble in retaliation by the Ostlanders. Since the PCs are travelling from Middenheim, they are likely to be regarded as allies, but dwarf players might have to do some fast-talking to prove their credentials. After all, everyone knows that all dwarfs are Sigmar-lovers, don't they? GMs should allow players to talk their way out of trouble. Since prejudice is based upon ignorance, it should be reasonably easy. For example, a dwarf might have heard rumours concerning the Baron and moves against the Laurelorn. Since dwarfs hate elves, they must like Nordland and so be friends to all here; simple. Otherwise, assuming the PCs do not mention the Seuchenshof or the Black Plague they should be fine.

¹¹ Appendix E offers an outline of the laws.

OSTLAND

Welcome to Ostland

Whilst it might not be readily apparent to the PCs, once they reach The Royal Wolf they have crossed the Ostland border. GMs should refer to Appendix H in order to help flesh out the idiosyncrasies of the province, although they will have little real meeting with the culture of Ostland until Ferlangen. The one issue that they will realise is the attitude of the border guards towards foreigners. This is mostly as a result of the continual inconclusive border raiding between the two provinces. However, GMs should not over-stress this. Raids are rare as the bordering areas are relatively poor, and most raids are in fact private criminal affairs rather than officially approved invasions.

The state of the roads should markedly improve between the border and Ferlangen, and worsen to a state of almost constant disrepair beyond that town. This is because of the need to improve transport links to the secret naval base located on the coast at Norden. This gives the GM the opportunity to introduce military patrols in this region to accost and generally interfere with the PCs. Another opportunity, outlined in the section describing the town of Norden¹², would be to have escaped prisoner(s) chased by official hunters and/or *Sicherungstruppen* run across the party. Fanciful tales of sanctioned slavery, wrongful imprisonment and transportation to Leopoldheim can be developed.

The Royal Wolf

Location Number: 10

Description: medium size coaching inn

Proprietor: Albrecht Jylland

Notes: A person matching the description of the Professor passed through here, staying the night of the 14th Nachexen. If the game developed that way, Elfrieda and her gang arrived here the evening of the 29th Nachexen, and stayed the night. However, for the reasons described below, this information might not be easily obtained. A successful Bribe check will persuade Albrecht to tell the PCs, but this may not be popular with off-duty militiamen who will tend to see fugitives from Middenheim as friends of any Sigmarite. Play this prejudice up.

Assuming the default scenario has been running the NPC hunters will arrive here on the 3rd Jahrdrung. It is also here that the PCs will find additional assistance waiting for them in the form of Christina Asper, courtesy of the University of Altdorf and the Fraternal Order of Witch-hunters. She has been instructed to assist the party from Middenheim, not initiate investigations. This she will do. She arrived on 26th Nachexen, and so never crossed the path of the professor. However, if Elfrieda stayed here on the night of the 29th, she will recall her. Christina also witnessed the events of the 25th in the next inn along the road. However, Christina's orders are to assist the

PCs, and not to actively engage in investigations; she must be requested to provide assistance.

This is also a border post for the Grand Principality of Ostland, maintained as a nominal guard for the territory. An earthen rampart and ditch surround the inn, toll house and a barracks and Kelnore tower. The barracks is a relatively new building, and contains some basic defensive features such as firing slits, a tower and a flat roof with raised wall. It abuts the Kelnore tower. The troops on duty here are also a detachment of Ostpreussiches. These are a militia of the lesser nobility and middle classes, eager for plunder in the service of the state. They will be quite happy to describe the despicable nature of Nordlanders and their illegal raiding to an audience. They will also be very quick to pick upon these characteristics within PCs. The fact that the PCs are Middenheimers – and not Nordlanders – is of some protection, but they will be very prepared for trouble from “invaders”. They are particularly aware, since their posting is linked to the secrecy around Norden. They are also on the defensive because of their own raid across the border earlier. There will also be some concern that the PCs have no links to Seuchenshof. They are convinced that it is a biological warfare installation, created to release its poisons upon Ostland.

The village of Schoten lies slightly to the north of the post, and offers subsistence support to the garrison. It is clearly in decline, with a number of deserted buildings.

For completeness, PCs might like to be aware that the wolf in the title is one of a number of references within this Sigmarite land to this apparently Ulrican beast. It is in fact a reference to the traditions described later in the *Cult of the Howling One*. The inn across the border is indeed named after Ulric. To add to the puzzle the inn sign is of the Ostland bull, one of a number of changes instigated to erase the memories of the Ostland wolf.

THE BODY IN THE TAVERN

The Pewter Merchant

Location Number: 11

Description: medium size coaching inn

Proprietor: Anton Petz

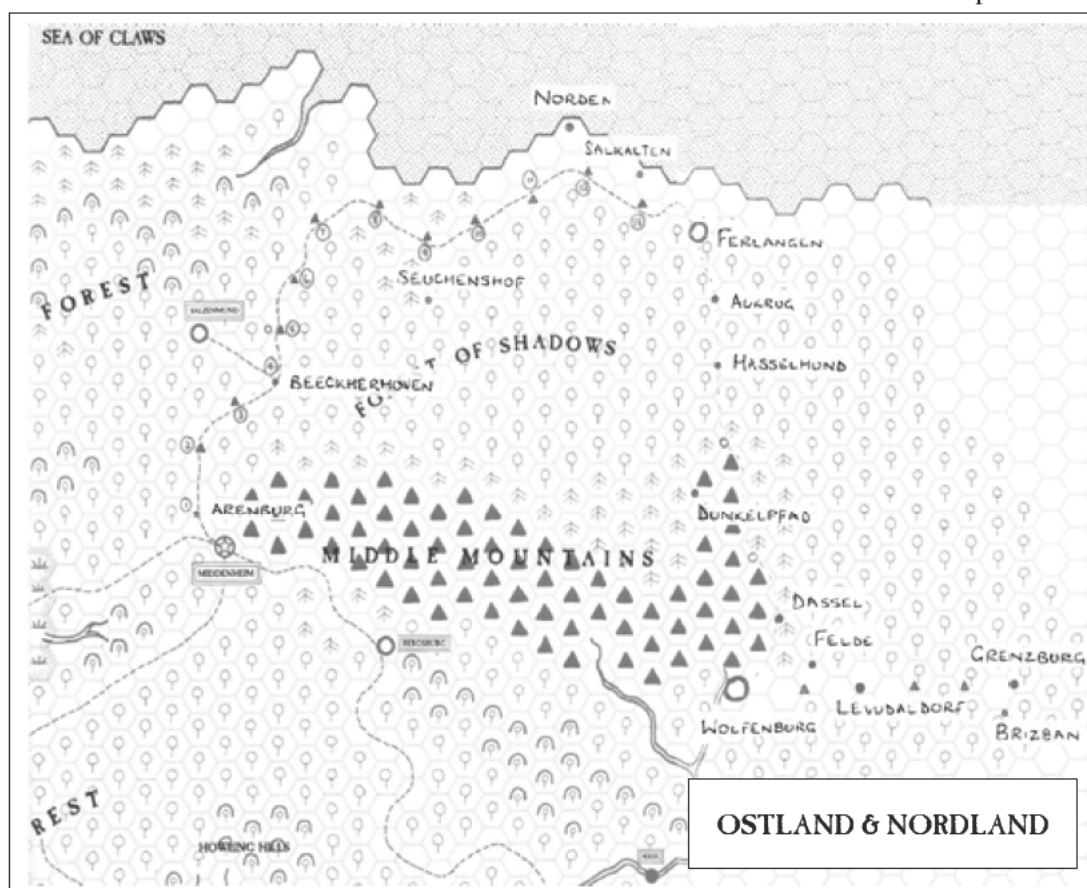
Notes: A person matching the description of the Professor passed through here, staying the night of the 15th Nachexen. Elfrieda and her gang arrived here the evening of the 30th Nachexen, and stayed the night, if appropriate. Assuming the default scenario has been running the NPC hunters will arrive here on the 4th Jahrdrung.

At this point, the road offers views of the Drosselspule bay and the Sea of Claws, as the forest falls away sharply into the sea. However, there is little sign of human habitation along the water's edge. The Ostland coastline is one of shallow fjords

¹² Appendix G fully details Norden and the other issues raised

and bays, although there are no major rivers, as there is little relief between the coast and the Forest of Shadows. The land is bleak and low-lying, and over the centuries the sea has built up acres of sand dunes. In some places these cut off shallow lagoons from the open sea, where sea fowl flock to catch the fish washed into them by the tides.

Events: This inn is a base for the reivers who raided Nordland, and escaped with the pigs and a young girl. The family engages in smuggling, raiding and even some slaving, using the inn to meet merchant contacts. On the 25th Nachexen, there was a



fracas between the group, a visiting merchant and a group of road wardens. In general, the raiders are careful not to upset the agents of Ostland justice, and – for a few bribes – are allowed to go about their business. However, for some reason a fight broke out, the merchant was slain and the criminals fled. Since the road wardens were present, the crime could not be hushed up and they sent to Ferlangen for the local coroner. The coroner arrived, and since the dead man was a visitor and his background could not be ascertained fined the inn as the place of the murder. This will bankrupt Anton Petz and the local farm. The fine has been set at 50GCs, a reasonable figure in the view of the coroner's assistant for a place of murder and den of iniquity. Whilst the coroner is not unsympathetic to Petz's predicament, he has few resources to commit to a simple brawl and in any case tends to the view that if Petz allows criminals to use his premises then he deserves little sympathy. The fact that Petz is intimidated by the reivers is of no account. The precise account of events follows, with dates. PCs have a number of possible chances of interacting with events depending when they arrive.

25th Nachexen: The merchant Masten Feltt sets off from The Hemp Merchant to rendezvous with his reiver contacts at The Pewter Merchant. Feltt is more a pedlar than a merchant, but dresses the part of a wealthy merchant, even though he has few other trappings. He is attacked on the road by Werner Herst, a servant from the inn. Herst kills the merchant, strips him and drags him into the forest. He then dons the merchant's clothing and proceeds on his way. That evening, he is approached by the leader of the reivers, the girl and two of his men, in order to discuss their business, and it soon becomes apparent that the merchant is an impostor. Both parties panic, there is a

fight, and before the road wardens – who, unhappily for everyone, happen to be at the inn – can react, the merchant is killed, and the reivers flee. *Remember that the person actually killed in the inn is the servant Werner Herst, and not the merchant Masten Feltt.*

26th Nachexen: The road wardens return towards Ferlangen with the aim of returning with the coroner. One is left at the inn to preserve the body, though most of his wealth mysteriously disappears.

1st Jahrdrung: The coroner's assistant, Felix Antonescu, arrives since the coroner is too overworked to attend yet another vendetta killing.

Calling a jury, the investigation is straightforward and since the man is a stranger there can be no *Presentment of Plebianry*¹³, particularly with his fine clothes.

2nd Jahrdrung: The coroner's assistant completes his report, but to confirm any other witnesses that might travel through or return, he is obliged to remain for three days.

6th Jahrdrung: Felix arranges for burial by the local priest, and proceeds home to Ferlangen, his job (not very) well done.

When the PCs arrive, dependent upon their placement within the above timeframe, Anton Petz will plead for their help, either as adventurers used to such events or as representatives of the law. The coroner's assistant will be politely indifferent, but open to suggestions and comments. He is primarily a Bodyguard who can read and write, and so whilst able to handle himself is a little slow and open to suggestion. Felix is trustworthy but stupid. However, he is Lawful and thus Petz has been unable to bribe him to decide on *Presentment*. All Petz requires is for the PCs to persuade the coroner that the body is not that of a

¹³ Refer to Appendix E for details of the coroner and his role

noble. This is not difficult since even a simple inspection will reveal some anomalies. GMs might wish to make appropriate Initiative tests for some of the discoveries.

- The person was clearly used to hard labour, was dirty and had lice. His hands are callused.
- His clothing fits poorly. Either he has lost weight or bought it second-hand – the latter being unlikely for a noble.
- Some tears in the clothing do not correspond to body wounds, although this is a difficult deduction.
- His underwear (should anyone presume to look) is that of a peasant.
- His feet (should anyone remove his boots) are clearly used to walking barefoot.

This is probably enough to rescind the fine. However, the PCs might wonder where he came from, and were they to inquire at The Hemp Merchant coaching inn – or advise Felix Antonescu to investigate the coaching inns – the real identity can be quickly discovered.

Note also that the girl disappeared in the melee. In Petz's description of events remember to mention the girl, but if asked directly he will recall that only the three reivers fled out the door. In fact, the girl was taken by two of the local farmers and is being held at the adjacent farmstead. Christina Asper witnessed this, but thought it beneath her to involve herself. Anton Petz will readily inform the PCs that Christina was a witness, and can support his statement; however, he is nearly as terrified of witch-hunters as he is of losing his inn. Christina can tell the PCs that the men were bandits from the look of them, and the girl their prisoner. If asked why she did not intervene, she will smile tightly and point out that most bandits in Ostland have official warrants. The farmers are intending to sell the girl themselves to cover the fine and/or earn a profit. They will hand the girl over meekly if accosted. She is named Herga and has been not well used, though the farmers have treated her well. The Ostland authorities have little interest in her, and might conceivably sell her themselves. Since the PCs will not wish to return to Nordland, the most sensible option would be to hand her to the Cult of Shallya in Ferlangen.

A further possible adventure is for the PCs to chase the bandits. They are simply a local family making extra income from a little thieving, although they are unlikely to find this out at the inn. Their base is an independent farm 20 miles to the north, cut out of the forest. There are many such farms scattered throughout the region, paying taxes but generally left alone.

The Hemp Merchant

Location Number: 12

Description: medium size coaching inn

Proprietor: Jan Smuts

Notes: A person matching the description of the Professor passed through here, staying the night of the 16th Nachexen. Elfrieda and her gang arrived here the evening of the 31st Nachexen, and stayed the night, if appropriate. Assuming the default scenario has been running the NPC hunters will arrive here on the 5th Jahrdrung. One of the staff, Werner Heist, has disappeared.

The road to Norden follows a northward trail from this inn. It is also well maintained. Due to the events in that town, the inn is quite busy with military and engineering types. Since Norden is also the assembly point for the prisoners being shipped to Leopoldheim, there is usually at least one road warden patrol in the area. The PCs will be viewed with suspicion, and have their business enquired into a number of times. The scenario does not lead to Norden, and there is no reason for the PCs to travel there. More, there are a number of Imperialist road warden patrols upon the road to expressly forbid this since the PCs need specific authorisation from Imperial authorities to enter the city. The nearest such authority is in Wolfenburg.

Events: There are a number of *Landsturm* staying at the inn throughout this period, although the individuals will vary. All citizens are obliged to serve a short period of time in the Imperialist armed forces annually. They are rarely called up, because if they do serve then they are excused payment of Imperial taxes. This makes such troops, the *Landsturm*, very expensive for the emperor, and service in the unit reasonably popular for the same reason. These soldiers will be quite happy to talk to PCs and will be friendly and communicative. They can explain that they are working with the Imperialist Engineer Pioneer Corps carrying out surveys and upgrading the road. They are unaware of the reasons for this, and an officer will arrive to order them to bed before they are able to divulge further information. Warrior PCs – and those with careers the GM deems appropriate – will find this unusual, in that using *Landsturm* for the work, rather than civilian labourers is very expensive. Should any of the PCs happen to mention the name Fritz Dreilbern, one of the men will comment that he is a member of the Imperialist Engineer Pioneer Corps, driving surveying equipment. He will believe that he is currently in Norden.

Fist of Amber

Location Number: 13

Description: medium size coaching inn

Proprietor: Franz Sterneck

Notes: A person matching the description of the Professor passed through here, staying the night of the 17th Nachexen. Elfrieda and her gang stayed the night of the 32nd Nachexen, if appropriate. Assuming the default scenario has been running the NPC hunters will arrive here on the 6th Jahrdrung.

Events: Traffic through the inn is minimal, and the PCs will be pumped for information. As Middenheimers, they will seem very well-travelled and cosmopolitan. The inn serves as a base for the Peddlars' Guild. Peddlars tend to serve rural communities, and using this inn as a secretariat for local members saves duties charged at the towns and lessens the influence of the Merchants' Guild. This early in the season, the inn is empty. The first peddlars have been and gone; deliveries are due in about 10 days. The Guild has taken over the farmstead attached to the inn. This close to Ferlangen the need for a farm is less, and the peddlars' custom more than makes up for any minor increase in the cost of provisioning the inn. Basically, the barn, stables and tack-room have been converted into storage facilities, and an additional building added to the side of the barn. There is a permanent staff of the Eisenstein

family responsible for maintaining the building and who also do some farming.

Peddlers generally break down bulk for small communities, but this group also act as local fences for items that their members manage to acquire. They have a useful antique smuggling business of their own, under-cutting the Merchants' Guild members. The latter have tried unsuccessfully to uncover their competitors, and are too arrogant for it to ever occur to them that it might be simple peddlars. There are a few pieces currently hidden in a secret compartment in the living hall. Of interest are two books¹⁴ on the Khazalid language. Given the nature of this material, the Eisensteins will be very wary of any dwarf visitors to the inn, including PCs. They have a mundane letter for Karl Helpmann in Ferlangen, and will offer 5/- for its delivery by any interested party.

The inn also serves as a safe-house for what is technically a slaving operation. However, these are paying customers of Marretta Schongauer seeking a better life elsewhere. Two run-away serfs, Achaz and Gysela Bebel, are currently awaiting the chance to travel to Ferlangen, and the PCs will offer a perfect cover. They have no travel permits, but will use fake Peddlars' Guild licences. They have no goods – but will say that they are going to town to arrange to buy goods. They will use the PCs to get them to town and then slip away to Schongauer's warehouse ostensibly to purchase supplies.

FERLANGEN

Location Number: 14

Notes: Assuming the default scenario has been running, the NPC hunters will arrive here on the 7th Jahrdrung. Having been embarrassed by the PCs, they will seek to discover their whereabouts and rejoin them. They will show a grudging respect for the PCs' discoveries to date, but will be very quick to take offence at any sarcasm or pointed comments by the party. GMs will need to calculate times and distance to determine where and when (and if) the templars join the players.

Ferlangen is a small walled town, with a strong town wall. Whilst it is clearly well maintained, those in military or engineering careers will notice that it is not built to withstand a modern siege. In particular, the towers are square, rather than modern round or angled designs, and there is no buttressing or skirting to the wall. However, at the same time, it is clear that such work is underway on certain sections of the wall where

what is in effect a second wall is being built, attached to the first.

Ferlangen has a small external caravanserai by the gate. It has obviously been recently renovated, and the central statue, of a mounted Thurini tribesman from the time of Sigmar, has been repainted. In addition, much of the area is clearly marked as the Imperialist garrison. Mungo will park the cart here whilst he arranges provisioning. He will stay here as well. The PCs may leave any animals they have here for the usual charge (as an allowable expense).

The town has only one gate, in the south wall. This is an extremely impressive triple-depth turreted affair, incorporating murder holes, a double portcullis and a detachable mini-bridge covering a trench. Prominent above the gate to the town is a carving of the Ostland bull's head and the inscription "*Halten was zu halten ist*", which reads "*Hold onto whatever can be held*". Ferlangen is the seat of the von Raukov family. Entering through the gate requires the PCs to touch a small portable altar to Sigmar¹⁵, in addition to the usual procedures. GMs wishing to spice things up might have a visitor refuse. Not only would they not be allowed entry, but they would also likely be seriously 'investigated'. In addition, if the PCs are accompanied by the two 'peddlars' from the Fist of Amber inn, they might become suspiciously nervous to warrant an investigation by the guards into them – and their companions.

Ferlangen is famed for two things; Sam Bugman's brewery and as a centre for the antique trade. Less famous are its centre as a slave trade town, and its role as a gateway into The Empire for drugs from the north. Whilst slavery is technically illegal, it does occur in The Empire. However, much of it is rather less evil than it might first appear. There are many individuals that suffer persecution and certain merchants provide immigration services to those needing to escape. Ferlangen offers a gateway between the north and south of this part of the Old World, and a focal point for entry and exit into The Empire. These people might be Kislevites¹⁶ travelling into The Empire (and beyond) or Imperial citizens travelling to Kislev. Kislev might appear a far from pleasant choice, but to those in debt, wrongly accused of criminal offences (PCs might have empathy here) or hounded as heretics for their beliefs, it is a new opportunity. Nobles in the Kislevite hinterlands are always in need of good workers, and are willing to ignore past misdemeanours and offer reasonably tolerant belief systems. Of course, this being the Old World, some of the slavers also deal in completely illegal forms of slavery.

The Ferlangen antique trade is discrete, and shops are effectively well secured warehouses. A privately employed security force, the Antikehüten, guards this section of the city. They are thugs and reputed to be extremely ruthless. Ferlangen's antique trade revolves around its position as entry point into The Empire. Many unscrupulous individuals will risk raiding into Kislev in the hope of finding any number of fabled lost cities or civilisations. Others will use the port of

¹⁴ Dwarfs forbid the teaching of their language to humans, to the extent that they have developed the Dwarf dialect of Old Worlder. However, over the 2500 years of organised human existence, a number of dwarfs have been persuaded – by a number of means – to teach their language. The first of these books is a simple dictionary converting Khazalid words into Reikspiel. The second is more interesting, as it is reputed to be the work of a dwarf who turned to the worship of Tzeentch, and who set out to teach the secret language for some nefarious purpose of his god. The latter book is the most useful, as it actually considers pronunciation and sentence construction. Obviously, the Imperial Dwarf clans have declared a holy crusade against those who teach their language, those who learn it and anyone who deals with books such as these. Slayers are known to scour entire nations for culprits, and the templar Order of Stone and Order of Granite are constantly searching for transgressors. The Cult of Sigmar, thought to use Khazalid in their most sacred ceremonies, similarly search out transgressors, although here they might seek to utilise their knowledge and hide the fact from their dwarfish allies.

¹⁵ The altar is carried out every morning and returned to the gatehouse every evening. It is made of stone and new, although this is simply because the previous altar was worn out by all the touching. The procedure dates back centuries.

¹⁶ I have adopted WFRP's use of Kislevite throughout this work, although SRiK uses also Kislevan and it is purportedly the 'official' sourcebook upon the region.

Salkalten, with its lax entry charges to off-load items, and then transport them via Ferlangen and Wolfenbürg into The Empire. Technically, antique dealers are silversmiths and goldsmiths, and so members of those guilds, but few actually manufacture new items. Some are even simply members of the Merchants' Guild, without pretence at a trade. This has caused a deal of disagreement between traders and guilds.

The region is also known as an area of local banditry and family feuding. However, normally this is done within social constraints. Some of these groups are involved in trading drugs and slaves, but most are simply localised opportunists. The depredations of the Cult of the Howling One are the talk of the town, and of concern to almost all the citizens. No one seems to be aware of the purpose of the group, nor its apparent gratuitous use of murder. The townsfolk accept a certain amount of localised thievery, but this is far too serious and they are demanding action. Much talk can be heard about what Valmir von Raukov will do, and of the lack of success of his efforts to date.

The import and export of drugs is essentially a minor sideline for those involved in other trade. The hemp grown in Ostland can be used as a drug, but this is generally seen as a waste of a useful product, and has more profitable alternatives. Other drugs are available, but not in any great quantity.

General Rumours

The Silversmiths and Goldsmiths have grown tired of arguing with the town council over the Merchants Guild monopoly over imported antique gold and silver items, and are to petition the Emperor over the merchants breach of their precious metal monopoly.

Prince von Raukov is the true Elector. The title was stolen by that puppet of the Grand Theogonist, but he will get it back even if it means civil war.

The von Raukov family is too noble for its own good. They will put the unity of The Empire before the needs of Ostland, and leave us with the von Tasseninck family who cannot stand up for the province.

Valmir von Raukov still smells like a Kislevite to me. Better we get Grand Prince von Tasseninck. He is a good Imperialist, a Sigmarite and he has a proper name.

There seems to have been an increase in illicit drug trafficking over the last year.

Nordland is close to civil strife over the Laurelorn Forest. Middenland is apparently mobilising its troops to invade, and the Baron is too soft to act.

Nordland is about to invade the Laurelorn Forest in order to pre-empt an attack by Middenland.

Nordland has reached an agreement with the elves of the Laurelorn Forest to invade Middenland. The Grand Prince won't allow fellow Sigmarites to be destroyed by a bunch of heathens and sub-humans.

Nordland is launching border raids against us again; why doesn't this new Grand Prince stand up for us and send in the

army? A few good battles would soon deal with those Norscan scum.

A heretic is scheduled to burn in public.

Some poor trinket scavenger who was dealing outside the Merchants' Guild is to be burned as a heretic for dealing in tomb robbing.

Some physician was thrown out of the Guild for killing some noble.

The city authorities are finally prepared to take action about the Antikehüten and have them withdrawn. Many see them as simply a group of thugs hired by the antique merchants to frighten decent citizens away from travelling in their part of the city.

Apparently, the Emperor tried to persuade the Electors to agree to the payment of his poll tax as an actual population tax, rather than the current central agreement based upon population and trade estimates. The Grand Prince and the other electors refused to have Imperial census takers and tax collectors roaming their lands. The speaker bemoans that "we get screwed either way." In particular the current Wall Tax (levied to upgrade the town defences) is blamed for crippling business.

There has been a revolution in Erengard. It now calls itself the Free City of Erengard and has elected a group of Communalists to govern its people. This has started a civil war in Kislev, and the Tsar is dead.

The Tsar has called upon the services of the Sacred Quorum of the Moon's Pain (a sect of the Cult of Mórr, known colloquially as the Black Monks) in his war against chaos. Their new leader, Pavel Rutkin, is a good tactician who should help the beleaguered country. They have always been a secretive bunch, but their help will surely be appreciated.

Seuchenshof is a front for the Nordland military to devise some evil to kill us all. It would not surprise me to learn if they were not in league with darker powers.

The Ostland chapter of witch-hunters has apparently expelled a dozen of its members for criminal behaviour. Shallya alone knows what they must have done.

The Criers are Calling

Public criers are crying the various bye-laws and the following official news items:

A reward of 5/- is offered upon the head of all outlaws, and of 10/- upon the head of any member of the renegades referred to as the Cult of the Howling One.

A heretic will be burned in the public square on the 10th Jahdrung.

There is no group calling itself the Revolutionary Armed Forces of Kislev operating within Ostland. Citizens should remain calm and be assured that no such force exists.

Private criers are mostly employed with offers of employment as caravan guards. The recent robberies have reduced the supply of volunteers and raised the wage to about 9/- per day.

Staying at Frau Busch's Boarding House

Christina will bring the PCs to stay here, where she and Lucas Pollack will remain. Lucas will be waiting for the party here. The witch-hunters will assume that the party will wish to stay here also, but it will be very unlike anything they are used to. Frau Busch is a matronly figure and a devout follower of the Law. There is no drinking on the premises, nor are guests allowed to drink elsewhere. The house provides bed, breakfast and dinner, which are plain but well prepared.

Visiting the Four Seasons Coaches Office

The office is located in the Four Seasons at Ferlangen coaching inn. If shown the waxed envelope sealed with a Four Seasons Coaches mark and counter-stamped Ferlangen to Beeckerhoven in both words and town crests, the clerk will confirm that the letter was sent from here. He will explain that

they wrap all mail for a destination into a single bundle of waxed cloth for protection. When it reaches the destination office, the cloth is then opened and the mail distributed. They have a regular mail delivery to Beeckerhoven, and do not record who sends mail. However, if a PC points out that this letter was sent alone inside a wrapper, then the clerk might be more helpful. On a successful bribe test, he recalls that Ernst Helgrim demanded that a letter he sent to Beeckerhoven some three months ago be separately wrapped, and if bribed about letters sent to Elfrieda Teuschel he can recall mail from a clerk at the Merchants' Guild.

Enquiries concerning coaches will elicit that the only coaches that have left the city were to Wolfenbourg on the 17th and 26th Nachexen and the 1st Jahrdrung. One arrived from there on the 24th Nachexen and another on the 32nd Nachexen. No one matching any description travelled on their coaches. Their only competition on the route is from the Hofbauer-Bodelstein Trading Company, but they deal only in freight. They have the mail contract with most of the guilds. Only the Silversmiths and Goldsmiths Guilds deal with Four Seasons, and that because they deliberately act opposite to the Merchants Guild.

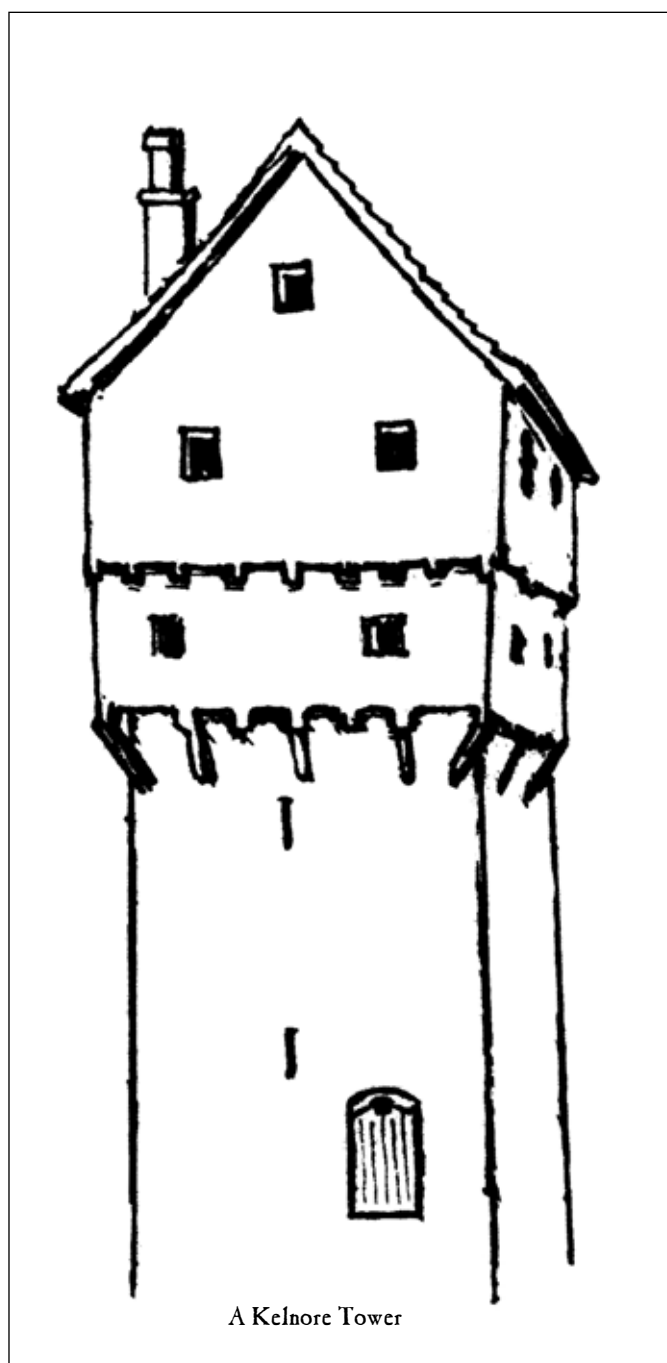
Visiting Ernst Helgrim

Ernst Helgrim is a pewterer and silversmith in the town, although his business suffers from his lack of skill and competition from both other smiths and a number of antique dealers; with so many antiques in the town, there is little call for new work. As a sideline, Ernst offers to melt artwork or coin into pure metal with no questions asked. He is consequently very wary of PCs and their questions. He will claim to not remember the letter, but that it was probably to another silversmith. He is constantly corresponding with colleagues in other towns. In fact, he was writing to a silversmith in Beeckerhoven concerning rumours of a re-minting of coinage in Nordland to a new design.

Michaela Brumfeld, who works for the Ferlangen Excise and Taxation Kommission, is watching Helgrim's shop. Michaela will follow PCs visiting the shop. Give the PCs a normal check to spot this. In any event, at some stage she will accost the party and ask them their business with Helgrim. If the GM wishes, this plot can be further developed. Ernst Helgrim realises that Michaela is getting close, and arranges for her to be killed. Whilst the Kommission are aware of Michaela's investigation, they cannot act without proof, and they suspect that someone in the Department might warn Ernst, since a previous raid was unsuccessful. The PCs might wish to help – after all there is a reward of 50 GCs for the recovery of illegal coin dies¹⁷. All the PCs need to do is uncover where Helgrim keeps his dies. Technically, his clipping and melting of gold is also against guild regulations, so discovering his use of gold is also an appropriate, if lesser, discovery.

Visiting the Merchants' Guild

Enquiries about mail will lead an exasperated clerk to explain that the Merchants' Guild deals with a great deal of mail,



A Kelnore Tower

¹⁷ GMs should be aware that just because an award is offered, does not mean it will be paid. Authorities in The Empire are well known for offering large rewards, and then refusing to pay them due to lack of funds. Details of how coins are manufactured can be found in *Warpstone* 17.

but they use Hofbauer-Bodelstein Trading Company. Even mail to Beeckerhoven would normally be shipped to Altdorf because of the competitive rates offered by that company. Of course, a guild member might request a clerk to arrange the delivery of a private letter. None of the clerks remember such a delivery, but they can point out that there are also private clerks to many guild members. The Merchants' Guild seal is generic and used by all members in sealing their mail, should they either not have their own crest or not wish to use it for business purposes. The "K" signature to the letter can be checked against membership records, but PCs will need to be persuasive to obtain the merchants' names and addresses – or use underworld contacts. There are members holding two first names, three surnames and one with both. These are Kolomon Tauler, Kurt Ferdel, Marl Kreitz, Jurgen Kimmelman, Anton Kristov and Klaus von Kolditz. There are two employees Konrad Sander and Conz Keusch.

If enquiries about slavery are made, the guild will point out that *transportation* is allowed in law. People fleeing religious or other persecution and willingly seek out transport to Kislev or to here from Kislev can be offered safe escort by licensed merchants. Prisoners can be bought by merchants with the agreement of the courts and sold to willing buyers. The guild knows nothing of any other form of slavery. If asked for the names of licensed slavers, the guild will explain that the business of its members is private, and that any member is entitled to transport people. It is a business like any other. However, the guild can point the PCs to the offices of the Kislev Trade Commission who act as agents for a number of buyers.

The guild is much more forthright about the recent banditry, and might be encouraged to be more open about other things if the PCs offer sympathy and help. Last year raids reached unacceptable proportions, and trade is being severely hit.

Visiting Kolomon Tauler and Marl Kreitz

These two are both little more than pedlars, barely able to maintain their membership, and live over their warehouse premises in the warehouse district. They will be polite and offer the PCs a number of unbeatable bargains, but know nothing.

Visiting Kurt Ferdel

Kurt Ferdel is a prominent antique dealer, with a warehouse and a shop. He is currently in Wolfenburg on business, having left by coach on the 1st Jahrdrung.

Visiting Jurgen Kimmelman

Jurgen Kimmelman is essentially a farmer and absent landlord of a number of large hemp plantations and other farm produce. He maintains three large warehouses, one of which is outside the town and also acts as a park for his carts. He has a small townhouse, but is usually found on his estates to the south around the villages of Aukrug and Hasselhund, where his family purchased the barony. No one is too sure of his exact whereabouts.

Visiting Anton Kristov

Kristov is an import-export agent with Kislev, and transports some slaves. He is secretly an agent for the Tsar. This is actually widely suspected, but Kristov is rather paranoid. He knows nothing and will rather vehemently protest this. He will also have his aide (spy), Sergei Kourdakov, follow the PCs and/or hire some thugs to frighten them off if necessary. Kristov is a Kislevite nationalist, and will always act in the best interests of his country. Whilst he might be willing to break Imperial Law, he does so for a reason. He has on occasion dealt with illegal slavery.

Visiting Klaus von Kolditz

Klaus von Kolditz is a powerful merchant in the town, and is known to be a major antiques dealer. Less well known is that he is also a slaver. Whilst he helps those suffering from persecution a new chance, he also deals in much baser forms of slavery.

If asked about Elfrieda Teuschel he will initially deny knowing her, but if offered evidence of his involvement he will admit that he has dealt with a number of investments in valuable antiques on her behalf. This is true. He will feign upset if her fraud is explained, and explain that he was acting in good faith. The PCs might inform the authorities of this, but the Ostland officials will not be very interested in a fraud committed in Nordland and where there is very little evidence that a powerful local was involved in money laundering. He arranged passage for Elfrieda with the Hofbauer-Bodelstein Trading Company.

If the PCs surprise him suddenly with an inquiry about Professor Stradovski, they will see a moment of hesitancy. Realising this, he will suggest that he is aware of the Professor by reputation but no more. If pushed for details of the familiarity, he will explain that he attended a lecture series at the Physicians' Guild last year where the name was raised. In fact, he knows the Professor since he arranged his transportation. He arranged passage to the home of Jaie Schraeder at the Physicians' Guild in that city. The professor left on the morning of the 24th Nachexen in a merchant convoy.

Klaus is simply a businessman and will deal with the PCs in this manner. He needs to keep his clients' secrets in order to maintain his good name. However, if it should become apparent that it is more efficient to provide the PCs with the information, rather than have them continuously get in the way, he will do so. Whilst he believes that he has done nothing wrong in this case, he will want to avoid drawing attention to his activities. Judicious use of the witch-hunter and/or templar NPCs should quickly persuade him that the PCs are more trouble than they are worth, and provide the information. He will also attempt to snare them in a trap in order to keep his reputation for discretion intact.

Once Klaus has been forced into revealing information, he will try and silence the PCs without getting his hands dirty. The PCs will be contacted by a mysterious individual, who will request that they meet his 'master'. He will explain that it is with regard to certain illegal practices that the PCs might be able to assist the law with. If they agree, the party will be led

to an empty warehouse in which is sitting a lone figure. This is Hektor Rauffman, a cleric of Verena. He will explain that he has uncovered a slaving base to the east of the city, which he is hoping to close down. However, he cannot involve the authorities since there are spies within their ranks. He himself is also being followed, and so cannot be seen to be heading in that direction. He will offer them 100 GCs if they will visit this converted farmstead, and shut them down. He will answer any reasonable questions.

Should the PCs seek verification, he can show them his warrant. They can also check at the local temple. They will confirm that such a man is a cleric, that he appears to conform to the description, and that he is currently in the countryside acting as a judicial investigator. Obviously, this is a fraud, and PCs dumb enough to fall for this without proper authentication deserve their punishment. The farmstead does exist, and it is fortified as per the standard farmstead in WFRP. It is actually a base for the Pedlars Guild, although has no visible identification. Still, PCs who blaze in and murder everyone on such little evidence are murderers deserving of Old World justice. Unfortunately for them, there is also a patrol of a dozen militia who were informed by Marl Kreitz that he had heard a rumour that bandits of the Howling One were in the area and planning on attacking the farm.

So, how do the PCs avoid slaughtering the guilders and falling foul of the law? Firstly, both the GCs and the warrant are fakes. They are very good, but can be detected. A PC with the skills **Law** or **Theology** and **Read/Write** should be allowed a test if they *inspect* the warrant. Anyone *testing* the coins should be allowed a test if they have the skill **Metallurgy**, **Numismatics** or **Art** (at +30 with appropriate equipment). The test is at +50 with the skill **Numismatics**. Secondly the story is weak. Both these individuals work for Klaus, and will disappear on a convoy of his to Salkalten that day. The 'cleric' will first approach Marl Kreitz and sell him the rumour of the attack, in the guise of someone who does not want to involve themselves directly with the authorities. Thirdly, whilst the farm will be defensive, since they do fear an attack by the Cult of the Howling One, should the PCs talk before attacking, they will vehemently deny that they are slavers and might be persuaded to allow a single PC entry to prove this. Showing their warrant and using appropriate role-play should ensure this. Finally, checking with pedlars in the city should reveal that the farm is (apparently) a reputable and licensed storage facility.

The PCs should find it difficult to find out who set them up. Klaus von Kolditz owns the warehouse in which the discussion took place. Marl Kreitz will proclaim that he was simply passing on information he received in the hope of picking up a reward; he does know, however, that the person who sold him the information works for von Kolditz. However, von Kolditz will state that he was sacked two days ago for theft; both men will stay in Salkalten for the year. The fake GCs can probably be sold to a goldsmith for about 5GCs, although this might attract attention from the Watch for dealing with fake coinage.

Visiting the Physicians' Guild

The guild will politely explain that the professor has not visited the guild. One new practitioner has commenced practice within the town, as of 1st Jahrdrung, but he does not match the professor's description. His name is Derich Kolderer.

If asked about the rumour concerning an expelled physician, they will defensively explain that Doktor Sepp Hoger has retired, and that he has not killed any patient. Angelika Pallenberg died of natural causes on the 18th Nachexen. Indeed, the Doktor ran the town's public health service, in an attempt to persuade the townsfolk to lead healthier lives. His practice is now under the control of Gilg Tietmayer, who bought it. The official story is that the two disliked each other, and Tietmayer bought the practice, and closed the public health service. However, both are members of the Medical Union. The public health service is being shut to prevent discovery, as it was used to obtain low level followers for the group. In fact, these people are currently hounding the PCs.

If the PCs ask regarding Klaus von Kolditz's story, they will explain that the guild does not have the resources to arrange lectures for the public. Seminars are for members only, although guests are allowed.

Visiting Karl Helpmann

Should the PCs deliver his letter intact, they will find that Karl Helpmann is a very useful pedlar to know, and that he can be used to obtain items and information at the discretion of the GM. For example, despite the facts that the PCs do not have a licence to sell goods, he will offer them a price on anything they wish to sell.

Visiting Konrad Sander

Konrad Sander is a minor clerk who deals with guild records. He lives in a garret alongside a number of other clerks inside the guild building.

Visiting Conz Keusch

Conz Keusch actually works for the Cult of the Howling One, and sends them details of merchants and their shipments. Whilst he is completely innocent with regard to what the PCs are after, he is very guilty of aiding bandits. He is consequently very nervous. He shares cramped rooms with three students, who claim to be undertaking research from their theses at the University of Altdorf into the productivity of Ostland hemp farms. They pass the information to the cult.

Visiting Derich Kolderer

Derich Kolderer is actually a surgeon, but has been allowed into the guild as he served in the Ostpreussisches and treated some powerful young nobles. He is actually an Ulrican, with little time for Sigmarites and has helped the Cult of the Howling One on occasion. He does not approve of banditry, but is willing to concede the means for a greater cause.

Using Underworld Contacts

Certain PCs might have contacts from a thief career or similar, or they might persuade Helpmann to assist them. GMs need to be careful with these, since too much information can be offered too easily. Firstly, the PC will need to be accepted by the local group. This might involve joining the local Thieves' Guild (if you use them) or simply proving their credentials – and ability to pay. In any event, many of the NPCs will pay various protection fees to protect themselves from such investigation. Aside from general backgrounds on the NPCs mentioned, PCs will – for a fee – be able to ascertain the following facts:

The professor arrived in the town on the 18th Nachexen, though he then disappeared. This suggests that he had important friends helping him inside the town.

For a price a list of names beginning with K can be obtained.

A number of people were recently smuggled out of town, although precise dates are unclear. Two groups went towards Wolfenburg, another westwards towards Nordland (presumably) and a third went along the Erengard road. It is impossible to uncover their identities, but – for an additional sum – Klaus von Kolditz (twice), Hanzi Brunfels and Wim Harsherin might be identified as the carriers. Marretta Schongauer is due to send off a shipment towards Kislev in the next week or so.

Smuggling of people (slaving) is widespread in the area. Some people are fleeing religious or other persecution and willingly seek out transport to Kislev or to here from Kislev. Merchants in the town are known to buy criminals from this and other regions and sell them to certain rulers in Kislev who are in desperate need of settlers. Technically, this need not be illegal – punishments can include indenture – but the number of prisoners suggests that some rulers are bending their laws in order to obtain an income instead of an expense on maintaining prisoners. There are tales that some border reivers take prisoners and sell them as slaves. Others suggest that Kislevite slavers sometimes raid into The Empire. It is difficult – and expensive – to obtain the names of those merchants engaging in slavery, but they are Hanzi Brunfels, *Abrikosov Fugger*, Wim Harsherin, *Klaus von Kolditz*, *Anton Kristov*, Marretta Schongauer and *Norbert Tucher*. Those in italics will do illegal slaves for a price.

Enquiries with regard to the bandit attacks can elicit some speculations. Those in the know are convinced that there is a mole in the Merchants' Guild and/or some merchants are involved. Only the smaller companies have been hit so far, and that implies complicity or pay off.

Visiting the Kislev Trade Commission

The Kislev Trade Commission is in reality little more than a warehouse and office, operated by the Tsar as a political and economic representation. Anyone can actually use the premises, and a number of local peddlars take advantage of its cheap rates. The Commission consists of Boris Krynenko, a reasonably efficient lawyer, and a local aide, Herman Nachten. Anton Kristov offers part-time assistance as needed. Boris can

confirm that a number of Kislevite rulers buy legal Imperial slaves in order to expand their territories. He will proudly explain the new lives these people will have in glorious Kislev. His main dealings are with the businesses of Klaus von Kolditz, Anton Kristov and Marretta Schongauer.

Visiting Hanzi Brunfels and Wim Harsherin

Following up the information on the merchants who have made transportation shipments, both these merchants will admit having made deliveries in the past fortnight. Brunfels was supplying a crop of convicts to Norden and Harsherin sending out to the farms hereabouts. The latter might be a little uneasy, as some of his customers were almost certainly runaways and the like.

Visiting Marretta Schongauer

Marretta Schongauer trades legally. She is a major supplier to Dmitri Khuzov, but is losing business to von Kolditz. Since her stock is legal, it tends to be more expensive particularly as she frequently charges poorer immigrants less than her own costs. She will be prepared to meet PCs, and if they successfully impress her with their manner, she will voice doubts about Fugger, von Kolditz and Tucher to them.

Asking Around

Generally asking around about the professor, or seeking intelligence about the region offers some useful circumstantial evidence upon his destination. There are only two obvious routes away from Ferlangen. The first is the road to Erengard, but respondents will doubt that anyone would willingly go this way. Aside from the usual comments on Kislev and the Kislevites, there is no official passage along the road. The occasional coach and merchant convoy still pass along the road, but not for some time. A number of local merchants have been sending smaller cargoes along the road, and receiving shipments in. There are no inns along the road, simply a number of covered shrines and shacks that offer very limited shelter. If the professor went into Kislev, most will agree that he would have done so by ship via Salkalten. Even here the route would be dangerous for Salkalten is universally regarded as a foul place and rumours out of Erengard suggest that that city is far from safe. The obvious route out of the town would be to Wolfenburg. Otherwise, there are no other settlements of note, the region being mostly relatively independent farmsteads. Without specific evidence, it would be impossible to search all of these. No one will even contemplate the thought of entering the forest.

Visiting the Temple of Verena

Good role-players might wish to inform the temple of the death of their templar. The temple is only a small affair – justice is in short supply in the border marches. They will ask that the PCs relay the message to Wolfenburg, their main Ostland temple, should they be going that way. Otherwise, they will send a message there themselves.

Investigating the Death of Angelika Pallenberg

This is a partial red herring. Angelika Pallenberg was a member of the local Pallenberg family, and actually died of a

drug overdose on the 18th Nachexen. Her family are obviously keen to keep this quiet, and the PCs might find it suspicious that a veil of secrecy surrounds her death. However, good role-playing and use of their warrant, might persuade the local priest of Mórr or someone in the Watch to reveal what they know. Everyone will be impressed with the professionalism of the Doktor, and simply put his retirement due to his age and his sadness at the death of a friend and patient. In fact, this investigation might reward the PCs since Doktor Sepp Hoger is actually a member of the Medical Union and was afraid that his activities might be uncovered. It is understood that he retired to the residence of a long time friend and noted local noble, who is something of a philanthropic supporter of medical research. His manor is to the east of Wolfenburg in the village of Levudeldorf. The Doktor caught the coach to Wolfenburg on the 26th Nachexen.

Investigating the Bandit Raids

The authorities would be grateful for any assistance in dealing with the bandits. The Watch, Imperial Garrison, Merchants' Guild and even the Town Garrison will all offer what information they can.

The raids only became a serious threat last year. Before then only a few minor attacks had been made. In the last year, both the ferocity and the number increased. In general, those who fight are killed, and those who run off are allowed to live – but not always. The attackers are described as men, generally dressed poorly with dogs and/or wolves. The following merchants are known to have had shipments attacked: Hanz Brunfels, Abrikosov Fugger, Wim Harshein, Marl Kreitz, Anton Kristov, Kolomon Tauler and Norbert Tucher. Three peddlars are missing, presumed dead – Galena Kinsfelt, Grete Lang and Lucia Sundler – and one – Martin Hut – was found dead. No merchandise lost has been discovered or recovered. Most of the stolen goods were basics meant for local farmers. Militia units have been sent into the forest and found nothing. Fake merchant convoys have been despatched, but left alone. Merchants employing more escorts have been left alone, but this is commercially unfeasible for low value goods.

If this plot is developed the GM should take note of the comments upon the cult within Appendix E. The captured peddlars have been integrated within the cult forcibly, whilst the goods do not appear on the black market as they are used by the cultists.

Summary: What's Happening in Town

Aside from the investigations of the PCs, the following activities are occurring:

The templars should catch up with the PCs at some time during their stay here, and need to be integrated. They have a mixture of respect for the PCs having correctly followed the trail, and embarrassed envy turning to contempt for having made their 'betters' look foolish.

Ernst Helgrim is clipping and re-casting coins. He is under investigation by Michaela Brumfeld.

Gromril van Aelst is a gnome from the van Aelst family. He came to town in order to obtain repayments on a number of debts from merchants within the city and is seeking to return to Wolfenburg. He is concerned about the bandit activities (and is suspicious of some of his clients), and has tarried here in the hope of finding an escort. Through his contacts he will be aware of the PCs, and on their decision to travel to Wolfenburg. He will approach them and offer them 10 GCs to escort him to Wolfenburg. He will point out that they are going that way in any event, but will raise his payment up to 25GCs. In any event, he will set off at the same time as the PCs and remain with them. He has a carriage that PCs are welcome to share, a halfling driver ('Lefty' Longshanks), and a dwarf slayer as bodyguard. Gromril will explain that the latter owes his family, but nothing more. However, during the journey he seems to regard the dwarf as a friend, rather than a traitor or coward – though the dwarf is normally silent. Observant PCs, who have read the book, might ask after his name. He will explain, with an apologetic shrug, that his parents named him after the metal so that he might be that hard in business. Gromril is right to be concerned. Klaus von Kolditz has made sure that the gnome's movements are well known in the Merchants' Guild (and so to the Cult of the Howling One). Anton Kristov has hired a group of thugs, calling themselves the Bear Claws (and with patch and tattoo to identify it), to attack the gnome, and steal the papers. Use ordinary Footpad profiles. They are not bright, but will realise that urgency is needed should the PCs be hired, particularly if the templars and witch-hunters are to be there. They are not terribly brave, but are quite practised and will use cover and location sensibly. Ideally, they will attack the first time the gnome is alone once he employs the PCs – but fate should ensure that the PCs are on hand. It is highly unlikely that they can be traced though the group is known to be paid protection (in appropriate circles) by the Kislev Trade Commission. GMs can use this NPC to explain the value of 'paper money' in the nascent banking industry of the Old World.

A minor branch of the Medical Union is located here, inasmuch as a number of Sepp Hoger's patients have been indoctrinated and infected into the family of Father Nurgle. They are a particularly useless lot, but have been instructed to interfere with the PCs as much as possible. Their nominal leader is Gilg Tietmayer, the physician, but only the group's second-in-command, Elss Suso, is aware of this. She will not willingly betray him. Use this group to hound the PCs. They will follow them, and try anything to interfere with them: attempt to pick a pocket, drug a drink, fire a crossbow from a dark alley etc.

A small Slaaneshi coven is located in Ferlangen. Its members try and forget the provinciality of this backward border town by many lewd and excessive acts. It might seem to them that the prim and proper Christina Asper, who has been responsible for their having to move premises last year, needs lessons in life's true necessities.... During the course of their actions, they might transfer their interest to Heidi Ubermann or one of the PCs. In addition, they have involved themselves in developing the local drug trade, and this can be developed as a side plot should the GM desire.

THE JOURNEY TO WOLFENBURG

The trip south is initially via a plank road to the Dangling Mutant coaching inn and then to the Hanging Highwayman, located at the foot of the Middle Mountains. From here around the mountain is essentially a dirt track, with some levelling and surfacing. However, it is very hard travel. The distance is approximately 55 miles around from the base of the mountain to the Sigmar's Hammer and will take four days. At resting points for the three nights before reaching the safety of the inn, are two small shrines and a shelter.

Howling One Bandits

The Cult of the Howling One preyed heavily on this route last year, but has moved to the east to avoid the heavier patrols and the recent military movements. However, a group is still located here searching for victims. They will be aware of the gnome, Gromril van Aelst, and his valuable papers and shadow the party. They will attack as the opportunity arises, and should be used as a continual cause of harassment for the PCs throughout their journey. They will avoid closing into melee, hoping to wear the party down. The templars are likely to become highly frustrated, and PCs must use persuasion to avoid them charging off into ambushes. The GM should play this group as an intelligent band of poorly armed bandits. They are aware that they cannot win a direct combat, but they can wear the party down and infuriate them. They will commence their attacks once the group has left the safety of the wayside shrine.

The Dangling Mutant, Aukrug

Description: medium size coaching inn

Proprietor: Gerrit Trautsun

Notes: Gerrit is paid well for his silence and is used to people travelling through his inn. He will not be able to remember if anyone in particular came this way. There is a small village surrounding the inn, since it is deemed safer for the local farmers to huddle together even this close to Wolfenburg, but it is a very run-down settlement called Aukrug. Gerrit effectively runs the village.

The Hanging Highwayman, Hasselhund

Description: medium size coaching inn

Proprietor: Loflinger Grünewald

Notes: One of the serving maids remembers the professor arriving on the evening of the 25th Nachexen because he made a remark about the talisman to Shallya she wears around her neck. He offered to show her a real Shallyan miracle, which she took to be a chat up line and refused. The inn is

frequented by some small prospectors and miners who roam the mountains, as well as some local farmers. There is also a small collection of houses – barely a village – which lives off the farms, trade and ore the miners find in the mountains. It is known as Hasselhund. A larger community of primarily itinerant miners is located at Dunkelpfad to the west at the base of the mountain.

Wayside Shrine

This is a typical shrine as described in **WFRP** [p331], although characters without the Religion skill will be at a loss to determine its owners. In fact, it has over the centuries variously served the local nature spirits, Taal and as a focus for the Cult of the Howling One. When the PCs arrive, there will be one guest already settled in for the night. He will call himself Mathis Haack, a verderer for Jurgen Kimmelman. In fact, he is a member of the Cult of the Howling One and will be sizing up the PCs. Crafty players can trip him up should they have detailed knowledge of Forest Law (via the Law skill and/or memory of the poster they read earlier) or of Jurgen Kimmelman. If he is caught out, then he will admit to being a poacher. Otherwise, he will offer them food (rabbit) and bid them farewell in the morning. The Cult will commence their attack once the group leaves this shrine.

Shelter

This shelter is a miserable place, being little more than stone walls covered with a large stone slab. It reeks of animal filth and is festooned with graffiti, much of it by the Howling Ones.

Wayside Shrine

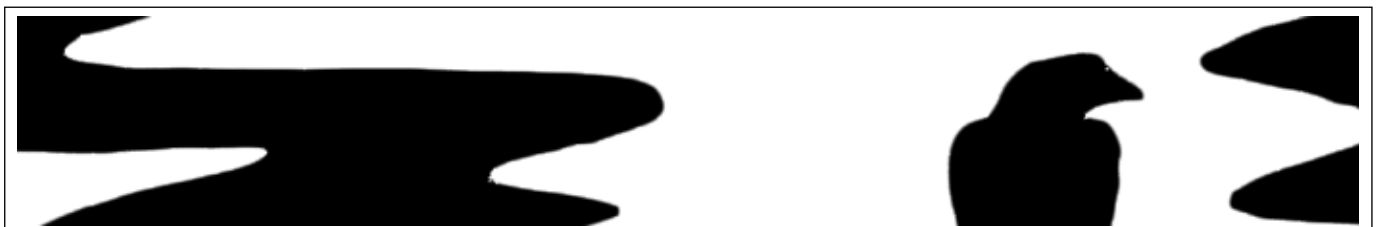
This is a rather poor affair, being simply a cave in the mountain, with a rather poorly carved out chimney. An image of Sigmar has been carved with some skill into the back wall of the cave, but otherwise this is a rather dank resting place.

Sigmar's Hammer, Dassel

Description: medium size coaching inn

Proprietor: Eugen Hetzer

Notes: No one particularly remembers the professor, though there have been some merchants passing through from Ferlangen. There are a number of farms scattered around the inn, and a small community has built up around it. Most are transient construction and farm labourers, but a small permanent hamlet, called Dassel, exists here whose locals frequent the inn.



WOLFENBURG

The approach to the city shows a marked improvement in the standard of the roads, and a number of large, decent farmsteads. The land around seems intensively farmed, with both arable and cattle. Locals in the fields will be politely wary, but not unfriendly. A mile from the city is a way station with smithing and stabling facilities and a barracks for road wardens. The staff here is friendly, and offer temporary accommodations to visitors arriving too late to enter the city. The road towards the city is lined with stone burial markers, as is the usual custom in Ostland. However, the PCs will notice that within the intensive farmland are small copses maintained as burial places, and each holding many markers dating back centuries.

Wolfenbourg is an impressive city, surrounded by a thick wall and dominated by a large church standing on a rise to the east. To those in military careers, the walls have a practicality to them; most towers are circular, the wall is buttressed and skirted and angular sections break the uniformity of the wall. To a general observer, the walls might appear squat, but they are thick and will withstand the most powerful siege guns for some time. Indeed, sections of the wall are clearly extended to hold defensive guns.

General Rumours

A doctor was killed by another doctor, who then burnt his house down.

The Grand Prince needs to keep an eye on Valmir von Raukov. He was only made Grand Prince behind the other's back, and there will be trouble yet.

Valmir von Raukov is too honourable to bring the province to civil war over the Electorship.

Valmir von Raukov is too honourable to bring the province to civil war over the Electorship, and too clever to think he could win that way. Still, don't be too surprised if something happens to the von Tasseninck family.

Valmir von Raukov will never be Elector. I am fed up of those Kislevites thinking they rule this province. We are Imperial, with good Imperialist people. They are simply a group of immigrants who need to remember their place.

Valmir von Raukov is dealing with some shady mercenary group calling themselves the Revolutionary Armed Forces of Kislev. He is clearly up to no good.

To women: Don't give the Watch any excuse to arrest you. They force female prisoners to take their clothes off and carry out lewd acts.

Crown Prince Hergard von Tasseninck has been sent off to Altdorf for safety. The Grand Prince is no fool as to his family's safety.

Crown Prince Hergard von Tasseninck has been sent out by his father to obtain some military experience and a reputation as a soldier in order to improve his popularity.

Crown Prince Hergard von Tasseninck has deserted his family to become an adventurer. The Grand Prince is livid.

The Talabeclanders are preparing to invade. There have already been a number of border raids. There will be a mobilisation soon to deal with this and the trouble caused by Nordlander and Kislevite raiders. Better keep your head down.

There is nothing to be afraid of. There are whole loads of private wars between nobles that have nothing to do with Ostland. As long as they leave Wolfenbourg alone, they can continue to kill each other over a few pigs.

Some local thugs are having some sort of turf war.

A group of bandits have invented some Ulrican mumbo-jumbo of a wolf spirit, and are using it as cover for their brigandage.

Merchants will not use the road to Ferlangen anymore, because it is too dangerous.

The Tsar has led his army in a victorious campaign against the rebellious city of Erengard, and brought it to heel.

The goldsmiths and silversmiths are incensed at the Grand Prince's *Kriegsanleihe* scheme since it undermines their banking services, and are threatening to complain to the Emperor.

The Grand Prince has authorised the building of a new bridge lower down the River Wolfen. An assortment of labour guilds have paid him to agree that it blocks passage up river to larger boats, so that they will have to be downloaded further away from the warehousing and so pay higher portage fees to the guild porters.

The Grand Prince has blocked the proposal to build a new bridge. *This rumour is usually followed by some defamatory comments about the Grand Prince by labourers and some violence.*

Baukompanie Helstrum has arrived in the city. They are being housed with the Imperialist garrison. To have arrived here from Altdorf so early in the year must mean something. *Various interpretations are offered. Since they are a Cult of Sigmar construction battalion, they must be building something, or so everyone thinks, but what? Some think they are scab labour for the bridge, others to strengthen the defences (why?) and yet others to reinforce against von Raukov. A few might link this with the activity in Norden.*

Grand Master Aldred Treitszaur of the Order of the Purging Hammer in Grenzburg is a fearsome warrior and friend of the Grand Prince. He should replace Valmir von Raukov.

The Ostland chapter of witch-hunters has expelled Magnus Greel, the Butcher of Brizban, and a dozen of its members for criminal behaviour. Apparently they tried to destroy an entire village owned by the Templars (Sigmar) of the Purging Hammer.

The Criers are Calling

Public criers are crying the various bye-laws and the following official news items:

The foul bandits, known as the Cult of the Howling One continues to attack merchants travelling north. A reward of

50GCs is offered for their destruction, or of 5/- per head of the bandits.

Citizens are reminded that gambling is a crime against both the Emperor and Sigmar. The self-titled Public Lottery is illegal. Anyone caught playing is subject to a 5GCs fine. Anyone caught selling tickets is subject to imprisonment. Citizens should instead consider investing in the Grand Prince’s Kriegsanleihe scheme, offering fee-free protection of savings and an annual 1% return. Details and applications are available from the Citadel.

Citizens are warned that the madman Barthel Bugenhagen has escaped his cell. He is not thought to be dangerous, but citizens should be on their guard and report any sighting to their nearest Watch station.

Rumours of a new bridge development are untrue and unpatriotic. Citizens are assured that their Prince will consider the merits of any scheme only in the interests of the city.

Private criers can offer the following useful item:

Doktor Hubertus von Bora has need for a secretary and guards. Applicants should apply to the house of Magdalena Amman in the Estates district.

AT THE GATES

There are two primary gates into the city, one each located in the north and south walls. A third gate, set in the east wall, is only opened to facilitate market days when farmers arrive from the east to sell their goods. Whilst Wolfenburg is not particularly large, it is inspiring enough to dumbfound and confuse rural characters¹⁸. Since the gatehouse is the entry point to the city, it is also where certain citizens seek to take advantage of such feelings. GMs should note that there is no external caravanserai for the city. Due to the history and politics of the city, Wolfenburg is completely enclosed by its wall. However, there is also too little land traffic to force any

Reiner Kolber

City Guide (urchin)

M	WS	BS	S	T	W	I
4	23	25	3	3	5	31
A	Dex	Ld	Int	Cl	WP	Fel
1	30	29	28	32	30	30

Skills: Begging, Concealment Urban, Secret Language – Thieves’, Silent Move Urban

Alignment: Neutral (Shallya)

Possessions: Tattered clothes (with patches), d6+2 pennies

Description: The guide can assist with most of the general rumours in addition to specific information ascertained by the GM.

¹⁸ Since the PCs probably started in Middenheim, it is unlikely that they will be overwhelmed by the city Rural characters and wood elves, however, should make a Cool test to avoid appearing as bumpkins and suffering appropriate attentions

re-assessment of this, and much of what there is, is exempted from entry tariffs. Unfortunately, the PCs are not!

Like all Old World cities, Wolfenburg charges an entry toll to defray the overhead costs of maintaining and securing the city. However, this charge is rescinded for all merchants (in an attempt to encourage trade for the city, and by the machinations of the local Merchants’ Guild) and is excepted on all citizens who pay an annual poll tax. All other individuals will be expected to pay a *Crown-a-leg* at a toll booth located just inside the main gate. Walking through the gateway, they will note that an herb festoons the entrance. Those with the **Herb Lore** skill will recognise it as wolfsbane. It is a defence against wolf cultists. A City Official and three excisemen operate the booth, and may call the appropriate guard from the adjoining tower (10 men) if necessary. Since the charge is not excessive, there is little necessity for bribery and all officials are relatively honest. Indeed, for all its faults, all public officials are remarkably honest within Ostland.

The GM should note what coinage the PCs propose to pay the entry tariff in. Should they use non-native coinage, the toll keeper will eye the coin and the PCs and ask them if they are trying to be funny. GMs should note the comments upon coinage in Appendix H¹⁹, particularly if you choose to have a differing standard within different regions. This is a good time to fleece the players (for the good of the city coffers, which need their money more), and introduce them to the local rules on money. You should note that this is also partially an act by the toll keeper, since Wolfenburg have sold a monopoly on gate income to a local moneychanger, who will appear to help smooth things over, and change money at the official rates. He will also point the PCs in the direction of the official guides.

The gate to the north is the widest of the city, particularly built for land traffic. Inside, the north section of the city contains warehouses for unloading. However, this is some distance from the docks, and walled as a separate section of the city. Large carts need to be unloaded and their goods placed onto smaller carts that can travel on the narrow roads within the city. This is done by a city licensee and carried out by members of the Stevedore’s Guild. Fortunately for the PCs their cart is small enough to enter the city, though this will not stop attempts to “persuade” them to unload.

On entering the city, PCs are far from safe, and will be beset by a number of hawkers and urchins. In particular, most taverns and inns pay hawkers to drum up customers, and they will vie with an assortment of street pedlars and beggars for the newcomers’ attention. In addition, there will also be a spotter for the local thieves’ guild keeping an eye on who is entering the city. It is unlikely they will make any move here but they may arrange to make a set-up at some later date if PCs look particularly vulnerable.

Set against the wall is another small booth, advertising official guides. This is a further monopoly sold by the city and for 1GC per day, the PCs can hire a local urchin to show them around. Whilst expensive, the service is a good one and is operated

¹⁹ A more detailed discussion of coinage can be found in Warpcrunch 17

by the Cult of Shallya. They use the income for good works, and ensure that the guides are fed, clothed and educated. It is owned by the moneylender who owns the gate monopoly, at the behest of his wife who spends much of her time arranging charity work for the cult. An initiate of the Cult of Shallya runs it. This is obviously an aide to GMs in facilitating PC access to areas of the city, and a further tax on their purses.

TRADE STREETS

Wolfenburg is the centre of the Ostland pewter trade, and its main street Zinnwaren Straße reflects that in name. However, the city has no particular commercial specialism, and thus no dedicated streets to any particular activity. Most shops consist of a ground floor workshop (where manufacture is carried out), a second floor storage (and possibly display) area, and third floor living apartments. More luxurious shops consist of larger living areas, individual rooms for apprentices and greater distance between the workshop and other areas. All shops are identifiable by universal signs indicating their business. Residential housing fills in behind the larger thoroughfares, and acts as home to many of the journeymen and poorer masters.

There are two inns sponsored by the Merchants Guild offering subsidised accommodation to qualified traders or expensive luxury to others. They have also persuaded a number of local guilds to fund a private security force to patrol the area at night. They are called the *Wachsamkeit*, and are identified by a patch sewn on their tunics, portraying a noose. They are not popular with the Watch, nor are they terribly efficient.

First thing every morning a guild crier announces various orders and work details from the steps of the Guildenhaus. This building houses the offices for those guilds in the city that cannot afford their own individual premises. Inside is a bustling warren of corridors and people. There are clerks in the entrance hall to control entry, but it is so busy that careful PCs might sneak past on an appropriate Sneak test.

THE DOCKS

Wolfenburg is located on the River Wolfen, which is navigable by small barge. The Docks are thus a major focus for entry and exit into the city, but are much smaller than most found in the Old World. This reflects the position of Wolfenburg at the northern end of The Empire.

Dockside inns are cheap, lively and dangerous, but most are simply taverns offering drinking facilities.

CARAVAN YARD

A caravan yard is also located within the city, but generally acts as stabling and accommodation for normal visitors. The yard was originally developed as a staging post for supplying Magnus the Pious' crusade, and shows the lack of maintenance since. However, occasional caravans still set out to and from

Kislev and the western Empire, and some prefer to avoid the Wolfen. There are three yards, one each for horses, mules and fantastic creatures. The latter has not been used in a long time, even in its alternative role as an overspill facility.

PCs wishing for a cheap and (relatively) secure place to spend the night will be directed here, though they will have to look elsewhere for their entertainment. There is a common room with lockers, a number of twin rooms and three suites (originally intended for merchants).

TOWN SQUARE

The town square is dominated by a statue diorama containing 'Magnus the Pious' and 'Sigmar the Great' overseeing the 'Holy Sigmarite Empire'. Here can be found any number of criers, but the official town criers perform at first light.

TEMPLE DISTRICT

The following temples are located within Wolfenburg: Mórr, Myrmidia, Sigmar, Shallya and Verena. There are small shrines to Taal and Ulric. Within this district, and in addition to the City Watch, might be found a patrol of the *Officium Arbitrorum*. They are the police force of the Cult of Sigmar, and part of the *Order of the Torch*. Whilst it is purely an internal organisation, normally without authority beyond the cult or laws where the cult holds authority, the city have granted them joint authority over this district and the other temples. In theory, therefore, the *Officium Arbitrorum* may enter any other temple in pursuit of a fugitive. Patrols consist of a number of Arbitrators, who are led by a Proctor. The head of the force is titled Judge, and is able to punish minor misdemeanours or pass an accused to a more appropriate court²⁰.

• All Gods

A small temple is maintained to any god forgotten by the city or those too small to afford their own. The temple and statues are well looked after, but obviously old and little visited. The GMs can utilise the following as a list of the type of representations present, including a:

Albatross wearing a five-pointed crown
 Animated flame
 Beautiful woman in long, flowing robes
 Crossed fingers
 Eye centred in a radiating sun
 Female stepping out of a tree
 Giant frog

Amongst the many small statues and altars can be found any regional god desired, such as Haleth and Dyrath. The following might be appropriate (or not) to characters within the adventure:

²⁰ Details of the *Officium Arbitrorum* can be found in **Warystone 15**



A beautiful female figure wearing armour and carrying a two-handed sword is represented twice in slightly different guises. One is as goddess of Hope and the other as of Hopeless Causes.

Esmeralda is acknowledged, although devotions will seem unfamiliar to ordinary baffling PCs, as there appears to be a transformation of the deity into a representation of household and kitchen spirits.

Kislevite and other nature spirits are represented, including a howling wolf and an ox.

A recent representation to the goddess Shallya as acknowledged by the Medical Union has been placed here. This is a slightly more overt statue than others, representing Shallya with a smile (in addition to her tears). It is similar to the one that the PCs might have noticed within the professor's office, but is more overtly androgynous, very tall and thin, and has spiked up hair. In fact, if not for the face and iconography it might not be taken as representative of the goddess. Since no one actually guards the temple, no one can say where the statue came from, though it is obviously recent. Again, there is nothing fundamentally sinister, but the figure is highly unique.

Solkan is the most important god represented here, and this place is taken as a local meeting centre for witch-hunters from the Ostland chapter. Their actual chapter house is located in the forest, and this offers a useful meeting point within the city.

• Hall to the Heroes of Ostland

A large hall offers a variety of small shrines, icons and plaques to the heroes of Ostland, including those to the following [with dates in brackets where given]:

Levudal, chief of the Thurini tribe who resided here before The Empire, and who fought by the side of Sigmar and forged The Empire²¹.

The ox, which Levudal wrestled to the ground, after Artur chief of the Teutogens set it loose to trample down the forests.

In thanks to the survival of the city after a 6 month siege by Ungol invaders and as testimony to the city as the defender of The Empire against the east [1750].

To all the heroes, including our allies of Ostermark, who died in war against the foul Gregory I Dissell of Talabecland who most heinously granted parts of eastern Ostland to Ungol invaders [1945].

To those who died in the rampages of the undead hordes of Vlad von Carstein [2010].

For the Treaty of Ostermark in which Ostland allied with Ostermark and Stirland against Talabecland to recognise the independence of Ostermark [2148].

From the People of Ostermark to our friends and allies of the people of Ostland for their aid in gaining our independence.

²¹ An article on the pre-Sigmar tribes, which details Levudal and the Thurini, can found in *Warpstone* 16

In celebration of the great hero Oswald von Koenigswald's miraculous defeat of the foul sorcerer and pestilence known as Drachenfels.

For the ascension to power of the most beloved of Sigmar Grand Prince Hals von Tasseninck, Elector Count [25 10].



• Morr

The worship of Mórr is limited within Ostland where traditional burial practices continue, and aspects of Sigmar as well as earlier nature spirits are frequently adopted at burial ceremonies. The cult maintains a small graveyard and its own catacombs. Due to time, rather than popularity, both are full and the cult is considering how to both promote burials and deal with any such increased demand; their solution, to date, is to not try.

• Myrmidia

The local nobility maintains a small shrine for Myrmidia, but she has few worshippers within the city. It is fashionable amongst the zealots to make a brief worship here on the anniversary of the Treaty of Ostermark, simply to snub Ulric. Rather more popular is the side altar to St Origo, a powerful icon to the crusades and the precarious holdings remaining to northerners in Araby.

• Shallya

In the last census, Shallya was noted as the most acknowledged divinity in the area. Unfortunately, whilst most people offer the goddess a nod of respect, most put their faith in gods that offer more specific rewards in the real world of business, warfare and social survival. Mercy is a rare commodity in the Old World, and in this area in particular. The goddess has a large following among the womenfolk in the area, particularly with regard to the birth of children. However, high infant-death rates and more basic problems in food for the table have led to a move towards the worship of Rhya and even a reversion to the ancient Old Faith and similar Kislevite spirit or ancestor gods, notably the so-called *Howling One*.

In a world faced by poverty, death, elitist indifference and chaos invasion, the message of the goddess seems very mute. Nor is this helped by the attitude of naïve clergy, who are ill suited to a martial recruitment campaign.

The chief cleric is Gammer Isolde Ulricht, a level one priestess, who conforms to the basic stereotype of the cult. She is a caring middle-aged woman, who has the look of the care-worn and an occasional descent into cynical despair. She simply wishes that more people would take more time to think and listen before they acted. Her favoured response to any situation is "Let's stop and think about this; I am sure that we can come to some solution." Unfortunately, very few take any

real notice of the sister or her conciliation since she is unable to understand the real world problems of her flock. Isolde is a career cleric, having been raised as an orphan by the cult, and has no understanding of the duplicity of the real world. It is actually a tribute to the faith of the sister that few take material advantage of her naivety, and that better nature ensures that goods and services bought by the cult are at both a fair price and to a good quality.

Isolde is helped by two Initiates, each approaching advancement. Hermann Roeging is an ex-noble, the fourth son of a poor country noble. With little chance of inheritance and unable to afford an education, the priesthood was an obvious career. Hermann is an idealist and with dreams of improving the lot of the masses elected to join the cult of Shallya. His Sigmarite father, whose descendants numbered many great knights, immediately disowned him. Hermann cannot avoid the fact that he is a noble, that he speaks and acts as a member of the noble class and expects the deserving poor to acknowledge him with a nod to his superior status. He wants a better world, but not an equal one.

The second initiate is an attractive young girl, Hilde Muntz. She is an ex-street brat, who was taken in by Isolde, though did not realise that she was hiding a wanted thief. Hilde is a complete antithesis to her two colleagues, and is much more vociferous in her objections to the state of The Empire. She has on a number of times been chastised by her superior for voicing questionable testament, and appears to have admitted her fault. In fact, she is the most intellectual of the three, and has been reading a number of the doctrinal tracts emanating from the Kislev branch of the cult which are brought in by a friendly merchant. She has secretly joined the so-called Black Cloak Lurkers Below, and offers them the use of the cult facilities. This is an anarchist group, vowed to overthrow the nobility, and replace them with a meritocratic government. Hilde hates the ignorance and callousness of the nobility, and would like to see them dead. She sees no merciful way of achieving equity, but is by no means violent herself and will quickly seek to distance herself from the Lurkers once their violence becomes evident. She is naïve about the nature of revolution. Her surname is adopted, as her true name is not known; she is not related to the bandit.

Three lay servants assist the clerics. Nina Trielffen is in actual fact an Initiate of Ranald serving part of her apprenticeship in what her own cult deems an ally, and acting as a centre for a network of information gathering. Jurgen Futz is a member of the Lurkers, who relays between Hilde and the rest of the group. Nina knows him. Marla Hengist is an orphan who is infatuated with Hilde. She hopes to become an initiate herself when she becomes 16, and can be frequently found missing chores to listen to classes or philosophical discussions led by Isolde.

The cult operates the *Hospital for the Maintenance and Education of Exposed and Deserted Children*.

• Sigmar

The local church to Sigmar is colloquially known as The Cathedral, and it is an impressive piece of massive architecture

standing on a hill overlooking the rest of the city. According to very old legend, a chaos lord sent his imps out to play, and the wind blew one down from the Chaos Wastes to Wolfenburg. At first, it was so awe-struck by the splendour of the Sigmarite Cathedral, that it was terrified. However, it saw a priest entering the church, and swooped down to steal his prayer book, and tear it into pieces. It then proceeded to fly around the church doing damage. “Come down and stop that at once”, demanded the Arch Lector (who happened to be visiting). “No,” shrieked the vile imp, “you will have to stop me if you can”. At which, the beloved of Sigmar turned the imp to stone as it sat over the altar, and where it can be seen to this day. It should be noted that the Kislevites claim that the imp was fleeing a Winter Priest of Ulric, and that the Solkanites claim it was fleeing a witch-hunter, and in each case it was their priest who vanquished the imp. The imp is a carved figure, half human and half beast. It appears to be feathered and have bovine legs. The work is exquisite, and of ordinary (if very fine) stone.

A small cemetery is attached to the church, but most of the deceased who select burial are interred by the cult of Mórr. The senior nobility are interred in crypts under the church, although some of the more noted Grand Princes (including Oswald von Koenigswald) each have a small chapel of repose in their honour.

There are also five shrines to Sigmarite saints scattered around the town. These are all effectively small parish churches maintained by a single initiate and attended for services by a duty priest. Two are specifically and separately for St Mikhael (located in the Estates District) and St Levudal (located in the central plaza), although the latter is not a centrally endorsed saint. The others are less specific, covering agriculture (located in the market), the hearth and home (located by the south gate), and business (on Zinnwaren Straße). There is also a small unattended shrine to Sigmar the Dwarf God in the Ethnic Neighbourhood.

• Taal

A small stone chapel offers a peculiar home for the god. It was built on money donated by a wandering druid, who then mysteriously disappeared. However, he left a trust fund with the Cult of Verena who ensure the chapel is maintained. The iconography is woodland, but there is still something vaguely unsettling about the dark stone structure to the traditional Taalite.

• Ulric

There is a small shrine to Ulric, although it is not well maintained. On one wall inside is a crude painting of a wolf standing upon its hind legs. Beneath it are a number of offerings. There is a lone initiate. He will explain that the picture is actually of a wolf spirit which was worshipped centuries ago, but whom Ulric chased across the province and caught. Devouring it, the spirit became a part of Ulric. The shrine has a small adjacent graveyard, which is the butt of popular jokes – the best place for an Ulrican and the like.

• Verena

In numbers of worshippers and implementation of justice, the Cult of Verena in Wolfenburg finds itself subservient to the Cult of Sigmar. The legal framework found in Ostland adopts a Sigmarian code of justice, seeking to punish and enforce, rather than seek justice and the truth. There is a small, overworked temple consisting of both priests and priest-lawyers. In addition, the church has a small graveyard for its followers not wishing to follow local customs.

Forewarned of the party’s arrival by carrier pigeon, the temple will be politely efficient and have the PCs money prepared. They are also likely to enquire after their own templar, and should he have perished they will report back to Middenheim in the same manner.

MARKET

This offers a sprawl of shops and warehousing, less impressive than the trade streets but less expensive. The Square of Standards is also found here. It is a small square containing definitive guides for weights and measures, and where disputes can be taken over under-selling. A small Verenan shrine is also located here, together with the Sigmarite church to agriculture. Both are served by an initiate of their respective faiths, and both have been known to become involved with fights over disputes. To this end, a watch post is also maintained here. There is a market that is held daily during the season, although most stall-holders only attend on given days. Many pedlars also ply the market. The Visiting Players Inn is located here and offers performances from travelling companies of thespians and other entertainers in its courtyard enclosure.

ESTATES

Like all cities, there are a number of large residencies located in their own grounds, and cloistered away from the rest of the city. They belong to both “old money” nobility and “new money” merchants. Most nobles use the city as a secondary home, particularly during the winter, and thus maintain two households. The Watch are much more visible in this district. A number of the estates also employ their own watchmen and bodyguards to patrol their master’s grounds. These various groups do not like each other, and battles between them are not unknown.

COURTS

The courts are located in the central plaza, and act as law courts, holding cells, headquarters for the Watch, and as an information centre for visitors.

THE ETHNIC NEIGHBOURHOOD

The non-humans within Wolfenburg are located in a single conclave within the city. It is a peculiar section of the city, reflecting the diverse natures of its inhabitants within the one area. There are relatively few non-humans who inhabit

Wolfenburg, and fewer still whom visit; the conclave is thus small and quiet. The halflings and gnomes live amongst tidy gardens and swept streets, whilst the dwarfs live at the western end. There is little formal commerce, simply one inn acting as a haven for visitors and a social centre for the neighbourhood. The halflings tend to be employed elsewhere, and the gnomes are one of the two gnome banking families of Finklestein and van Aelst. The community tends to barter and grow produce within its own gardens.

Halflings live in traditional burrows, with the occasional one-storey house. Their gardens are excessively tended, unlike gnomes who prefer rather more natural gardens than managed ones. Gnomes may also live in burrows, but some two-storey houses are evident. Elves do not live in Wolfenburg, but are attended to at the *Tree and Root Inn*, which deals with the three races. Most dwarfs prefer the Bugman's Brewery, which whilst technically not a brewery or tavern, hosts dwarf "cultural events" each evening. Dwarfs live in a range of accommodation, though some properties are rumoured to have extensive cellars that offer underground residence. None has ever been found by a city official.

CITADEL

The citadel forms the area of last resort in the defence of the city, and as the urban dwelling of the Grand Prince. It also houses a prison, arsenal, barracks, private temple to Sigmar and a vault for the Prince's treasury. Standing before the vault is a diorama of



Thurini tribesmen routing a group of Unberogen enemies.

Those seeking to invest in the Grand Prince's *Kriegsanleihe* scheme are escorted to a small office adjacent to the vault. The Grand Prince is offering a bond for investments to support his part in the Imperialist developments being established in Norden. It offers a good return, with free protection and storage and a return on the investment; in the Old World most banking is done on the basis of storage for a fee. Larger investors (most certainly not the PCs) can negotiate a deal via the Grand Prince's Chamberlain to purchase shares in the deal.

Summary: What's Happening in Town

Aside from the investigations of the PCs, the following activities are occurring:

The Black Cloak Lurkers Below²² have decided to strike for the cause of freedom against the Steel Fist Thief Ring, which they see as living off the masses. The fact that they stole money to fund themselves is, of course, incidental. It has also brought about serious retribution.

The People's Lottery is a game run by the Steel Fist Thief Ring. It sells tickets showing seven designs. The tickets are carved on wood and cost one shilling per week, or must be returned to the local 'ticket agent'. Anyone matching a randomly selected string of drawings wins a share of the jackpot. The game is fair, because even run fairly it makes the group a lot of money. It is played by many locals and even some of the outlying communities, where word of winning patterns is spread by peddlars. The game is illegal since there exists a poorly performing State Lottery. This group was also hit by the Black Cloak Lurkers Below, who stole takings from some of their agents. The Thief Ring has hit back very hard, and the Black Cloak Lurkers Below have had to retreat into hiding. This gang war has spilled onto the streets, and involved those Lurkers within the Cult of Shallya. GMs can develop this as required, but some serious beatings and fighting is going down on the streets.

Elfrieda Teuschel is no longer central to this adventure, but GMs might decide that her presence here is too much of a coincidence for fate not to intervene. Her aim is to take boat down the River Wolfen and escape into anonymity of Altdorf.

Barthel Bugenhagen: Everyone knows this peculiar tale. Barthel was a respected local seer, accepted by the Cult of Sigmar since he preached the need for everyone to work to a common goal in defence of The Empire. However, some three years ago, he began to act strangely and rant about something he called an 'Influencing Machine' and a 'World Plan'. Eventually, he had to be removed for his own safety (or so they said) and a religious court determined that he be placed into the ministrations of the Cult of Sigmar. He was held in a cell in their temple, but apparently escaped three days ago. The Cult of Sigmar will normally offer no further information on this matter. However, if a PC can access an appropriate source, it appears that Luiz Eisner, one of their own initiates, freed the man. He is under arrest, claiming that he was told to do so by voices in his head sent by what he refers to as an 'Influencing Engine'. It is possible that GMs might want to involve PCs through the Sigmarite templars.

The Cult of the Howling One: The GM should continue to build up the apparent omniscience of this group, as they are blamed for every ill within the city. They do have some sympathisers within the city, but they are limited.

Free Gifts: I have always met the offer of free promotional items from people in the streets with great suspicion. Why would someone give me a free drink, pack of sweets or other item? So, how much more suspicious would this be in the Old World, with its ignorance of mass marketing and paranoia of PCs. Have fun with this one!

Hospital for the Maintenance and Education of Exposed and Deserted Children: The Cult of Shallya is concerned

²² The name of this group was arrived at via a committee meeting of all members. They wanted to reflect their shady nature (black cloak), their underclass status (below) and the general presence of the group (lurking). The name was an accommodation to all these

about the hospital for a number of reasons. Firstly, a number of men are apparently travelling the city, local farms and hamlets offering to take unwanted children on behalf of the hospital. These children simply disappear. Since the law does not recognise children as existing until the age of seven, there is little that the Watch can or will do. Secondly, a number of rumours suggesting that the hospital accepts mutants has caused a reduction in donations. Thirdly, there have been a number of deaths in the hospital from a mysterious illness, which the cult seems unable to prevent. The first two rumours are not relevant to the story, and may be developed as required. Slavers are responsible for stealing the children, and some might be sold to willing buyers outlined in the next instalment of the campaign. The deaths are the result of the experimental activities of the Medical Union. Three physicians attend the hospital, Drs Israhel Valera, Hartmut Imhot and Mihai Buchner. Dr Valera is an elderly gentleman acting as honorary senior consultant for the last five years. His age has led him to the conclusion that helping the goddess of mercy will do no harm! Questions will be referred to him. Nine children have died in the last two months (four; five) of the influenza, and he is quite adamant of this. Since he is getting older, he is now assisted by two of his ex-students who both agreed to offer their services some 6 months ago. In fact, Dr Hartmut Imhot is a member of the Medical Union, and is carrying out experiments upon the children.

Missing Bodies: As a means of paying for its upkeep the Temple for All Gods has a catacomb used to bury the dead. For a reasonable fee the dead can be interred here with rites carried out by the Cult of Mórr and any other legal deity of choice. Whilst not traditional, burial enjoys periodic phases of being in fashion. Of course the amount that can be raised by the temple is linked to the space available in the catacombs. The current leading cleric of Mórr in the city (Ewalt Wrangel) recently completed an inspection of the catacombs as part of his review of the city on taking up his post and found a number of bodies missing. He reported this fact to the authorities that promised to investigate. He has heard nothing, and is seeking independent investigators. The fears are evident. However, there is no necromantic evil behind this mystery, but simple greed. The temple is maintained nominally by Azmus Beham, a licensed seer. He realised that a simple means of making more money was to sell the space previously sold to earlier dead. Therefore, he simply tipped one room of bodies into the underground river that flows beneath the temple and began to sell new space. PCs investigating the mystery can discover two clues. Firstly according to the records of the temple (housed with the cult of Mórr) more bodies have been buried under the temple than can be accommodated. Secondly, last year a number of very old bodies were washed up on the banks of the river and buried by the cult. Thirdly, there was widespread dysentery in the city last year due to pollution of the river water although no cause was found. Other clues include the fact that the outflow grating is missing. The catacombs have been in use for about 300 years, and in that time some 1600 bodies have been buried in accommodations for 1000. This practice is thus not new, and other people are implicated by this fact. However, the Cult of Mórr will not wish this made public any more than the secular authorities, and so the PCs will be thanked and left to go away as the clerics hide the evidence for the public good.

Prince of Khypris: Three half-orcs are asking around for Franziskus Kappeler, “Prince of Khypris”. They are acting on behalf of a powerful orc warlord who is seeking to gain legitimacy for himself via an alliance with the old human rulers of his lands.

River Smuggling: GMs might wish to develop some of the merchant contacts initiated by the PCs in Ferlangen, since they all have offices within this city and deal with river transport. On the other hand, appropriate PCs might involve themselves in other nefarious business practices.

Scholar: A travelling scholar is in need of a secretary and bodyguards to help him continue his work studying the local spirit beliefs and myths of the people of Ostland. He has hired a crier and made inquiries at the local temple to Sigmar for likely candidates. In fact, whilst this offers a useful NPC teacher and another source of income for the PCs there are two additional items to note. Firstly, the scholar has a permit to continue his studies into Kislev – a fact that might prove useful to the party later. Secondly, whilst the scholar is undertaking research into the subject, he is secretly a member of the Ahnenerbe organisation of the Cult of Sigmar on a mission to investigate the cult and its recent rise. The scholar, Doktor Hubertus von Bora, is detailed in Appendix D. Subject to how the adventure develops, this NPC offers access to the University of Altdorf and the Cult of Sigmar.

Serial Killer: In four of the last five years, there has been a hideous murder in the months of Jahrdrung and Kaldezeit. Two years ago no murders took place, but they resumed year and the locals are beginning to fear for this months death. In each case, the person was sleeping and died apparently without a struggle having been bludgeoned with an implement from the house. There were no signs of forced entry, except in the last two cases. *In reality, the lack of evidence for a forced entry is simply the result of the inefficiency of the Watch who did not take the earlier cases seriously.* The following died (in order): a master craftsman and a journeyman; an apprentice and a beggar; an old man and a labourer; a labourer and an apprentice. All their eyes were removed.

Watch: The rumour concerning female prisoners is only partially true. Some of the private watchmen in the Estates District have indeed forced female ‘undesirables’ to strip off, and after some ‘harmless’ fun sent them back to the ‘slums’ in a state of undress. They only do this to those who will not report it – prostitutes, servants and similar – but a lone female PC who happened to be wandering in the district would be seen as a likely target.

FINDING THE PROFESSOR

Visiting the Physicians’ Guild, the Watch and simply asking around should elicit the basic fact that Jaie Schraeder is dead. He left the town on the morning of the 31st Nachexen, sending a note to the Physicians’ Guild that his father was ill. His body was found by a local farmer near The Forest Inn on the evening of the 3rd Jahrdrung. Tragedy seems to have befallen his household as well, for on the evening of the 2nd Jahrdrung a fire gutted his small townhouse and killed his servant and maid.

Visiting the Physicians' Guild

Jaie Schraeder was Secretary for the guild, and had been for 10 years. Danel Koberger, the current Under-Secretary, is an elderly man, twice passed over for promotion, and terrified a new appointment might fire him. He is obsequious to everyone, but also quite useful. He accepted the message from Schraeder from the man's servant, Gerd Breytenbach, but he knows that Schraeder's father is already dead. He assumed that he was pulling a sick leave. He recalls that Schraeder was appointed on the suggestion of the then guildmaster, Professor Melancthon, as both arrived from Altdorf around the same time. Professor Melancthon retired to Altdorf some 5 years ago. It was rather sudden at the time, but he had been offered some sort of promotion at the University.

No one at the guild knew Schraeder socially as he was simply a (good) clerk and secretary.

Visiting the Watch

Whilst the Watch might be stupid, even they are aware of the suspiciousness of the two events. However, they have not been able to find witnesses nor leads. Captain Crais is a vicious man, who remembers his friends and enemies, and will respond to PCs actions accordingly. Two bodies were found in the fire. Both were badly burnt beyond recognition, but one was male and one female. They are assumed to be Gerd Breytenbach, the servant, and Louisa May, the maid. The fire was localised to one room, and items were found elsewhere. Some belonged to a Professor Stradovski, who is being sought in connection with the fire. The Cult of the Howling One are suspected in the murder of Herr Schraeder, and might be linked in with the professor and other murders.

The items taken as evidence are a series of papers. However, anyone making a successful *Intelligence* test will realise that the papers are a curious and incoherent mix of a general nature whose sole purpose appears to be repeating the Professor's name. Suspicion has fallen upon the Cult of the Howling One due to a drawing of a howling wolf on one wall in another room.

Visiting the House

A visit can be arranged via the watch who currently have the house under guard. The authorities have failed to find any next of kin. The house was rented, although the managing agents, Blau and Stradanus, can offer little useful information apart from the fact that Schraeder was a good tenant.

Searching the house elicits little. There is a single large bloodstain on the hall carpet, and drag marks up the stairs into the gutted room. The fire gutted one room (the main bedroom), but did little other damage. A drawing of a howling wolf can be found drawn in blood upon the guest bedroom wall. There is a small study/library, but the books have all been cleared and were burnt in the fire. There is a small household shrine, but that was also placed in the fire.

Neighbours saw nothing of Schraeder socially, and are particularly unhelpful. To most people in the town, he was a simple civil servant with little personal life.

So What Happened?

When Professor Stradovski arrived in Wolfenburg, he went directly to see Jaie Schraeder, his only contact. Schraeder then took him straight to the Union's base in Levudaldorf. The Union immediately became concerned that any pursuers might have been led to them, and so arranged for the death 'by bandits' of Schraeder and the murder of his household. The plan was to dump an extra body – one of the then living cultist attackers – and leave evidence to the fact that it was the professor. Unfortunately, they missed catching the servant Gerd, and their evidence now implicates the professor. This leaves the PCs at a loose end, until they can find a clue as to what happened. Use the city background to offer some ideas, and introduce the following at an appropriate stage, since fate cannot allow the bad guys to simply walk away!

A Friend in Need

Hilde Muntz is in trouble. The Black Cloak Lurkers Below have been involved in theft from the Steel Fist Thief Ring; the latter have struck back hard. None of this fits in with her views upon overthrowing their oppressors, and she wants out. Unfortunately, the Lurkers do not like snitches and the Thief Ring are paying visits to all Lurkers. Hilde needs help to get her out of the city quickly, and will of course remember her good friend Christina. This puts Christina in a very difficult position, since it means openly acknowledging her friendship to her own Order and a bunch of templars. Can the PCs help? Neither are able to offer very much – except a warm glowing feeling in the PCs hearts at the thought of bringing more happiness into the world – but Hilde can offer the whereabouts of the servant Gerd Breytenbach, should she realise this information is of use. He is currently hiding in the Shallyan temple, having been given refuge by Hilde as he had helped the Black Cloak Lurkers Below on a number of occasions. Unfortunately, Nina is also aware of this and the Steel Fist Thief Ring is watching the temple. Nina rather likes Hilde, and persuaded the Thief Ring to allow her to leave as she was not involved in the crime against them. They do not intend to let her go free, however, if they should catch up with her.

What Gerd Breytenbach Knows

Gerd Breytenbach actually knows very little, except that the house was attacked whilst he was away with the Black Cloak Lurkers Below. He does know that Professor Stradovski arrived to see his master, and that they left together the following day. The message concerning Schraeder's father was a fake. He does not know where they were going, but he heard them mention the manor at Levudaldorf, and knows that his master had visited there on guild business on a number of occasions. He had worked for him for 8 years. He disliked his master, who was a cruel man in private, and he suspects that he was doing vile things to the maid Louisa as she had been acting peculiarly over the last few months. He is unable to describe this very well, but she appeared to be much more forceful. *In fact, she was pregnant by him and he was trying to have her join the Union.*

The only social activities that Schraeder was known to engage in was worship at the Sigmarite cathedral, the occasional visit to the Temple of All Gods and that he was a member

of the Order of Occidental Fellows. The latter is simply a fellowship association for middle class professionals. They own a small tavern called The Occidental Gentleman, whose back rooms are used for functions. Members are an assortment of merchants, craftsmen and professionals. Should the PCs politely enquire during an event of the Order, they will be told simply that Schraeder was a decent member. In reality few knew him very well.

YOU ARE NOW LEAVING OSTLAND

From Wolfenbourg to the Kislev border, there are a further six stopping points along the plank forest road. Given the nature of the region and the use of wood to surface the road, travel will be extremely hard work. If PCs found the earlier road hard work, then this is far worse. In many places the wood has rotted to create a worse surface than the earth beneath. The road was meant to bring economic investment into the region, but failed. The road is following that tradition. However, both the Sigmarite Sisterhood and the templars (see below) regard it as their duty to invest in the road, and those parts of the road are much more stable. This is fortunate since their stops are some 30 miles apart, whilst the others are closer to 20 miles distant from each other.

From Wolfenbourg, the PCs will travel to a small coaching inn, a village, an inn and way temple, which are operated by a remnant of a heretical Sigmarite order (detailed in Appendix E), and the town of Grenzburg. This is really a fort close to the border, and the last Imperialist settlement before Kislev. Beyond this is a lone inn called the Border Line, which also acts as a trading post for the area.

The Forest Inn

Description: small size coaching inn

Proprietor: Brein Kloff

Notes: The Professor and Jaie Schraeder spent the night of the 31st Nachexen at the inn. They talked to no one at the inn. The body of the latter was found in a small copse on the evening of the 3rd Jahrdrung by a local farmer (Lenz Quadt) who will tell his story for a drink. He had been stabbed in the back, and had been dead for at least a day, as the body was wet from the rain. Lenz Quadt lives in a small village served by a track to the north about one mile from the inn. Called Felde, it deals primarily in livestock to the city.

LEVUDALDORF

The village is named after the famed leader of the local tribe, who fought along with Sigmar. It is uncertain whether this was his actual birthplace, the centre for the tribe at that time, or was simply named after him to avoid his being the only hero from Sigmar's time not to have a place named after him. In any event, it would appear to be a pretty pitiful accolade to a great leader; a point not lost on certain scholars located in Altdorf! That said, by the standard of normal provincial villages it is reasonably impressive, mirroring the best found anywhere in The Empire; it is identical to that outlined in WFRP (p335). It is also an administrative centre for the local hemp fields, acting

as warehousing and transport locus for shipping to Wolfenbourg. This whole region is littered with small warehousing and distribution complexes served by ancillary housing for the workforce adjacent to large fields growing various crops, but predominantly hemp. The count is clearly wealthy and his antecedents have invested heavily in what is almost industrial agriculture.

The Village

The PCs are unlikely to concern themselves with the village. After all, not only are they on Imperial business, but their party contains a number of powerful – or at least arrogant – individuals who will insist on staying in noble accommodation. Certainly it is a feudal tradition to allow travelling knights rooming in this type of situation. Should the PCs stay at the village inn or talk to the locals, they will be able to obtain some of the details concerning the manor house and their lord as detailed below. The Count is reasonably popular within the village, although he is seen as a hard man. No one would like to cross him. He is known to be a firm believer in The Empire and the rights of the nobility.

THE MANOR HOUSE

Count Konstantin von Pirkheimer is the overlord of Levudaldorf, and a large part of eastern Ostland. He is a very important political figure, and very powerful. There are a number of general items of information that PCs can discover about the Count in Wolfenbourg. He is known to be a harsh man, but also well educated and a supporter of the pursuit of knowledge. He employs some wise men, and offers a place of learned retreat for those academics who have fallen on hard times. His wife died many years ago, and he particularly supports the improvement of medicine in her name. The Physicians' Guild in Wolfenbourg has a number of bursaries paid by the Count. He is a member of the Zeugen sect of the Cult of Sigmar. They believe in breeding Sigmarites to defend the Empire, although cynics see this as less of a sect and more of an excuse to have sex widely. He has sired a number of (unrecognised) bastards.

Less well known is that the Count is a leading member of the Medical Union, and uses his position as a front. His wife did, indeed, die many years ago from a wasting disease and in his grief he forsook the gods he believed had deserted him. He became a cultist of Nurgle. He keeps a very tight rein on the village and on those in his manor. This he does by utilising his bastard children in positions of power, judicious use of well paid mercenaries and the importation of Union members. Those who become troublesome can be easily disposed of due to his political and judiciary powers. Elderly intellectuals working here can simply pass away due to age.

Key figures in the household are as follows:

Count Konstantin von Pirkheimer. He appears as a 55 year-old man, but is in reality 72.

Adolpha (40), the Count's rather plain eldest daughter. She is married to Baron Achatius von Krantz (a minor local noble with lands near Salkalten, centred on the village of Grasighügel), and they have two children: Gero (16) and Marquart (13).

Von Pirkheimer is discussing with von Krantz an alliance of interests to rid the region of the absentee overlord of Salkalten, Gustav von Wolder, in order to develop both their interests and those of the Grand Prince.

Laura (36), the Count's second daughter. She is married to Steffan Truchsess, son of the current head of the Wolfenburg Merchants' Guild. Laura is well educated, and seeks to be an enlightened noble like her father. The Truchsess family were ennobled by Magnus the Pious, but like many of the newer nobility were quite prepared to work hard to develop their plans. Steffan holds monopoly trade rights on a number of commodities in his own right. Their marriage has all the appearance of being one of genuine affection – indeed it is – but the Count recognised the need to link his family with money.

Helmut (35), the Count's heir.

Petrus (21), commander of the guard and bastard son.

Bethold (30), steward and bastard son.

Cornelius Blacher (66), an alchemist

Etti Pittschau (29), a necromancer

Doktor Dagmar Raab (49), retired from practice in Ferlangen, ostensibly in order to pursue an interest in the cause of baldness. He will inspect PC scalps during the meal.

Doktor Sepp Hoger (41), from Ferlangen. He can honestly tell PCs following up the case of Angelika Pallenberg that she died of drug addiction. As a front for his defection here, the Count offered him a post in order to write up his practices as a textbook for student physicians. He arrived the day after the Professor left, nor did he say anyone on the road. He hired a coach to Wolfenburg, and the Count had his personal carriage collect him.

Professor Gustav Kozinstev (60) is a retired lecturer in philosophy from the University of Nuln. He is tutoring Laura in the works of a number of early Old World scholars and working with Axel Lommel.

Professor Axel Lommel (58), is a retired physician. He is not a member of the Union and is a well-respected figure from the University of Altdorf. He is currently working with Professor Gustav Kozinstev on joint research. Neither will be keen to talk about their work "prior to publication". Their thesis draws upon a fifth element, which they term immaterium, and believe that it links to the nature of the human condition. This would have obvious interests to the practice of medicine, since disease could be linked to elements, and so treated. The fact that this links to Cathayan beliefs or the work of Luigi Pavarotti will not be welcomed by the two – though PCs are unlikely to be aware of such detailed minutiae. The fact that the immaterium that they discuss is quite likely a form of chaos is not something that the medical Union will mind, but means that they will need keep a constant watch upon Professor Lommel.

Dahlbert Lochner (25), is a physician's apprentice from the Shallyan hospice of Seuchenshof. He is a bastard of the Count and a member of the Union developing contacts there, and is currently 'on leave' and reporting upon his progress.

Doktor Brigid Laubrich (39), who is here to canvass support from the count for her proposals on public health. Rather than view health as an individual issue to be dealt with by individual doctors, she sees the need for organisation and

management in health matters. This needs centralised control of health programmes, and the co-ordination of data and research. However, she is known to have developed a theory concerning the transmission of disease via micro-organisms in water, whilst everyone else knows that the miasma theory (transmission by vapours and smells) is correct, and she will be ridiculed constantly. The Medical Union are wary of her, and so are taking the opportunity to investigate her at close quarters.

Professor Doktor Dirk Ekman (43), who is a colleague of Doktor Laubrich and is a senior figure at the University of Nuln. He proposes the creation of a Registrar General to collate statistics concerning public health in an attempt to discern cause and effect for illness. He is a friend of Professor Kozinstev, who suggested that the count might assist politically and financially.

The Professor's Arrival

The Professor was not well received at the manor since the Count was aware of some of the background to the case via contacts within Middenheim (and the ubiquitous carrier pigeon) and believed he reacted badly to the situation. However, his position within the Union warranted some assistance and his pre-planned escape route into Kislev was utilised with support from the Count. The Professor left on the morning of the 2nd Jahrdung.

Jaie Schraeder on the other hand had become a liability on two counts. Firstly, he was trying to have his maid – a peasant of all things – entered into the ranks of the Union, and becoming troublesome about it. Secondly, he was a link between the Professor and the Count. Therefore, he had to go. He left to return to Wolfenburg on the morning of the 32nd Nachexen, and was killed by Petrus, who was despatched to slay him and set up the house fire. Things went wrong as they failed to kill Gerd Breytenbach with Louisa. Petrus and some local thugs killed a tramp to obtain a third body – the original plan was to convince the Watch that the 'extra' body was the Professor.

The Count will admit both visited him, and both left on the actual dates. He knew both men, as Jaie Schraeder acted as liaison to the Physicians Guild and also introduced individuals in need of funding on occasion. Professor Stradovski was seeking support for research into lycanthropy, which the Count refused, as he was rather suspicious of the very travel-stained proposer who hardly seemed to be acting like a traditional academic. He then set off to the east, stating that he would approach the templars there with a view to offering his services to them. This seemed equally peculiar, but harmless.

The PCs' Arrival

Since they are on official business, and assuming that the templars are present, the party may either approach the manor house immediately and impose upon the Count's hospitality, or spend the night at the inn and visit the following morning. Whichever, they will be cordially welcomed by the steward, and offered spacious guest rooms. Some sharing will be necessary, but this will be efficiently arranged. The Count will be unavailable until the following evening, when the party will

be expected for dinner. The PCs will be offered every courtesy. Meanwhile, the Count will be arranging his plans.

The following guests will be at the dinner:

Count Konstantin von Pirkheimer.
Adolpha and Achatius von Krantz
Gero von Krantz
Laura and Steffan Truchsess
Helmut von Pirkheimer
Cornelius Blacher
Doktor Dagmar Raab
Doktor Sepp Hoger
Professor Gustav Kozinstev
Professor Axel Lommel
Doktor Brigid Laubrich
Professor Doktor Dirk Ekman

When the party are brought to dinner, the Count will be the most gracious of hosts. Each member will be welcomed appropriately. Warriors (this includes most of the NPCs) will be offered an arm clasp and a comradely hug, although Heidi, Christina and any female PCs are held a trifle longer than necessary (noticed by anyone making a successful Observe test). Dwarfs are greeted with a mispronounced Khazalid greeting, and a regret that he has not fought alongside rock brothers since a local goblin raid in 2498. Clerics and initiates are offered due reverence. The meal is a formal one and the PCs are interspersed with other guests who are all well briefed. The village priest, Father Reinprecht Teschitz is also at the meal.

It is extremely important that the PCs do not discover the true nature of the manor house, and there is no reason for them to do so. Count Konstantin von Pirkheimer and the Union are far too powerful for the PCs to deal with, both physically and politically. However, they do form a perfect long-term nemesis for the party, because the Count will from this point forwards begin to turn his attention towards their eradication.

The following can be developed at dinner:

The trail: the Professor did indeed visit the manor with Jaie Schraeder. The Count knows the latter from his dealings with the Wolfenburg Physicians' Guild and he knew vaguely of the Professor's work. They arrived on the night of the 32nd Nachexen. Schraeder left the following morning and the Professor the morning after that. He was heading towards Grenzburg.

Religion: the Count's Great-Great-Grandfather was a templar of Shallya in the Magnus Crusade and was highly decorated in the campaign. The Count will explain that during the Crusade a number of soldiers were infected with chaos in various ways, and elected to bind themselves to the goddess of Shallya as a last act of defiance. Whilst none returned, and the templar order died out as they succumbed to the disease, each did so gloriously and with honour in the service of Magnus and the goddess. His family has continued a tradition of aiding the cult ever since, although he himself has more interest in Sigmar and Verena as better suited to his duties as feudal overlord. He will admit that his family felt a little betrayed by the cult, as the temple at Couronne never acknowledged these templars.

However, both Imperial and Kislevite cults recognised their deeds, and his family has always supported bursaries to the cult on this basis. Father Remprecht Teschitz is a fanatical supporter in the doctrine of one god-one nation, a tenet the Count is obviously unhappy with.

Backgrounds: most NPCs will be reasonably honest in describing themselves as they all have presentable facades. If von Bora is with the party, he will know of most of the academic NPCs.

Duty: the Count has a favour to ask the party. He has captured Pankratz Zucker a renegade priest of Taal, and leading member of the Cult of the Howling One. He does not have the resources to transport the man and since the PCs are officially empowered, he is sure that they can do the task for him. The prisoner can be escorted either to Wolfenburg or Grenzburg, since both have the jurisdiction to try the prisoner. The Count could simply hang the prisoner, but both the Grand Prince and Grand Master have asked him to transfer captured cultists to their care for interrogation to aid them in their battle against the Cult of the Howling One. The PCs may keep the reward. Pankratz knows something of the background explained in Appendix E, and of the rising power of those who follow Khorne. He follows the 'true' cult, and will try and persuade the party to free him.

THE PRISONER

Obviously transporting the prisoner is not going to be straightforward, but the party has little real option. They have accepted the hospitality of the Count, and to some extent are under his control. In particular, as agents of Imperial Law they are obliged to assist in its enforcement – and if a PC thinks to check their warrant does state this in the small print!

Pankratz was actually caught whilst visiting his sister in the village. She is a member of the Cult of Sigmar and a devout follower of Father Teschitz's one god-one nation creed. Edda Schöner (née Zucker) believes her brother is a heretic, a bandit and a disgrace to her family. He simply finds her misguided, but was shocked – to say the least – after she had set him up.

The GM should determine exactly who, and how, decides to extricate the prisoner. Obviously his friends will seek to free him, but they are likely to adopt stealth and/or negotiation. Most likely, they will attempt to free him from the pit in which he is left at night in an inn along the road. Otherwise a cultist might approach one or more PCs with an offer. Should the party be in need of combat experience the Khornate cultists might decide to try and rid themselves of an enemy. This is dangerous, since the party is likely to be accompanied by a group of powerful NPCs. However, it might be that Astrid Hofhaimer needs to test some of her followers or rid herself of some beastmen. After all, even in the Forest of Shadows too many beastmen can become difficult to feed and hide from the authorities. Perhaps she thinks it is better to cull some in a sacrifice, and rid the world of some do-gooders at the same time. If all else fails, if the scholar Doktor Hubertus von Bora is accompanying the party, he will be in earnest discussion with the Taalite about his religion and the situation in the forest. It is quite plausible that he might think it better for his own cause if such an enemy of Chaos is freed to continue his work. This

in itself might cause the PCs serious worry when they find the prisoner mysteriously escaped.

The Welcome Rest

Description: small size coaching inn

Proprietor: Sister Camilla Mattes

Notes: This inn is operated by the order of the Sisters of Sigmar, who are described within Appendix E. Whilst it operates as an ordinary inn, the staff are all members of the order and observe Sigmarite rituals. Note that the Sigmarite NPCs in the party will not appear particularly unpleasant towards the sisters here, and at the temple. However, they will not be overtly antagonistic. The sisters, particularly here, will appear rather fearful of the Inquisitors.

A person matching the description of the Professor passed through here, staying the night of the 2nd Jahrdrung.

Temple of the Sigmarite Sisters

Description: way temple

Matriarch: Sister Helke Mellinger

Notes: A person matching the description of the Professor passed through here, staying the night of the 3rd Jahrdrung.



This temple was created by a group of the Sisters of Sigmar, who fled their persecution after the devastation of Mordheim. One group of the sisters had been recruiting in Ostland, and was warned of the Grand Theogonist's proclamations against them. They were hidden, along with a sizeable wealth.

Later, they offered to run the two coaching stops along this stretch of road since they were unprofitable but necessary, in return for political protection. Their identity was largely hidden, until Magnus the Pious passed this way centuries later. The Templars at Grenzburg were required to keep a theological eye upon the Sisters, but they have unofficially been re-incorporated back into the Church. Indeed, few know of their origins, including most of the sisters.

To most observers, this is a simple way temple run by a group of Sigmarite sisters.

GRENZBURG

Grenzburg is a fortified border monastery, whose primary purpose is to act as the clear statement of The Empire's border with Kislev. In reality, it is simply a border fort with associated followers and has little real purpose except for the garrison and those who service and feed the garrison. The Grenz is a local name for this border region of The Empire, and for the troops raised from it. The town is surprisingly prosperous, which is largely due to the high fertility of the recently claimed forest and the careful rotation of farmed land.

Grenzburg is primarily the home for the *Order of the Purging Hammer*. This is a rather atypical order of Sigmarite templars. Ostland farmers and hunters founded it in 2304 IC, after returning from the Great War in Kislev only to find their

families killed and their properties destroyed by beastmen and worse from the Forest of Shadows. They founded a small fortress monastery in Grenzburg, from where they planned their revenge on the Ruinous Powers. The Grand Theogonist blessed them and put them under the patronage of St Mikhael, an Ostland martyr from the Great War. This was at least in part due to the wish of the church to keep an eye upon the faith in Ostland. They had been alarmed at the province's protection of the Sigmarite Sisterhood who had fled Mordheim. Grenzburg had also proved a useful base for the campaign into Kislev, and it was thought sensible by both the Emperor and the Grand Theogonist to maintain an Imperialist presence there. The brethren are simple people, without the normal pretensions associated with the knighthood. Indeed, many are unable to fight upon horseback and the order is frequently regarded as a church infantry unit. They are, however, devout fanatics, hardened by a life in the frightful forests of Ostland, and fuelled by an unrelenting hatred for the Dark Powers, which has bereft most of them of everything they loved. This has led to a degree of paranoia amongst the knights, in addition to a unity of purpose.

The current Grand Master Aldred Treitszaur is unfortunately a political appointee of the Grand Theogonist, and an incompetent buffoon. Fortunately, he means well and is ably assisted by his second-in-command, Karin Petrovich, and the Order's castellan, Mikola Nemanja.

Additionally, the monastery town is home to an Imperialist garrison of locally raised troops, called the Grenzgrenadiers. Grenzburg is rare in having such a unit, but its border position renders it tactically necessary. Currently, the Sigmarite Lehrkompanie Kazgar is also stationed here as part of the cult's support for the Emperor's current plans in Norden.

Tent City

Outside the town six tents have been placed, knocking over some burial markers in the process, and a number of individuals can be seen moving around. It will become evident very quickly that these people are flagellants. They have come to offer their service to the templars, but the latter are very wary of them. Every hour or so, they whirl themselves into a frenzy, chanting "There is no country as Kislev. Kislev does not exist." PCs are not advised to seek any meaning behind their beliefs, but they see Kislevites as invaders into the Holy Sigmarite Empire and demand that the templars retake the 'holy' land.

General Rumours

Kislevite raiders invaded Sigmar's Holy Land again. They raided some farms to the east.

Magnus Greel, the Butcher of Brizban, must be brought here for trial. He murdered dozens of villagers at Brizban, as well as some of the temple soldiers. Apparently he fled into Kislev – so he should feel right at home.

A group of dignitaries from the Church of Sigmar returned after some months in the area last year. They brought with them some cult *Polizei-Freiwilligen*²³ and labourers and headed off towards the east with provisions for a couple of months.

²³ Polizei-Freiwilligen are militia volunteers from the ranks of the *Brotherhood*. The Collegium Arbitrorum dislike them as other departments within the cult use them as

The current Grand Master Aldred Treitsaur is a great leader. His only weakness is having a woman as his second-in-command. *Some will suspect that there is a romantic attachment, others that Karin deserves the post in her own right, some that this is political correctness gone mad, and yet others that she is a political appointee to appease Valmir von Raukov.*

Mikola Nemanja, the castellan, is the real leadership behind the Order. The Grand Master is a buffoon.

Lehrkompanie Kazgar has been transferred from Altdorf to Grenzburg and is accepting new recruits for training. *There will be many thoughts on exactly what they are doing here, but most anticipate an attack upon Kislev.*

A soldier from Lehrkompanie Kazgar recently shot himself in the head when cleaning his crossbow. Apparently it was loaded whilst he cleaned it.

Hunjadi Knapster has been arrested for copying and selling maps of the town and other regions. I always knew he was up to something, sneaking around, offering advice freely to visitors and always looking happy. Clear sign of a chaotic, if you ask me.

Imperial poll tax collectors were forcibly ejected from Talabheim after the Plenipotentiary for Taxation and Population was thrown through a window at the Peerhaus. This could mean war.

The Sisters that run the way temple on the road here are not as pure as they seem. Apparently they are in hiding from the Grand Theogonist.

The Church of Sigmar has denounced some academic at the University of Altdorf for heresy. This has led to a rise in attacks on students, a firebomb attack upon the university gatehouse and withdrawal of funding by a number of benefactors.

A Professor at the University of Altdorf has posited a village that he called Garderike as the birthplace of Sigmar. This sort of thing shouldn't be allowed, if he is referring to the Kislev Garderike.

Knud Finklestone, one of the portreeves, said that the statue in the town square ought to be replaced. He did not think that anyone knew who Magnus was these days, and the militaristic Magnus has no relevance to the modern Empire. *Different respondents to this debate will have different perspectives. Some will believe it is a Kislevite plot, linked to "that Kislevite Raukov", others will have outlandish views on it as a plot of Ulricans or mutants. Most will agree that the Elector needs to sort this out. One or two might suggest that it is an amusing aside to wind up the templars of the town.*

A Kislevite noble, Ekaterina Bushinov, has declared herself Tsarina and promised to bring the various regions together under central control. Erengard has declared itself an independent city (*although no one is sure on whose side this puts them*), the Wheatland Colonies have all broken away and Dolgan raiders are prowling the country. All that is needed now is an invasion by the Hegemony.

The templars have employed a private mercenary company containing sappers and engineers to do something to the Border Line coaching inn. There was a raid by Kislevites upon it. *The*

exact nature of this rumour will vary subject to the timeline, but it should be incorrect whilst offering PCs a note of caution that things are happening further along the road.

Children are stolen periodically from farms to the north and east. Sometimes their parents are killed, other times the children simply disappear.

If you ask me, we need a von Koenigswald as Grand Prince. There are far too many non-Sigmarites being allowed to wander around Ostland.

The Watch captain Sergei Druckenmiller can arrange anything you fancy. He knows what is going on, and receives an arrangement fee from these activities.

The Sacred Quorum of the Moon's Pain (a sect of the Cult of Mórr) have apparently won favour with the Tsar. Perhaps the Kislevites can start to learn about proper religions now.

The Criers are Calling

Public criers are crying the following bye-laws and official news items:

Magnus Greel, the Butcher of Brizban, his lieutenant, Herman Balke, and his followers are wanted upon charges of heresy and murder. The Grand Master offers a 100 GC reward for their return.

Citizens are reminded that maps of the town are illegal. No directions are to be given to any visitors. Spies are everywhere seeking to locate the important and secret parts of the town and the Grenz. Be on your guard and report unusual events to the local *Adeptus Arbites* post. Remember that suspicion breeds confidence. *This is to engender in the PCs a sense of paranoia that pervades the town. Enemies are seen everywhere. In game terms, this works the first time, but gets very tiresome having PCs wander around aimlessly until they strike lucky, and so assume this to keep the game moving once the joke wears thin.*

Lehrkompanie Kazgar is now offering training to all true followers of the One Faith. Signing for a period of 5 years, recruits will receive training within the Cult of Sigmar's own training company, and then serve in the Imperialist Sigmarite Army. Pay is 6d a day until training is complete and then 7/- a day²⁴, plus food, clothing, equipment and lodging. Those signing for a period of 25 years will receive a land grant upon retirement.

The variously named Hive Brotherhood, Children of the Kraken or Cult of the Kraken is outlawed for heresy. Citizens must report any evidence of cult activity. Its leader, and so-called Patriarch, Janos Armistadt is sentenced to death and all Imperial citizens are duty bound to carry out sentence. A reward of 100 GCs is offered for his death. All rewards must be approved by the *Adeptus Arbites*.

Recent reports have located the necromancer Gunther Spengler within the League of Ostermark, travelling westwards. Citizens are reminded that the Emperor and the cults of Sigmar, Mórr and Myrmidia have placed a 500GC reward upon his head.

A reward of 1 GC per live captive is offered for anyone bringing to the town any outlaw, heretic or other wanted felon. This falls

a police force instead of using their own arbitrators Refer to **Warystone 15** for more details

²⁴ This is only paid when actually on campaign, but this will not be pointed out! Technically, the volunteers are serving the Cult and not the Imperial army as well, although to the cult these are the same

to 10/- for a dead body, although is waived for members of the Cult of the Howling One or the Hive Brotherhood. All captives must be verified by the *Adeptus Arbites*.

A private crier announces that Bjorn Irongrim is hiring mercenaries under licence from Ulfar Stonehammer, the dwarf king of Karak-Ungor for campaigning in the Worlds Edge Mountains.

The Gate

The town has a single gate set in its south wall and is extended by a pair of flanking towers. Over the gate itself is carved the title *For the Emperor and the Holy Empire of Sigmar*. Wolfsbane hangs down from the ceiling, and all those entering must walk below it. Two carved statues stand guard within the gate, representations of horsed Thurini tribesmen from the time of Sigmar.

By decree, no Norscans are allowed in the town. A magician stands with the guards who interrogate all those seeking entry about their nationality. The man is obviously a mage as he wears robes covered in sigils and wears a conical hat. He is seeking out Ulfwerenar, although since he is only a hedge wizard it is very unlikely that he can spot one anyway. Observant PCs will note that his clothing looks a little too worn for him to be a successful mage. Moderately clever PCs will have no problem circumventing the rule, should it affect them.

The guards are also very particular about inspecting permits to travel, and check warrants very carefully. They will not give visitors directions, and will explain the law forbidding the asking for directions.

Entering the Town

The town is essentially a fortified monastery with limited civilian and commercial occupation. This is restricted to the outer bailey and separated from the keep and templar buildings by an inner wall holding a single gate.

Whilst the town has grown from its initial military roots, it is still governed by those same rules and all visitors are technically regarded as guests. They are, therefore, quartered in the 'Guest Quarters', essentially a giant common room with space for bedding. Members of guilds can stay at their own guildhouse, which according to the rules of the town, are theoretically simply places of rest for their members. In reality, they also offer the usual service to their members and attempt to involve themselves in the political management of the city. In any event, the accommodation is more spacious. Important Sigmarites will be invited to stay in the inner compound, but this is unlikely to include the PCs.

It should be noted that Grenzburg is basically the same as every other urban location within the Old World. It simply operates on a surface level as a military base under arcane garrison rules. However, in some ways the invisibility of much normal business traffic makes the town one of the most corrupt, since the authorities have no real idea what occurs within 'private' locations, and gain no taxes from it. Indeed, this is the one major difference between Grenzburg and other urban centres within The Empire, in that the town not only recognises

the existence of chaos within The Empire, but also sees it everywhere. Grenzburg is paranoid, and everything is seen as an omen or result of impending chaos. This is exemplified by their refusal to offer instructions or directions (in case spies are listening) or allow mapping (since this might aid enemies).

The PCs can obtain food and drink can be obtained from what appear to be private houses. The town rules do not allow taverns, but do grant the right to hold private gatherings. In reality, the PCs may stay at such premises and eat or drink to their content at normal prices. They may also do business of any sort within similar 'private residences'.

Town Square

This square is essentially a parade ground, but is also used as a public space. The keep, court and temple are all located off this square. There are statues at the north and south ends. The southerly statue depicts Magnus the Pious looking southwards, with the words *Das Reik* carved upon its base. The northern statue clearly represents Sigmar in his traditional guise as a muscular, bearded giant with long hair and carrying a warhammer. He points northward. This statue has been painted, although the paint is now peeling away. Upon the plinth is inscribed *Das Alte Reik*.

The Monastery

This squat keep sprawls across the inner bailey, whose wall is adjoined by a variety of ancillary buildings. Only members of the cult of Sigmar, the templar sect or chosen VIPs are allowed here and the garrison operates under a pall of almost permanent paranoia. Given the power of the enemy within elsewhere, this might be justified – but the templars might do well to inspect their own outer bailey for illegalities occasionally!

Finding the Professor

It should not prove very difficult to discover that Professor Stradovski arrived in town on the evening of the 4th Jahrdrung and left on the 6th Jahrdrung. He bought a large amount of supplies, which again was noticed by a number of people within the town. It is also known that he visited the Watch, and left with two members apparently as guards. Since the Watch are clearly implicated in this, most locals will need some persuasion to forward this information, but the Gatehouse will happily pass on this information – particularly if it leads these strangers (spies) to leave.

Visiting the Watch

The primary police force within the town is a detachment of the Officium Arbitrorum suborned to the templars. They are raised locally and to distinguish themselves from the main cult are called *Adeptus Arbites*. They are responsible for dealing with all serious crime within the town, but leave theft and similar petty crimes to the local Watch. The *Adeptus Arbites* are located within the monastery, although they have two watch stations within the town. They are unaware of the activities of the Watch commander, tending to be indoctrinated into the general hysteria of policing against spies and mutants rather than normal criminals.

The Watch within Grenzburg is called the *Stadtguardia*. They have few responsibilities since it is a military outpost. Their commander is Sergei Druckenmiller. If asked about the Professor, he will deny all knowledge of him. The only way in which the PCs will obtain information is by intimidating him, ideally with the services of their NPC colleagues. Druckenmiller is corrupt, and wishes to keep his easy job. He is behind much of the crime in the city, or at least paid by it. A witch-hunter of Sigmarite templar NPC can easily threaten to expose this – and probably will anyway!

Druckenmiller agreed to hire two of his men to transport the Professor safely to the Border Line. From there, he arranged for his family to negotiate with a group of Kislevites to escort him to a destination within Kislev. He does not know where. Note that Sergei is aware of the local political upheavals, his own family's defeat and their need for revenge, and is reluctant to send the party into the region. However, he also wants to distance himself from these events, particularly due to his position here that he does not wish to lose. He will tell the PCs that he advised the professor to contact them at the Border Line inn, though he did in fact send them to the Jobbágy Farm, a location he knew would be retained as a contact point by his siblings.

The two men who travelled as bodyguards returned some time ago, and can be questioned. Their names are Leko and Vasya Manzel. They will confirm the story. They will also admit that they visited a local farmstead, clearly attacked in the localised conflict and almost burnt down, and talked to a pair of farmers there. It was known locally as Jobbágy Farm. The two men were left at the periphery of the farm. The professor met up with some Kislevites on the evening of the 9th Jahrdrung and discussed travel plans with them. Whilst they did not

hear a destination, they did hear of what they took to be two destinations. These were the Focšani Gap and Trabzon.

Finding the Focsani Gap and Trabzon

It should prove impossible to locate these regions within Grenzburg, especially given the attitude of the town towards maps. Should the PCs find any maps, they will not be marked. There are few, if any, Kislevites within the town and none will be aware (so they say) of either location. It should seem evident that the trail leads towards the Border Line inn – and the border itself.

Summary: What's Happening in Town

Aside from the investigations of the PCs, the following activities are occurring:

Permits: Should the PCs at some stage consider the need for permits, these can be arranged through Sergei Druckenmiller. He can even arrange for valid Kislevite warrants. All are valid. Most can be supplied in 24 hours; Kislevite ones will take 36 hours. Of course all these warrants are limited to the authority of the Grenz or near-by Kislevite lords. Characters able to utilise underworld contacts can obtain very good forgeries, covering most of the southern Kislev area. Costs should be set according to campaign money levels.

Statue's Missing Nose: Last night someone hacked the nose off the statue of Magnus the Pious. This has obviously caused uproar, and vigilante groups threatening revenge on the culprit(s). The portreeve, Finklestone, is obviously very concerned for his own safety, and needs the vandal(s) found. Strangers – basically the PCs – will obviously fall under suspicion.



GOODBYE OSTLAND

The Border Line

Description: a medium coaching inn

This inn was a base for the Druckenmillers, who are a notorious local family. The family engages in smuggling, raiding and even some slaving. They are equally prepared to attack their neighbours as the Kislevites. Whilst raiding is accepted, their lack of patriotism in the border wars makes them particularly unpopular and encouraged the creation of a Volksgericht – a people’s court. These are set up by groups to enforce what they regard as appropriate laws where the official law is unable or unwilling to act. This Volksgericht decided to end the Druckenmiller menace once and for all, finding them guilty of crimes against Ostland. All the local families agreed to form a force to attack them, and pay for the aid of Jurgen Muntz. The attack was successful, destroying the main Druckenmiller homestead and seriously damaging this inn. Forced to act by this assault, the Order of the Purging Hammer moved into the region, undertook a cursory investigation, but found no survivors and little evidence. The Grand Master then hired a private mercenary company from the Border Princedoms, The Independent Company of Sappers and Miners to repair the inn and fortify it for use by the Order. The company has completed this, but they have unfortunately found themselves under siege in the inn by vengeful Druckenmillers who have joined with Kislevite bandits. The group managed to prevent any word reaching Grenzburg, through patrolling and raiding other farms to keep the locals on the defensive, and move in for the kill. The precise time scale for these events follows, and once again GMs need to keep track of the PCs’ progress to ascertain their involvement in events.

Nachexen

20th Volksgericht meets

22nd Muntz hired

28th Druckenmillers attacked and Border Line sacked

30th Templars arrive in response to rumours

Jahrdrung

1st Independent Company of Sappers and Miners hired

6th Mercenaries arrive

7th Professor arrives

20th Attack by the renegades

27th Templar patrol, sent out to investigate lack of travel, attacked

28th Templar force including flagellants, Imperial Army and militia advance

28–30th Bandits driven off, and chased into Kislev

Finding the Professor

Assuming the PCs play some part in aiding the besieged mercenaries, they will readily pass on their information. Otherwise, the PCs will have to pay for the following information. The mercenaries are obviously not in the best of moods, though victory has mollified them. They are also incensed with Talabecland. Like all mercenary companies (and indeed all travellers), they need authorisations (or permits) to

be in The Empire and each individual elector state – after all no authority wants unlicensed armed companies roaming about the place. The company was forced to pay a large indemnity to the suspicious Talabeclanders, and have adopted the Ostlander prejudice against the region and its inhabitants.

In addition to re-building the inn, the mercenaries were expected to allow a staff to run the inn. These were provided by the templars. The professor arrived on the 7th Jahrdrung with two bodyguards. They stayed for two days, and left on the morning of the 10th Jahrdrung. On the afternoon of the 8th Jahrdrung, the three left for about five hours and returned. The bodyguards returned to Grenzburg, the other towards Kislev. The group largely kept to themselves, but did talk to three travellers from Kislev on the evening of the 9th Jahrdrung. The professor left with the three Kislevites, heading up the road into Kislev.

WELCOME TO KISLEV

The party has now reached the end of the first part of this adventure, and has a number of decisions to make. Obviously, their quarry has continued into Kislev and so is technically outside their jurisdiction. This is the position that will be adopted by most of the NPCs, but need not be the end of the story. However, that is a matter for the next book in the series to elucidate upon!

CONCLUSIONS

Since the campaign does not really end here, except in as much as this book does, there is no real conclusion to the story. Should the PCs elect to turn their backs upon the chase, they are free to do so – as they have been throughout the adventure. The repercussions of this policy are for individual GMs to determine. Obviously they have done the correct ‘legal’ thing, and so there will be no official complaint, but this does not mean that NPCs will believe that they have done a good job, nor that they did the right thing.

EXPERIENCE AWARDS

There are no definitive tariffs within this book for experience awards. In general, most individual encounters should be worth five experience points, with an additional five points for successful interaction and/or solution. It is worth remembering that the PCs are interacting with a number of important individuals, who will expect to be treated with respect, and not interrogated like common criminals. Experience awards should reflect this. 20-50 experience points should be awarded for solving each particular section of the adventure, incorporating a general award for the quality of role-playing. It is up to the GM to tailor this to each individual campaign, but as a rule of thumb, PCs should not progress further than one advancement (100 experience points) in each session. In addition, the PCs

should learn progressively fewer experience point awards for general travelling, meeting and interacting since they have the most to learn in the earliest part of the journey and will quickly become aware by experience of the nature of the road and world around them. PCs should be expected to be close, or have just managed, to completing their first career (on average) by the end of this part of the adventure. This will, of course, depend upon careers and which side plots PC investigated (and solved).

FURTHER ADVENTURES

The Adventure Continues

The Private War campaign obviously is intended to continue with part two of the adventure, and details of the continuation of the quest are found therein. My aim is to publish the next part early in 2002, although since this is a self-published project in my spare time it is difficult to make a firm commitment to a formal publication schedule. Details of future publication and availability will be announced in Warpstone magazine as and when I know. For those of you with access to the Internet, my own game is available to visit at www.shadow-warriors.co.uk and I will also post future details there.

Marienburg

The situation in Norden offers an interesting development as The Empire looks towards regaining its errant city. Firstly, there are serious economic problems for The Empire. It is extremely unlikely that Lustria offers the massive rewards that the Emperor believes it can. Secondly, a few privateers are not likely to affect the status quo in the Sea of Claws. Thirdly, even with Imperial support, the northern ports, as on the first occasion, are long road journeys away from major population centres, whilst Marienburg has safer and faster river routes. There would have to be some serious investment in road transport and subsidy for traffic, coupled with consumer support for a kind of “Buy Imperial” campaign. At the end of the day, of course, much of the money – and so profits – for these ventures would likely be with Marienburg anyway! The merchants of Marienburg would be quite happy to make their money out of Norden and Salkalten, as the docks of Marienburg anyway. They are financiers, moving their money to where the profit lies after all.

In order to progress against the city, serious investment is needed in an Imperialist fleet to cripple Marienburg’s trade and an army to seize the city – and possibly fight off the Bretonnians. In The Empire’s favour, it is clear that Marienburg has neither the infrastructure (crumbling city walls) nor the army to withstand an attack. Aside from the financial burden, the very fragmented nature of The Empire offers further problems. However since many of the merchants and (particularly) nobles are in debt to the bankers of Marienburg,

there is a simple reason for Imperial nobility to join the fight – erasure of their debts. It seems unlikely that the high elves would involve themselves in a serious war at Marienburg. Defending one group of humans from another is not in their interests. Not only could The Empire match any offer given by the Marienburgers, but they also have the Laurelorn elves as a bargaining asset – either as allies (would elf fight elf?) or to threaten.

Further hints at a campaign against the city will also be found in the next part of the adventure. The existence of the Graukappen sponsored Garde te Voet in Garderike must have some role to play in this story, but that is something to read about in the next part of the campaign!

If nothing else, war and the rumour of war always offers a useful backdrop to a campaign. Rumours and opportunities should abound for the PCs, whether this plan works or fails, or whether even it is actually what is planned. After all, perhaps it is cover for an even deeper and more secret operation.

Norden

The town of Norden itself is obviously becoming a town of interest on the northern coast. The renewed interest in the port might lead to a decision to dredge the harbour to allow larger ships the safety of the harbour. This might prove to be problematic as the works become dogged by bad luck and strange lights are seen at night. Workers start to disappear, and rumours of haunting ghosts are reinforced by sightings. When the dredgers then hit a solid (metal?) surface, someone is going to have to investigate.

Developing Enemies

There are a number of charismatic NPCs that can be developed as centres for further adventures. Obviously, those whom the PCs cross in some manner might provide continuing enemies, but others can be the focus of adventure plots. Dashing gallants, wronged knights, attractive women, good men and virtuous crusaders against evil can all be developed from characters within this scenario to good effect.

Other Ideas

Many rumours and other background material is presented here simply to add colour, in the hope of developing a vibrant world in which the PCs recognise themselves as being simply minor characters. However, many of these offer adventure hooks to link the PCs into events as they develop within Ostland and Nordland. Small scenarios can be developed from material found in Appendix E. These might include the body in the shit-pit, a corrupt coroner, a village desperately needing to prove *Presentment ad Plebianry* or any one of many ideas that should be leaping out of that material. The vast spaces of the Ostland hinterland offer definite opportunities for unusual personae and creatures.

APPENDIX A

NEW RULES

Support for the use of new monsters and rules varies between GMs, and I agree that they are often poorly constructed and/or used as an easy option instead of building up a rationale or logic. I have included the following more as flavour than mechanics, but rules are incorporated too. As a general rule, PCs and NPCs should have the same rule mechanisms. Having said that, I do believe that some careers should be NPC-only to reflect the simple fact that the PC is an adventurer dabbling in a career. The genuine occupant of the career carries out the tasks every day and serves from apprentice to master in each and every skill, and so is able to undertake complete certain careers more successfully than an adventuring PC.

CAREERS

It seems to me that whilst bodyguards watch the personage of the nobility and other rich elites, no one actually watches their property. In effect, what I have here is simply a bodyguard for buildings, but it does develop nicely into the more cultured version, which I have termed doorman. In terms of historical equivalence, the doorman reflects the way in which modern bouncers claim to have developed themselves into security professionals, rather than simple thugs. Feel free to simply use the existing Bodyguard and Bawd careers.

THE BOUNCER

Bouncers are found employed in the many inns and taverns in the Old World, where employment is easy. Whilst fights might break out frequently, there is little variety in the job. It is also, of course, very dangerous, as brawls will often centre upon the bouncer. Many bouncers have found that a knife in the back will end their career very quickly. For this reason many bouncers are transitory workers, little better than thugs, or hard-up adventurers seeking board and lodging, and a place to hole up. However, it is possible to advance as a bouncer into the upper-class hostleries, where brawn is still needed, but diplomacy and flattery are more useful in dealing with inebriated noble patrons. For this reason, those with the better reputations may progress to the career of Doorman.

Bouncer

Size and strength are useful attributes for bouncers, but skill and reputation are often equally useful. Whilst the law usually sides with the owners of property, and thus the bouncer, broken furniture and a string of deaths is not likely to be popular with local councils and law enforcement agencies.

Advance Scheme

M	WS	BS	S	T	W	I	A	WS	Dex	Ld	Int	Cl	WP	Fel
	+20		+1		+2	+10	+1							+10

Skills

Disarm
Dodge Blow
Specialist Weapon – Fist Weapon
Street Fighter
Strike to Stun
50% chance of either Very Resilient or Very Strong

Trappings

Knife
Knuckle-dusters
Leather Jack

Career Exits

Bodyguard
Doorman
Footpad
Mercenary
Militiaman
Outlaw
Watchman

Doorman

The doorman is a professional, whereas the bouncer is a trainee. Doormen are essentially employed to prevent trouble by spotting possible problems before they develop, and smoothing over ruffled egos. However, they have served their apprenticeships as bouncers, and are quite able to look after themselves. This blend of strength and wit makes them highly prized employees and they command good wages, both for their abilities and to prevent them moving onto rather less dangerous areas of work.

Advance Scheme

M	WS	BS	S	T	W	I	A	WS	Dex	Ld	Int	Cl	WP	Fel
	+20		+1		+2	+20	+1		+10					+20

Skills

Blather
Bribery
Charm
Strike Mighty Blow
Wit

Trappings

Knife
Knuckle-dusters
Leather Jack

Career Entry

Bouncer

Career Exits

Assassin
Judicial Champion
Mercenary Sergeant
Outlaw
Spy

APPENDIX B

THE HUNTERS

THE TEMPLARS OF SIGMAR

Danderich Flisshausten, Warrior Priest of the Ordo Sancti Inquisita*"Suspicion and ignorance breed confidence."*

Templar, ex-noble, ex-freelance

M	WS	BS	S	T	W	I
4	60	40	6	4	9	50
A	Dex	Ld	Int	Cl	WP	Fel
3	40	60	40	60	40	40

Skills: Blather, Charm, Disarm, Dodge Blow, Etiquette, Heraldry, Luck, Public Speaking, Read/Write (Old Worlde – Reikspiel), Ride – Horse, Secret Language – Battle Tongue, Specialist Weapon – Lance, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wit

Age: 33 Alignment: Neutral (with Lawful tendencies)

Equipment: Book (Kriegsbuch der Sigmar), Full Plate Armour worn over leather, Horseman's Axe, Horseman's Flail, Lance, Religious Symbol (Sigmar), Shield, Sword, Warhorse with saddle, harness and leather barding, 100 GCs

Description: Danderich Flisshausten is a typical example of the nobility, priesthood and the Inquisition. He is arrogant and over-bearing, has complete confidence in his own abilities and exhibits stubborn confidence in the universal right of his beliefs. He sees himself as a receptacle of truth and nobility, and views the rest of the world within the confines of his vision. Part of this attitude is due to the fact that he has only recently been promoted to the position of a templar, and this is his first mission command.

The scenario is almost certain to engender a dislike between the PCs and Danderich, who will not hesitate to show his contempt for them and their shortcomings. However, the GM should also be aware that despite the arrogance, Danderich has a genuine belief in Sigmar, The Empire, and the destruction of chaos, and will not shirk any danger to carry this out. As the quest grinds on, his fearlessness, selflessness and reliability should become more prevalent. And whilst he will bear grudges against those who hinder him, he will also respect those who prove themselves to be the enemies of chaos along the road.

Herman Wurt*"Yes, my lord Flisshausten. No, my lord Flisshausten."*

Acolyte of the Ordo Sancti Inquisita

Freelance, ex-Squire

M	WS	BS	S	T	W	I
4	44	43	4	3	7	41
A	Dex	Ld	Int	Cl	WP	Fel
2	31	46	29	36	29	39

Skills: Animal Care, Animal Training, Dodge Blow, Etiquette, Heraldry, Ride – Horse, Strike Mighty Blow

Age: 19

Alignment: Neutral

Equipment: Full Plate Armour, Horse with saddle and harness, Horseman's Axe, Horseman's Flail, Lance, Religious Symbol (Sigmar), Shield, Sword, 5 GCs

Description: Herman is a panzerati, having just completed his training as a squire. He is the son of a high-ranking member of the Inquisition, and knows little else. He will follow Danderich's every command as befits his natural superior's right, and will follow his leader's attitudes to the rest of the party. He is a perfect drone for the Inquisition, but is never going to rise beyond a follower because of his inability to operate unsupervised.

He is hoping to learn skills from Danderich on the road, particularly how to use his new flail. Unfortunately, Danderich never took the time to learn the skill, but is too proud to admit to this.

Heidi Ubermann

Acolyte of the Ordo Inquisita Sancti

Squire

M	WS	BS	S	T	W	I
4	13	16	3	3	8	42
A	Dex	Ld	Int	Cl	WP	Fel
2	29	39	34	35	40	46

Skills: Animal Care, Animal Training, Cook, Dodge Blow, Etiquette, Heraldry, Read/Write Old Worlde, Ride – Horse, Sing, Strike Mighty Blow

Age: 19

Alignment: Neutral (with Good tendencies)

Equipment: Book (*A Bestiary of Monsters*), Crossbow with ammunition, Horse with saddle and harness, Religious Symbol (Sigmar), Shield, Sleeved Mail Shirt with padded leather leggings, Sword, 10 GCs (with a further 250 GCs on deposit with the cult as ransom or emergency expenses, for which she holds a credit note).

Description: Heidi is unhappy at the posting. She is of a fairly typical physique, and whilst not particularly attractive possesses a natural charm and humour that account for her Fel score. She believes that she was not promoted because of her sex, and this has led her to question her current position and station. She is wrong, although it is true that the Cult of Sigmar has shown itself to be rather patriarchal in her own experiences. She was not promoted as she had already expressed certain reservations in her unwillingness to follow Flisshausten's every command. Heidi joined the Inquisition as a merchant's daughter who believed in Sigmar and the fight to

cleanse The Empire, and thus had the money and influence to join. However, she has become increasingly depressed about the nature of the tasks she has been asked to undertake; too much bullying of those who need reassurance in their faith, and too little actual rooting out of chaos itself.

She is of the same age and ability as Herman, and was hoping to also be promoted. However, this is not possible within this glevan, and now she faces possibly months of waiting in this junior position. Together with her natural warmth, this makes her by far the most sociable and approachable of the Sigmarites. With the right treatment, she might be persuaded to join an appropriate band of PCs.

She carries a hand-written book in Old Worlde, which contains a description of monsters in the world. She is studying it as homework. It describes beastmen (and skaven), minotaurs, centaurs and trolls in general terms, provides a detailed study of orcs and other goblinoids including details of their social organisation, and offers an appendix of mythical creatures including claims of frog-men.

Heinz Benz

Acolyte of the Ordo Inquisita Sancti

Servant

M	WS	BS	S	T	W	I
4	39	33	3	3	7	38
A	Dex	Ld	Int	Cl	WP	Fel
1	29	20	29	29	39	24

Skills: Animal Care, Cook, Dodge Blow, Drive Cart, Etiquette, Heraldry, Ride – Horse, Religious Symbol (Sigmar), Strike Mighty Blow

Age: 23

Alignment: Neutral

Equipment: Helmet, Horse with saddle and harness, Leather Jack, Livery (Cult of Sigmar), Sword, 12 silver shillings

Description: Heinz is a volunteer for the Inquisition from the ranks of the **Brotherhood**, a group of zealot followers of Sigmar who are called upon by the cult to serve as its agents. The Inquisition guarantees him a job for life, offers him security from harassment by others and provides him with a sense of personal worth and esteem. Heinz is the archetypal nark. He dislikes Heidi, largely because she forcefully rejected his sexual advances two years ago, and has taken great pleasure in muttering certain comments within the hearing of Danderich questioning her lack of faith. Obviously, he is enjoying her current demotion, and congratulates himself.

THE TEMPLARS OF ULRIC

Jurgen Klempf, Knight of the White Wolf

Templar, ex-noble, ex-freelance

M	WS	BS	S	T	W	I
4	62	61	6	5	10	50
A	Dex	Ld	Int	Cl	WP	Fel
3	51	68	51	63	50	49

Skills: Blather, Charm, Consume Alcohol, Disarm, Dodge Blow, Etiquette, Gamble, Heraldry, Musicianship (mandolin), Read/Write (Old Worlde – Reikspiel), Ride – Horse, Secret Language – Battle Tongue, Specialist Weapon – Lance, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wit

Age: 49

Alignment: Neutral

Equipment: Full Plate Armour worn over leather, Horseman's Axe, Horseman's Flail, Lance, Religious Symbol (Ulric), Shield, Sword, Warhorse with saddle, harness and leather barding, 30 GCs

Description: Jurgen is the archetypal bluff Ulrican on the outside, but is much more moderate beneath the façade. Age is starting to catch up with him, for he has had a hard life. Sigmarite bandits destroyed his fief, but the hatred has dimmed over the years. He will play the anti-Sigmarite for his audience but his heart is no longer in it. He looks much older than 49, and though he will not discuss his past, it is obvious from his reaction to boosters and braggarts that he has seen much. Age makes him cranky for he knows that he is close to retirement –

or “promotion” to a more priestly function. He will not openly admit to playing the mandolin, but a softer side of his character shows when he plays.

Ilse, Piotr, Artus, Armoured Sergeants

Mercenary Sergeant, ex-Soldier

M	WS	BS	S	T	W	I
4	43	46	3	3	8	42
A	Dex	Ld	Int	Cl	WP	Fel
2	29	39	34	35	30	31

Skills: Animal Care, Consume Alcohol, Disarm, Dodge Blow, Gamble, Ride – Horse, Secret Language – Battle Tongue, Street Fighter, Strike Mighty Blow, Strike to Stun

Age: 28–30

Alignment: Neutral

Equipment: Crossbow with ammunition, Horse with saddle and harness, Religious Symbol (Ulric), Shield, Sleeved Mail Shirt with padded leather leggings, Sword, 10 GCs

Description: These three are gamblers and carousers, allowed rather too much latitude by Jurgen Klempf. All three have been chosen for the job in hand as they are proving less than ideal sergeants.

TEMPLAR OF VERENA

Hoffman Jannitzer, Guardian

Bounty Hunter

M	WS	BS	S	T	W	I
4	44	43	1	3	7	41
A	Dex	Ld	Int	Cl	WP	Fel
2	31	46	29	36	29	39

Skills: Follow Trail, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon – Lasso, Specialist Weapon – Net, Strike Mighty Blow

Age: 27

Alignment: Neutral

Equipment: Crossbow with ammunition, Lasso, Net, Religious Symbol (Verena), Shield, Sleeved Mail Shirt with padded leather leggings, Manacles, Sword, 20 GCs

Description: The Temple of Verena in Middenheim cannot afford to maintain a large permanent force of templars and other militia forces, and so they engage private individuals to represent them in some cases. Since the arrest of the Professor is not seen as of major importance to the cult, or at least can be entrusted to the others, Hoffman Jannitzer has been hired. He is a follower of Verena, and tries to follow her precepts within his job.

ORDER OF HUNTERS

Christina Asper, Witch-Hunter

“Victory needs no explanation; defeat allows none. Means are justified by the end.”

Assassin, ex-Bounty Hunter

M	WS	BS	S	T	W	I
4	44	43	4	3	7	41
A	Dex	Ld	Int	Cl	WP	Fel
2	12	46	34	36	32	44

Skills: Concealment – Rural, Concealment – Urban, Marksmanship, Public Speaking, Ride – Horse, Shadowing, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon – Fist Weapon, Specialist Weapon – Throwing Weapon, Strike Mighty Blow

Age: 24

Alignment: Lawful

Equipment: Crossbow with ammunition, Horse with Saddle and Harness, Religious Symbol (Solkan), Shield, Sleeved Mail Shirt with padded leather leggings, Manacles, Sword, 70 GCs

Description: Christina looks younger than her 24 years, or would if she did not appear so grim and serious. The look reflects her character and she is studiously pedantic and correct. She has a deep hatred of Chaos, though never discusses it. She proudly wears the ‘uniform’ of a witch-hunter. Christina has a more human side, though she tends to see this as a weakness and holds it in contempt. Despite her best efforts, she has a close friendship with Hilde Muntz. Whilst she recognises that Hilde is far less serious in the relationship, this does not affect her feelings and is developed in one of the scenario outlines.

Lucas Pollack, Witch-Hunter

“The witch-hunters seeks truth, however terrible that truth might be.”

Witch-Hunter, ex-Judicial Champion, ex-Watchman

M	WS	BS	S	T	W	I
4	64	65	4	4	12	59
A	Dex	Ld	Int	Cl	WP	Fel
3	51	53	35	36	69	41

Skills: Dodge Blow, Marksmanship, Public Speaking, Ride – Horse, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon – Crossbow Pistol, Specialist Weapon – Lasso, Specialist Weapon – Net, Specialist Weapon – Throwing Weapon, Strike Mighty Blow, Strike to Stun

Age: 48

Alignment: Good (Insane)

Insanity: Heroic Idiocy, Manic Depression

Equipment: Crossbow Pistol with ammunition, Full Plate Armour, Horse with Saddle and Harness, Lasso, Net, Religious Symbol (Verena), Rope, Shield, Sword, Throwing Knives (4), 25 GCs

Description: Always a servant of law, Lucas searched vainly for a system in which he could believe, but found himself becoming increasingly disillusioned with the inefficiencies and dishonesty within the Imperial legal system. Eventually, he joined the Fraternal Order hoping that Law could instil some sense into law, but he found the Order no more organised. He now realises the hopelessness of the fight against chaos and of the legal structures of the Old World to achieve justice. He has become bitter and cynical, and lurches from this state to the occasional (idiotic) good deed. The Order finds him an embarrassment; he regards them as a fake to their true cause. He wears the finery of a Verenan priest when not in armour, a reminder of his time as a judicial champion. He believes Christina is another witch-hunter automaton and would be pleased and supportive to find that she has a human side.

THE HIRED HELP

Mungo is provided as the NPC cart driver, should none of the PCs either be able to drive, or think to offer themselves. Note that a PC driver must be a member of the Teamsters Guild. GMs might decide to allow a PC to join in order to avoid playing an extra NPC. Normally membership should be difficult, but support from the Cult of Shallya can be deemed to be adequate support for the application. There is just the matter of guild dues the to be arranged...

Mungo Madfoot

"My Guild rulebook is very clear on this matter."

Coachman

M	WS	BS	S	T	W	I
3	33	43	2	3	6	58
A	Dex	Ld	Int	Cl	WP	Fel
1	39	20	29	36	44	44

Skills: Animal Care, Cook, Drive Cart, Herb Lore, Musicianship
– Coach-horn, Specialist Weapon – Firearms

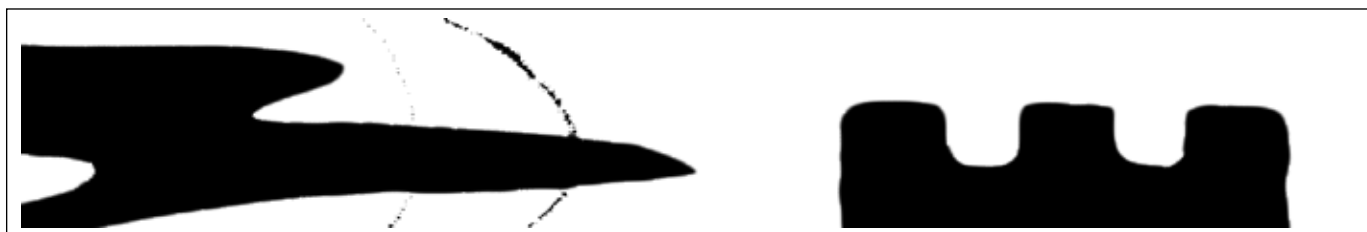
Race: Halfling

Age: 43

Alignment: Neutral

Equipment: Blunderbuss with powder and ammunition, Coach-horn, Guild Rulebook, Helmet, Sleeved Mail Shirt, Medallion (Teamster Guild), Sword, 42 silver shillings

Description: Mungo looks (to humans) like any other halfling, though in his long coat and riding boots he might appear rather comical to certain people. He is very enthusiastic, always willing to offer a hand or express an opinion. In other words, he can be irritating. Worse, when faced with situations he does not like, he will hold up his book and state that such work isn't guild authorised, and that he cannot break agreed demarcations. Of course, Mungo cannot read the book, but he is sure it is in there somewhere – and if it is not, then it should be and "management" need to discuss the matter with his steward – who is not here, of course.



APPENDIX C

THE HUNTED

THE MEDICAL UNION

The Medical Union is a highly successful cell of Nurgle cultists, though they would reject this assertion completely. Their basic premise is that in order to understand disease, one has to study it in detail. More they became convinced that disease could be used as a means to fight infection, and create a form of positive disease which offered beneficial symptoms to the sufferer. This is a very persuasive doctrine, and the cult has been successful in inveigling itself into senior positions within many institutions concerned with healing. Of course, the authorities would not see the matter in this way, and the Union members would undoubtedly be burned for heresy. They are, however, protected by their social positions, their web of grateful patients (now followers) and their secrecy.

It is not proposed that the PCs uncover the activities of the Union to any great degree, or that they necessarily suspect its existence. Indeed, the cult can offer a useful background opponent for other adventures. Similarly, it is not really necessary to discuss in great detail the rules mechanics concerning the activities of the Union. However, the Union have advanced the practice of medical science and developed two basic courses of treatment. When treating infectious disease, the patient is infected by the disease in controlled areas, and aided in overcoming it. This is then used to fight the main infection. The treatment is more successful when used on uninfected patients, since they become able to fight off any infection before they are actually ill. The second treatment is the creation of a positive disease, which achieves beneficial results. For example, Elfrieda Teuschel has been infected so that she appears much younger than she actually is. Both types of process are part natural and part mystical, thus undoubtedly tainting the patient with the essence of Nurgle. Exactly what part the Union plays in the Chaos Lord’s future plans can only be a matter of speculation. Members have also been active over many years in furthering the theory and practice of the philosophy of medicine. Since they know much about contagion and the spread of disease, they have introduced the modern notions on cleanliness to Old World practitioners – an apparent irony for Nurgle cultists. Whilst surgeries are by no means uniformly clean, where time, space and money allow, practitioners follow basic rules of hygiene.

In game terms, members gain **Immunity to Disease**. Depending upon their seniority and time within the cult, they also gain **Immunity to Poison** and **Very Resilient**. A number of NPCs are also able to use Chaos (Nurgle) magic.

It is worth noting that within this scenario, The Medical Union is presented as a cult of Nurgle worshippers, albeit from an alternative perspective to the usual disease-ridden wretches. However, given the dominance of religious doctrine over any other, GMs might like to consider the possibility that the Union

is simply a group of scientists advancing their knowledge of medicine at the expense of socially constrained norms of belief. As presented here, this has led them to be ensnared by Nurgle, though they believe they are able to manipulate an aspect of the god for the god of mankind – or at least those they believe worthy of it. However, GMs might like to consider the fact that these advances are simply scientific advancement, and that it is those in authority who are serving the forces of ignorance – and possibly worse – by seeking to destroy the written and empirical work of the Union. In this case, simply remove the spells available to the members, and return their alignment to neutral.

The principles of their belief involve the Shallyan doctrines of healing, but without the pity and compassion. They believe that Shallya is an aspect of Nurgle, restricted by compassion. They seek to develop the absolute certainties of medicine, but their obsession with themselves as intellectual elites leads them to Nurgle instead of Shallya. They seek protection and perfection, whilst the mass of humanity are irrelevant. Of course, they are willing to extend some of their work, as cover, as a means of obtaining useful recruits and to earn money to further their work. Disease like every other organism is engaged in a battle of wills and survival of the fittest, and the practices of the Union might be defeating weaker diseases, but others are becoming stonger in their fight with the new virtues of cleanliness and scientific method.

MIDDENHEIM BRANCH

The Middenheim branch is structured so that the capture of Professor Stradovski is unlikely to have repercussions for them. However, as will be shown, they are likely to take action should he be captured.

Professor Udo Stradovski
Scholar, ex-Physician, ex-Physician’s Student

M	WS	BS	S	T	W	I
4	25	24	3	4	10	55
A	Dex	Ld	Int	Cl	WP	Fel
1	65	55	59	52	61	39

Skills: Astronomy, Cast Spells – Chaotic (Nurgle) Petty Magic, Cast Spells – Chaotic (Nurgle) Level 1, Cast Spells – Chaotic (Nurgle) Level 2, Cast Spells – Chaotic (Nurgle) Level 3, Cure Disease, Divination, Heal Wounds, Herb Lore, History, Identify Plant, Identify Undead, Immunity to Disease, Immunity to Poison, Law, Magical Sense, Manufacture Drugs, Prepare Poisons, Public Speaking, Read/Write (Classical), Read/Write (Old Worlder – Reikspiel), Rune Lore, Scholarship, Scroll Lore, Secret Language – Classical, Speak Additional Language (Dialect) – Slavic, Surgery, Theology, Very Resilient

Spells:

Petty Magic: Cure Hurt²⁵, Purify, Remove Curse, Sleep
 Level One: Cloud of Flies, Cure Light Injury, Cure Poison²⁶, Immunity from Poison
 Level 2: Cure Disease²⁷, Fly Swarm, Treat Illness²⁸
 Level 3: Cure Severe Wound

Age: 63 (appears 50)

Alignment: Chaotic

Equipment: Black Bag (containing medical instruments, spell components and potions), Horse with Saddle and Harness, Sword, 3d100 GCs

Stradovski is carrying the following books:

*Albergoeren Almanac*²⁹

Lempter's Necrotic Diseases of the Body, Liber Pestilentia, Liber Bubonicus, Sieuchebuch

Description: A man of about 50, he speaks with a very pronounced Ostland accent despite the fact that he has lived in Middenheim for over 20 years. He is otherwise relatively nondescript – dark hair, brown eyes, and average height – except for his perfect teeth and tanned skin. These are a blessing from Nurgle, although the Professor has not realised. His tan is something of a joke within the Collegium since it is more normal of field workers than professors. None realise either his true age (except his brother, who whilst considerably younger, appears older) or his affiliation with The Medical Union. He is a devout believer in the existence of a superior Imperial physique, which has led him into his current position. He would strongly dispute that he is Chaotic – and no doubt will with the PCs. He believes in the Union as part of his belief in the need for control by people like himself, the intelligentsia. It is only through the work of such people that humanity can progress, and his own successes are proof of this.

Spell Descriptions:

Name: Purify (reversible)
 Level: Petty
 Magic Points: 1
 Range: Touch
 Duration: Permanent
 Ingredients: Piece of muslin
 Effects: This spell removes all impurities from any liquid, rendering it perfectly clean. Polluted water becomes safe to drink, and it is useful for surgeons in creating a clean operating environment.

Name: Cloud of Flies
 Level: 1
 Magic Points: 3 plus 1 per hour
 Range: Personal

²⁵ This spell is taken from *Clerics of Shallya* in *Warpstone 10*

²⁶ This spell is a specialist spell for Shallyan clerics, obtainable due to the unusual aspect of Nurgle worshipped by The Medical Union

²⁷ This is originally a Druid Magic spell, and was published in *The Restless Dead*

²⁸ This spell is a specialist spell for Shallyan clerics, obtainable due to the unusual aspect of Nurgle worshipped by The Medical Union

²⁹ It contains a list of feast days and festivals within The Empire, including those of the Fell Powers. For this reason, it has been declared a heretical text by the Cult of Sigmar. However, whilst they are less interested in book lore, this is disputed by the Cult of Ulric and those such as Taal that object to unilateral action that results in the loss of many legitimate old traditions at the same time

Duration: 1 hour per level

Ingredients: Piece of rotting meat

Effects: The caster can command a swarm of flies. If he surrounds himself with the thick swarm, they will add +1 Toughness to the caster and cause those in combat to suffer – 10% off all skills as they buzz around, block vision, get in the mouth and ears etc. In surgery, all flies are moved away from the operating table increasing cleanliness.

Name: Fly Swarm

Level: 2

Magic Points: 8

Range: In sight

Duration: 30 minutes

Effects: This spell forms a *swarm* of flies, as described in the WFRP bestiary.

BEECKERHOVEN BRANCH

Elfrieda Teuschel has set up a highly successful branch. Whilst it provides money, drugs and the occasional body to the Middenheim branch, it also offers facilities and its own researches. Elfrieda's fervent desire is to convert a local physician to the cult, and allow her to expand the branch into its own concern, but she has been prevented from doing so by an earlier disaster which led to censure from her leaders. She believed that she had persuaded Doktor Thurn to join her group, but unfortunately he was simply interested in her more physical assets. Fortunately, Marx Khlesl was able to make his murder look like a bungled burglary. This occurred about 6 months ago, and so it is unlikely that anyone will mention it. Since then she has realised that flight might prove necessary, and has set up an escape route should it prove necessary.

GMs need to handle this branch with care. They are very intelligently managed, and together in their hideout, they are well armed and equipped. Individually, they are much weaker, but are apparently highly respectable and above suspicion.

Elfrieda Teuschel, Leader

Thief (Embezzler)

M	WS	BS	S	T	W	I
5	33	35	2	4	8	39
A	Dex	Ld	Int	Cl	WP	Fel
1	36	36	31	38	33	47

Skills: Concealment Urban, Evaluate, Immunity to Disease, Immunity to Poison, Palm Object, Read/ Write (Old Worlder – Reikspiel) Secret Language – Thieves' Tongue, Secret Signs – Thieves' Signs, Silent Move Rural, Silent Move Urban, Super Numerate, Very Resilient

Age: 49 (looks about 30)

Alignment: Chaotic

Equipment (home): Expensive clothes, Jewelry (2d100 GCs)

Equipment (at Union): Broad-brimmed Hat, Crossbow with ammunition, Leather Jack, Sword, Travelling Clothes (excellent quality), 5d20 GCs

Description: The wife of the minter, Manfred Teuschel, Elfrieda was dying from a slow, virulent disease until she

was referred to Professor Stradovski. Her charm and position convinced him to offer her his treatment, and she accepted. She has become extremely healthy, and an important part of the Union. She leads the Beeckerhoven branch through social position and wealth, but also through her excellent management of Marx Khlesl. She defers to him within the more physical areas of the group's activities, and the two have a good working relationship.

Marx Khlesl

Racketeer, ex-General Thief

M	WS	BS	S	T	W	I
4	49	51	4	4	9	38
A	Dex	Ld	Int	Cl	WP	Fel
2	30	39	24	42	28	26

Skills: Concealment Urban, Dodge Blow, Evaluate, Immunity to Disease, Secret Language – Thieves' Tongue, Secret Signs – Thieves' Signs, Silent Move Rural, Silent Move Urban, Specialist Weapon – Fist Weapon, Specialist Weapon – Incendiaries, Street Fighter, Strike Mighty Blow

Age: 30 Alignment: Chaotic

Equipment: Broad-brimmed Hat, Crossbow with ammunition, Incendiary Bomb, Knife, Knuckle-dusters, Leather Jack, Sleeved Mail Shirt, Sword, 2d6 GCs

Description: Khlesl is a rather dislikeable individual, both personally and physically. He is not helped by a claw mark across his face, which he never discusses. One might expect him to resent his subordinate position, but he realises that this group offers him an extremely easy living and very little danger to his position. He respects Elfrieda's abilities and money, and provided he does his job to plan, is given full command in implementing all plans.

Else Hochsetter

Pharmacist

M	WS	BS	S	T	W	I
4	23	25	3	4	6	31
A	Dex	Ld	Int	Cl	WP	Fel
1	41	29	31	32	30	32

Skills: Chemistry, Cure Disease, Heal Wounds, Immunity to Disease, Immunity to Poison, Manufacture Drugs, Prepare Poisons, Secret Language – Guilder, Very Resilient

Age: 19 Sex: Female

Alignment: Chaotic

Equipment (outside): Pestle and mortar, 2d6 small glass jars containing various powders, d6 GCs

Equipment (at Union): Crossbow with ammunition, Helmet, Leather Jerkin, Sword, 2d6 GCs

Urs Huber

Grave Robber

M	WS	BS	S	T	W	I
4	38	35	3	3	8	42
A	Dex	Ld	Int	Cl	WP	Fel
1	30	27	24	32	28	26

Skills: Immunity to Disease, Silent Move Rural, Silent Move Urban, Spot Trap

Age: 26 Sex: Male

Alignment: Chaotic

Equipment (outside at work): Black Cloak, Lantern, Large Sack, Leather Jack, Spade, Sword

Equipment (outside as cover): Respectable clothing, Sword

Equipment (in Union): Crossbow with ammunition, Helmet, Knife, Leather Jack, Sleeved Mail Shirt, Sword, 2d6 GCs

Description: Urs is licensed as a trader in medicines and similar products, which is a perfect cover for him, the hideout and Else Hochsetter.

Matthaus Vogte, Sebald Brenz, Brom (deceased), Edrich Sliegel

Bodyguard

M	WS	BS	S	T	W	I
4	38	25	5	3	8	32
A	Dex	Ld	Int	Cl	WP	Fel
2	30	29	24	32	28	35

Skills: Disarm, Dodge Blow, Drive Cart, Immunity to Disease, Specialist Weapon – Fist Weapon, Street Fighter, Strike to Stun, Very Strong

Age: 27-29 Sex: Male

Alignment: Chaotic

Equipment: Crossbow and ammunition, Helmet, Knife, Knuckle-dusters, Leather Jack, Sleeved Mail Shirt, Sword, 2d6 GCs

Note that Edrich Sliegel is located at the farmhouse outside Beeckerhoven.

Hugo, Lugg

Artisan's Apprentice

M	WS	BS	S	T	W	I
4	23	25	3	4	5	31
A	Dex	Ld	Int	Cl	WP	Fel
1	41	29	28	32	30	30

Skills: Drive Cart, Immunity to Disease, Very Resilient Age: 17 Alignment: Chaotic

Equipment (at employers): Club, Rock, Tools, d6 pennies

Equipment (at Union): Crossbow with ammunition, Helmet, Leather Jerkin, Mail Shirt, Sword, 2d6 pennies

Wolfmen Street Gang Member

M	WS	BS	S	T	W	I
4	33	25	3	4	8	30
A	Dex	Ld	Int	Cl	WP	Fel
1	34	28	22	30	32	27

Skills: Street Fighting

Equipment: Club, Dagger, Leather Jerkin, d6 shillings

All gang members have a very crudely drawn symbol of a wolf standing on two legs sewn onto their clothing. They are hired help, and suffer -10 on all Leadership tests.

APPENDIX D

OTHER NPCs

Hilde Muntz

Initiate, ex-General Thief, ex-Pickpocket

M	WS	BS	S	T	W	I
4	38	35	3	3	9	40
A	Dex	Ld	Int	Cl	WP	Fel
1	44	35	39	29	42	50

Skills: Concealment Urban, Cure Disease, Evaluate, Flee!, Palm Object, Pick Pocket, Read/Write – Old Worlder, Scroll Lore, Secret Language – Classical, Secret Language – Thieves’ Tongue, Secret Signs – Thieves’ Signs, Silent Move Rural, Silent Move Urban, Specialist Weapon – Quarterstaff, Street Fighting, Stubborn Determination³⁰, Theology

Age: 21

Alignment: Neutral

Equipment: Quarterstaff, Robes, Symbol (Shallya), d6 shillings

Hilde is an initiate in the Cult of Shallya temple in Wolfenburg, having been ‘saved’ from a life of crime. Hilde is very loyal to the cult, but retains many of her beliefs from her earlier experiences. She dislikes the rich because of their wealth and, particularly, their callousness to those less fortunate than themselves. These beliefs led her to the Black Cloak Lurkers Below, although she is an idealist amongst pragmatists in this group. She is a friend of Christina Asper, the witch-hunter, to who she is rather off-hand at times because she does not understand the depth of her own feelings in the relationship and has not taken their friendship seriously. She is likely to re-evaluate things during the adventure.

Doktor Hubertus von Bora

“Truth is transformed as it passes from individual to individual, until it becomes a lie. Equally, a lie can be transformed the same way into a truth.”

Scholar, ex-Initiate

M	WS	BS	S	T	W	I
4	35	28	3	3	9	55
A	Dex	Ld	Int	Cl	WP	Fel
1	40	45	68	45	61	48

Skills: Astronomy, Herb Lore, History, Identify Plant, Law, Public Speaking, Read/Write (Classical), Read/Write (Old Worlder – Reikspiel), Rune Lore, Scholarship, Scroll Lore, Secret Language – Classical, Speak Additional Language (Dialect) – Breton, Speak Additional Language (Dialect) – Slavic, Theology

Age: 35 Alignment: Neutral (Sigmar)

Equipment: Horse with Saddle and Harness, Leather Jerkin, Sword, Travelling Clothes, Warrant³¹, 50 GCs.³⁰ See **Warpstone 10**³¹ Hubertus has warrants to travel in The Empire and southern Kislev. The former is authorised by the Cult of Sigmar – possibly unusual that it is not a secular writ – and the latter is issued by the Kislevite ambassador to the Imperial Court, making it rather

He has the following books and papers: *Liber Secretorum*, *Codex Fidelitatis*, *Codex Impuritatis*, Braustein’s *Ancient Tribes of the Ostermark Region*, *La Lune d’Enfer*, *Book of Uncommon Prayer*, *Kriegsbuch*, *Technology and War Machines: the Impact of Magic upon Dissemination*³², *Assorted Own Notes*³³

Doktor Hubertus von Bora is a professor at the University of Altdorf on sabbatical to conduct research into the various aspects of spirit worship within Ostland and the borders of Kislev. However, he is also a member of the Cult of Sigmar’s Ahnenerbe organisation under orders to investigate the current upsurge in the Cult of the Howling One, and ascertain whether there are provocateurs at work. This he will hide from everyone, including the local cult and the PCs. The GM should allow this character to take a reasonably holistic view on what is best for The Empire and the cult and allow him to act accordingly. For example, it seems reasonable, should no one else do so, for him to release the Taalite Pankratz Zucker since this will increase the power of the ‘noble’ wulfen at the expense of chaotics and Ulricans.

A man of about 35 years of age, he is lean and wiry, and clearly an experienced traveller. He is also very well armed for an academic, but will explain that whilst the pen is mightier than the sword, the sword has a sharper edge. He is quite charismatic, and has many interesting stories and tales of the past. He will claim to be a lay follower of Verena and will offer no defence of Sigmaritism – though will note negative comments for possible future action by the cult!

Hubertus is a very powerful character within the context of the game, as he will know much of what the PCs do not know at this stage. This information should be given with reference to the man’s own aims and the manner in which the PCs deal with him. His area of expertise is old religious beliefs, and he can be most useful in explaining many of the religious ephemera that the PCs have come across in their travels.

tenuous in reality as many local warlords would not recognise its power. Then again, these same warlords would recognise no warrant but their own!

³² This is a rather tortuous hand-written parchment without apparent author upon the use of war machines by different peoples over time. It essentially points to elf reliance upon magic as a limiting factor on their development of machines of destruction, whilst arguing the reverse for dwarfs. Humans are somewhat in the middle, although it suggests that pre-Sigmar tribal use of engines was wider than previously believed. It develops a theory of technological diffusion of ideas by theft, purchase and espionage. A second hand has added queries pointing to the lack of gunpowder use by goblins and ‘forces of chaos’ despite their seizure of dwarf technology on capturing their holds. It also states rather more forcefully the likelihood of human engineers developing indigenous technology, and doubts their reliance on dwarfs. The second hand is that of Hubertus and he will add notes as he travels.

³³ His own notes on the Cult of the Howling One are reasonably complete, and the GM can utilise these to pass on details to PCs as required. He has a draft of a paper on what he terms the ‘re-branding’ of the Gragh Mar sect of the Cult of Sigmar, which changed its symbol from a boring stone tablet to a much more ‘exciting’ anvil. His extensive notes imply that this was really because the cult had forgotten the true meaning of the Khazalid term, and simply adopted something ‘dwarfen’. He is very critical of Karl and Mauritz Kraatchi, the brothers who were senior in the cult at this time and who sought to create what he calls a “brand image”

APPENDIX E

GENERAL BACKGROUND

TRUTHS, RUMOURS AND FOLKLORE

These vary from the irrelevant to the confusing, and should be used to add flavour to the campaign and present the occasional half-truth to the party.

Beastmen: Gunpowder is known to be a ward against beastmen. Throw a handful at one, and it will run away. Surround yourself with a circle, or put a line across a doorway, and they cannot enter.

Bells: It is generally believed that a tolling bell keeps chaos and other evils away. Most settlements will either ring a bell when strangers arrive (villages) or ceremonially ring a bell when doors are locked for the night (towns and cities, and coaching houses).

Cat: Cats' eyes are so sharp, they pierce the darkness with beams of light.

Frog-men: The Bretonnians eat frog's legs as they are descended from frog-men, and hope that by eating all the frogs in the world, they can hide this fact.

Horses: At birth, a part of the foal's placenta makes a love charm.

Permits: Everything in The Empire is controlled by the ruling elites, and so in order to do just about anything requires a permit. Travel, in particular, is forbidden in an attempt to try and control population movement and keep peasants oppressed upon the land. Permits are obtainable from guilds and rulers. Some are made of parchment; others are more permanent and ornate. Some are written, some are pictorial. In this adventure, the PCs have a permit to travel because of their warrant. In general, permits are clear in their description of exactly who is covered by the permit, in terms of numbers, descriptions and purpose. However, permits are still valuable commodities, as it is accepted that accidents on the road and the passage of time can render descriptions incorrect. Forgery is also a common problem.

Rabies: killing the infected animal, cutting a slice of meat from it, and eating this between two slices of bread can cure Rabies. The cult of Shallya has attempted to have this treatment officially banned, but it persists as a last hope for the dying. Whether it works is up to individual GMs. Rabies is not a major problem in the Old World, but it causes fear out of all proportion to the reality. Everyone is terrified of rabies, so GMs should be prepared to play up the next stray dog as foaming and acting peculiar. Obviously, Ostland just has to have a number of roaming dog packs with which a GM can harry the PCs.

Selling: The ability to sell any item is strictly controlled by the guilds and state officials. In order to sell, one needs a licence or guild membership. This applies to everything. Ordinary people

cannot legally sell goods or services without permission. Of course, in reality buyers are willing to break the law, but they reflect this in the price offered. It normally takes a Fel test to persuade a buyer to bend the rules since this law is widely flouted and it will be fairly evident that the PCs are adventurers rather than the guild police. However, it is technically a crime for the PCs to sell dungeon booty to a goldsmith, books to a collector or a horse to a stables – just as it is for a normal citizen to sell surplus produce from their vegetable garden.

Warrant: As with permits, though warrants are usually concerning legal or matters of state, rather than simply guild permits. However, the terms are used interchangeably.

Witchcraft: Whilst there remain grave misunderstandings about the nature of magic, it is generally understood and accepted that witchcraft can be beneficial and is practised by certain peasants officially. However, the practice might be heresy, in which case it is illegal. It might make an intellectual puzzle to a witch-hunter, but of little pragmatic interest to an accused village wise-woman, that witchcraft as magic is legal, but its belief structure might be judged heretical. This is equally true of magic, but the Wizards' Guild offers a more formal protection for its membership by maintaining strict codes of practice and rules of investigation. However, whilst magic is permissible if it confirms to permitted religious beliefs, necromancy and sorcery are outlawed. Necromancy is self-evidently heresy, but sorcery (in game terms demonology) is simply proscribed on technical (safety) grounds. It is generally taken that witchcraft is carried out by women, and necromancy and sorcery by men. There is no rational reason for the assumption, for whilst women might be witches they are identical in most respects to (male) hedge-wizards.

TOWNS AND CITIES

Rather than provide a long lecture on the nature of Imperial urban environments, a few particular aspects are mentioned here of possible relevance to the campaign. For completists, my own views of PCs in (urban) environments can be found in **Warpstone 15** and **Carnel 15**.

Criers

All towns and cities have at least one public town crier for proclamations. In addition, most organisations have their own crier, and there are usually (subject to the size of the town) a number of private criers whose services can be purchased. Public spaces will have a number of these plying their trade, calling notices and briefing citizens on new laws, special offers and anything else that needed to be disseminated. Rather than the traditional WFRP notice boards and trees to pin notices to, public spaces provide the location for criers, and so are where citizens gather to hear the callings. Since there is an audience, less reputable activities also occur. Thieves ply their trade,

bawds and similar offer their services. It is not unknown for civil disturbance to occur where one group attempts to silence a crier, be this the appalled masses, a competitor to the crier, or a competitor to the message they are reading.

Imperialist Garrisons

Whilst most towns and cities within The Empire have an Imperialist garrison in addition to local forces of the lord, this is a far from satisfactory situation. The continued need for eternal vigilance is a constant message of the Sigmarite church, and it argues the need to retain permanent armed forces, and create the economic framework to support them. However, the cult does not desire the existence of large regional forces controlled by local Electors, and supports the maintenance of Imperialist arsenals throughout The Empire, the most famous of which is in Nuln. However, this system is in itself problematic, as provincial rulers would happily rob these arsenals for their own purposes. Theoretically, they are garrisoned by Imperialist troops loyal to the Emperor, and to the Grand Theogonist that equates to Sigmarites. Unfortunately, the idea of an Imperialist armoury manned by external troops (relative to the local Elector), who then prove to be Sigmarites, has proven too much for Ulrican rulers – particularly Baron Nikse and the Graf. Therefore, by agreement, the Imperialist troops are part of the Emperor's own forces, but are of no predominant alignment. Needless to say, the numerous spies, and attempts to evade this agreement, has undermined the efficacy of the garrisons.

Housing

Housing is usually a mix of stone, brick, wood and plaster. Some poorer housing might retain wattle and daub techniques but this is rare. Indeed, The Empire is moving towards brick and stone construction for permanence and safety, and this is enforced by a number of Imperial Building Regulations. Unfortunately, there are wide exemptions, and even wider non-compliance. The regulations are enforced by the bureaucracy through building control officers, who usually make a good living accepting 'fees' for approving landlords' properties. In reality, the slums are little changed in construction method or style in the last thousand years, operating on the principle of cheapness.

Much housing has an external privy. One simply relieves oneself into a pit, and the pit is emptied every week by someone who shovels it out. The excreta are used as fuel or fertiliser. To some extent³⁴ this minimises effluent upon the streets³⁵, since it is such a valuable commodity. Still, in poorer areas there is insufficient space to build such amenities since a rent is a greater return than the price for excrement, and poorer areas are noticeable for this. Even here, though, enterprising individuals will remove the waste in order to sell it. This does little to help the smell, however, since burning excrement stinks worse than decomposing excrement!

³⁴ Note that this is a very comparative statement!

³⁵ In addition, the prohibition on carts (and horses) on the streets of many towns also reduces the filth

Shops

Craft shops consist of a ground floor workshop (where manufacture is carried out), a second floor storage (and possibly display) area, and third floor living apartments. More luxurious shops consist of larger living areas, individual rooms for apprentices and greater distance between the workshop and other areas. All shops are identifiable by universal signs indicating their business.

THE CHURCH OF SHALLYA



In order to understand parts of this scenario, it is necessary to describe the position of the Church of Shallya, and so understand some of the actions of the protagonists in the adventure³⁶.

It is difficult to generalise about the cult, because it is a highly decentralised organisation. Even the ruling scriptures are open to some debate, and whilst training and theological teaching follows a standard tradition, there is still variety between regions. This is partially due to resources. The cult centres such as Couronne and Altdorf are run and maintained by a well-trained staff; rural areas on the other hand, have a few volunteers, minimal initiates and even fewer facilities. Even Wolfenbuterg has only a bare minimum of representation.

Whilst the traditional view of a cleric is of a female, the church has no restrictions on the sex of its followers, initiates or clerics. Given the nature of Shallya and the beliefs of her clerics, most humans in the Old World are willing to acknowledge the goddess and offer the occasional prayer. This is particularly true in times of war, famine and pestilence.

The Church in the Community

The Church of Shallya seeks primarily to help the poor and the church has very limited political and economic power, for the poor are largely ignored and their needs are under-funded. Money in medicine resides in the powerful guilds and the doctors catering to the ailments of the wealthy. Public hospitals are rare, overworked, run-down and short of everything. However, the church is a useful salve to the consciences of the elites, and whilst relegated, Shallya is not a cause they would publicly criticise. Indeed, certain rich women are known to spend their time performing charity work in hospitals, and a number of senior Physician Guildsmen offer their services annually on their birthday. The Cult of Shallya does have some power in raising minimum levels through the threat to those in power in appearing niggardly, miserly, uncaring or worse.

Much more importantly, however, is their power within the poor sections of towns and cities and in the rural heartland. Shallya is well respected because of the help given to them in the form of hospitals, schools and nurseries. Not only are the respectable poor grateful, but those operating outside the

³⁶ The description of the Cult of Shallya is an edited version of my article in *Warpstone* 10, and GMs might like to refer to that article for fuller comments

law respect what the church does for them and their families. Clerics of Shallya are safe in almost every part of the Old World. Many are also well educated, a potent power in The Empire.

Beliefs

The basic beliefs of the priesthood of Shallya are found in the WFRP rulebook. The central document for clerics of Shallya is the Hagtesse, a book containing the teachings of Shallya from the dawn of time. Or so it is said. An original written by the goddess herself is said to exist, and includes certain lost chapters of teachings. The more recent Gesta Shallyanorum is a document of philosophical musings and practical tips.

Clerics of Shallya believe that theirs is a Calling, and their religion is frequently called the Call of the Ministration or the Call to the Unclean. Certain wags also call it the Call to the Unwashed.

Within the Old World, most official and unofficial organisations are tolerant of the cult, and recognise it as an ally in the war against chaos. Relations can be said to be cordial throughout The Empire. However, as the cult that deals with the under-classes, official religions, guilds and state representatives are likely to be less than helpful and the peaceable nature of the cult is anathema to the more warlike religions. Whilst most pantheons and secular authorities may be deemed to be friendly, they are effectively neutral; few in the Old World are ardent friends. Mórr, Verena and Myrmidia form Shallya's theological "family". Ranald offers unreturned support, partially for theological reasons, and partially in his role as icon of the poor. Verena is perhaps most friendly in recognising the injustice which the cult is facing. A number of wood elf and halfling deities are also particularly friendly to both Shallya and the aspects of Shallya within their own pantheons. Certain chaos cults are also amused that Nurgle faces his prime nemesis from such an inconsequential source. For its part, the cult is vehemently opposed to Nurgle, strongly opposed to the Homed Rat and Khaine and against all forms of chaos. Theologically it is intolerant of Ranald's duping of Shallya, and the illegality of theft concerns this most upright of churches, and yet many within the order tacitly overlook and even support the actions of the tricksters. Different orders within the cult also disapprove of the excesses of Ulric, Sigmar, Handrich and even localised deities such as Bogenauer and the Ostland spirits to varying degrees. The primary interest within this scenario, however, is the relationship of the cult with Nurgle. This is examined in detail elsewhere, particularly in Appendix C and the Medical Union.

The Church Hierarchy

There is little in the way of a formal hierarchical organisation, and each region tends to administer itself. In The Empire, the temple at Altdorf forms this central locus, and each electoral capital organises its own district. However, relationships are cordial between the groups, and the PCs will find that the cult will offer whatever aid they are able. Things might prove slightly more difficult within Kislev, but that is discussed within the second part of the campaign.

The lack of centralisation means that there is no universal term for any particular class of laity or level of cleric. Those seeking entry to the cult as formal members of the church are first termed postulants, and will become a novice on reaching the level of initiate. This is achieved by being deemed initially worthy to join the priesthood. The postulant travels to Couronne, and attends one of the monthly Rites of Initiation in which they must bathe in the holy water. Those who pass the test become novices and enter the career of initiate. On achieving level one, the cleric is termed Goodman or Goodwife, or more commonly Goody. All clerics of Shallya are nominally termed Goody, and this is always a safe title to call anyone within the cult. Certain regional differences do exist and in most areas for this adventure the title Gutfrau may be used.

Tenets Of Faith

Shallya is the goddess of healing, mercy and compassion. In particular, she is responsible for childbirth. Basic faith is that all life is sacred, healing of a supplicant should never be refused, and no priest may slay a human (except a cultist of Nurgle) or other intelligent being (except in self-defence). The cult celebrates birthdays as being holy days for rejoicing; its holy days are the birthdays of saints, but most Old Worlders offer prayer to Shallya on their own birthday.

Officially, there is no distinction between any of the followings or teachings of Shallya. In reality, those who lead the cult tend to be traditional clerics, having both public standing and doctrinal experience. The primary disagreements within the cult are on matters of faith.

The Unitarian (or Union) creed holds the majority of worshippers, arguing that the whole of the faith is more important than the squabbling of philosophical theorists. Most are Pragmatists allowing for differences within individual preaching in the furtherance of unity and Shallya. However, there have been a number of cases recently where secret meetings held by certain Sisters have preached the Markovite Ukase. This Ukase is a doctrinal tract published by the Kislevite Markov, a Priest-Scholar from Kislev. The Ukase essentially calls upon the cult to voice (and act upon) its objections to the poverty and squalor created and maintained by the current political system and its ruling class. Now, the cult within The Empire does generally agree with Markov, but the current cult position is that mercy and compassion does not equate to violent revolution or political action and has no wish to involve itself with a battle against the Emperor, the Electors or the state. However, many novices are more idealistic and less restrained than their elders are.

SISTERS OF SIGMAR

The Sisters of Sigmar are a sect of the Cult of Sigmar³⁷ though their origin is now shrouded in history. One version describes them as a reputed female Warrior Convent under the orders of an Abbess, located in the city of Mordheim. Another suggests

³⁷ Details of the Cult of Sigmar can be found in *The Enemy Within* and *Warpstone 15*



The Sisters of Sigmar

that they administered to the sick and the poor, tended to the needs of orphans, cured the diseased and worshipped a more humble aspect of Sigmar than the usual martial representations. In any event, it is known that the Holy Convent of Merciful Sisters of Sigmar was well established on a craggy island (Sigmar's Rock) in the middle of the River Stir in Mordheim prior to that town's

destruction in 2000 IC. They were founded sometime in the period 1610-1645 IC as a predominantly Eastern Empire order. At one time, the Sisters were regarded as an ideal home for wayward and troublesome daughters of the nobility, but by the end of the Second Millennium they had become unpopular within the cult, even within their eastern heartland. Coupled with the troubles throughout The Empire, the flow of noble entrants dried up, and the sisters increasingly came from humble backgrounds. The Sisterhood had supported the emperorship of Margaritha, was popular with the commoners (and not with the nobility), were an eastern cult within a largely western organisation, and were said to have the Gift of Prophecy. The latter in particular infuriated and undermined the Grand Theogonist, who claimed to be the earthly representative of Sigmar. After the destruction of the city, the Grand Theogonist took the opportunity to excommunicate the leadership of the Sisters for heresy, and turn his witch-hunters upon them. They claimed that women had no right to teach the holy word of Sigmar, and that their purported Gift was in fact heretical witchcraft.

The Abbesses of the Sisterhood having made themselves increasingly unpopular with the hierarchy of the cult by their wealth, heretical (at that time) doctrines, and continued



The Grand Theogonist

political support for an alternative Emperor to that of the Grand Theogonist, had few allies within the cult. Indeed, many genuinely believe(d) that the fall of Mordheim was punishment for the blasphemy of the Sisters, and mistrusted their initial survival. It is true that the Sisters had foreseen the disaster and retreated to their stronghold, after failing to persuade the city

authorities of the danger. They were also seen competing for pieces of the wyrdstone that fell on the city, which was taken as another sign of their guilt – in fact, they were attempting to lock the warpstone away in their granite vaults deep under their convent. Attacked by the legitimate forces of the cult's witch-hunters and the many gangs and beasts that arose from the fall of the city, it was assumed that any survivors were destroyed by the ravaging undead army of von Carstein that razed the eastern Empire ten years later.

It is known within the church hierarchy that two groups survived the fall; those who were absent at the time, and a

small number who escaped the hunters and the chaotics. The former were led by a senior member of the Order, who managed to retain a sizeable slice of the order's assets, and created a small sub-cult within Ostland. An inability to involve the local Ostland authorities and the latter's vehement Sigmarite tendencies ironically served to protect the cult. They centred themselves upon offering service to travellers as described within the adventure. The escapees were also believed to have fled towards Ostland. Actually, they were harried into Kislev, where they found shelter as outlined in the scenario.

WITCH-HUNTERS IN THE OLD WORLD

When playing the witch-hunters in this campaign³⁸, the GM needs to be aware of certain characteristics of the group assumed within this campaign. Witch-hunters are perceived by the general populace to be exactly as portrayed in the WFRP rulebook. To some extent this is unfair, and stems from the nature of the witch-hunter business, and the general ignorance of the masses concerning Chaos. The forces of Law are fighting a losing war; Chaos appears not only effectively invincible, it is also pervasive.

Law naturally tends to believe in a greater good than individual freedom. Since Law is fighting for its very existence, any and all individual rights must be subsumed into the general will to fight. Thus, all Chaos must be rooted out whatever the cost in individual terms. For example, if a cult is discovered, all its members must be exterminated; if this results in the death of an innocent, or shifts the burden of proof to guilty unless proven innocent, then this is a price that is acceptable within the greater cause. Condemned innocents, and their families, will disagree of course, and add to the belief that witch-hunters are murdering butchers and bigots. However, such apparent evils are only done to serve the greater cause, and protect the greatest number. Witch-hunters believe in this basic precept; the needs of the many outweigh the needs of the few. Their lives have been spent witnessing the scourge of Chaos, and they are willing to commit any and all actions to prevent further contamination. Training of witch-hunters leads them to accept that they will be misunderstood, and dictates that attempts to educate otherwise is a waste of resources. This leads to arrogance in their dealings with the masses, becoming a self-fulfilling vicious circle of mutual misunderstanding and distrust. In the WFRP rulebook, it says of the witch-hunter that "they trust no one; no one is free from their suspicions, and almost any deviation from their individual definition of normality is grounds for deep suspicion in their eyes." This is not a licence to slaughter, but a realistic attitude for a fighter of Chaos.

Whilst followers of Law are not necessarily servants of the law, they do regard themselves as ruled by laws. Problems arise when these laws are seen to interfere with their overarching duty to exterminate chaos. In this case, most witch-hunters will exterminate the chaos, and so the myth is born. Witch-hunters

³⁸ The comments on Witch-hunters for this campaign are based upon those published in my article in **Warpstone 8** and the later collected **Best of Warpstone**. GMs might like to refer to either of these for further thoughts

are not two-dimensional murderers, but are fighters in a cause. However, since they are human, they are open to prejudice. But, where they are, this is a failing in their duty. If they “love to conduct show trials and lynchings, encouraging people to denounce their neighbours, their rulers, and even their own families” and define Chaos as “anything and anyone to whom they take a dislike”, then they break the most fundamental strictures of Law. There is no place in a lawful society for individuality, and thus no place for individual prejudices.

Witch-Hunter Organisation

Witch-hunters regard themselves as a fraternity, and the formal title of the organisation for witch-hunters in The Empire is called The Fraternal Order and Association of Fellow Defenders of the Law and Hunters of the Chaotic – shortened to the Order of Hunters. There is no universal symbol, although within The Empire most assume the flame of Solkan to be so. In fact, the only universal symbols of the Order are a short series that form a secret code; these serve a similar purpose to other Secret Signs skills. Joining the Order is simple, an apprentice merely needing two members to sponsor them. However, to become a full brother and witch-hunter requires a trial proving success against chaos, a number of rituals in which the individual swears their hatred of Chaos by a number of religions, and a thorough physical and mental examination and cleansing. Both men and women are accepted equally, although the Order’s inherent patriarchy and paternalism tends to limit the number of women. Similarly, non-humans are not excluded, but the Order is suspicious of them and tends to certain racist beliefs concerning racial cleanliness.



Witch-hunters tend to be regarded as followers of Solkan, and certainly the greater number do so. However, many of the neutral religions contain hunters, especially Sigmar. All witch-hunters, regardless of religion, are regarded as part of the brotherhood. Whilst each of the individual religious groups have different rites, all are bound by the Code of

the Hunter; the Gesutkode. There exists a degree of rivalry between the different religious groups, and the worshippers of Solkan are seen as a trifle too powerful within the organisation. This is also seen by the non-Solkanites to hinder their public image. However, their importance within the organisation tends to simply reflect their greater numbers. It should be noted that these religious groups also have their own order of hunters; these are not discussed here, as they form no part of the campaign. This does not prevent, however, members of the Fraternal Order following any non-proscribed religion.

Witch-hunters have a strong hierarchy centred on the regional Lodge or Chapter. Every city has a Lodge, whilst the wilder regions of The Empire have looser Chapters and a framework of scattered Chapter Houses. A lodge tends to be an imposing edifice, architecturally representing the austere and martial

nature of the witch-hunter. It will hold sleeping quarters, meeting places, a grand hall, and shrine in addition to rooms for mundane functions. Chapter houses vary from shacks to smaller versions of the urban lodges, depending upon the wealth of the region and the particular needs of a location. The Ostland Lodge is not actually detailed since it is not needed within the campaign, but it is located within the Forest of Shadows. There are meeting places within the towns, however.

The leader of the witch-hunters found in The Empire is an imperial appointment, known as the Witchfinder General. The post is frequently the subject of political squabbles, given the Sigmarite imperial bias and preponderance of Solkan witch-hunters. Each Chapter or Lodge is commanded by a Chaptermeister or Lodgemeister, whilst all witch-hunters are known as Brothers and Sisters. A number of initiates and acolytes may be found within any chapter or lodge at any time. These are following some education or training determined by a friendly temple or (occasional) wizard. Lastly, a number of apprentices and servants will be found.

Witch-hunters are not above Imperial Law, and their actions must be sanctioned. To think otherwise is mistaken, although the law in practice is not perfect and witch-hunters enjoy favouritism within it similar to the nobility. This can be contradictory, given the Order’s general belief in the universality of law, but for the pragmatics of the greater cause is certainly utilised. In essence, the Order has an imperial Charter re-affirmed (and occasionally altered) by each new emperor, maintaining imperial control over the Order. Each chapter or lodge is also granted a warrant to operate within a magistrate’s area of control, and they are accountable to whoever granted the warrant. In reality, most magistrates fear contradicting a witch-hunter in case they become suspects, but it is the magistrate who has the technical responsibility to judge and punish those captured by the witch-hunters. Witch-hunters are not evil, but some of their deeds might appear so. They simply feel that they are alone fighting a losing battle against the forces of chaos and evil. They become paranoid, but with some cause because we know that the enemy is indeed within, and that they are just about everywhere. The Sixth Sense skill to some extent reflects this paranoia, since it is simply a suspicion, a feeling, and a gut reaction. Whilst experienced hunters might have honed the skill, younger warriors in the fight find that theirs is still rather vague and general. To a witch-hunter the prime issue is that the guilty are caught and punished at whatever cost – even if this means that the innocent must also suffer. Better to kill 100 innocents than let a chaotic escape to breed more trouble.

KELNORE TOWERS

In order to provide a cheap and robust focus for defence throughout the far-flung reaches of The Empire, the architect Kelnore devised a tower that was easy to build, and capable of protecting a small force from a larger one. The aim was not to provide defence from an invasion or against an enemy with siege equipment, but to offer a focus for defence against

opportunistic raiders and disorganised beastmen. The tower is built of stone to a height of three storeys, with a further three of timber and plaster. Various slits and windows offer protection for defending archers. The door was set into the second storey, and reached by a wooden stair, which could be easily broken down and fired in need. Recent owners have tended to build stone steps as function replaces defence in a safer Empire. This is a cheaper version of the tower found in **Doomstones: Fire in the Mountains**.

LAWS

GMs need to be aware of two basic, and possibly contradicting, types of law³⁹ and two different sources of law; secular law and religious law.

Religious courts tend to only be concerned with religious matters, such as heresy and disputes over the divine. However, even here it is not that simple, since witch-hunters might claim most laws stem from a religious basis, and where the priesthood break secular law, it would be normal for their own court to try them. GMs might also like to adopt the old church custom, whereby anyone capable of reading and writing can choose to be tried by an ecclesiastical Consistory Court. Whilst these are only available to the priesthood, it is assumed that only they can read and write, and so anyone proving such a skill can claim to be a cleric in the eyes of that court. Most non-clerics perceive the Consistory Court as less harsh in its punishments. Therefore, it is possible to perceive many offences – rightly or wrongly – as religious ones and judge them according to religious laws within clerical courts.

Secular law derives from either Imperial Law or Electoral (local) Law. In principle, Imperial Law is universal and standardised across The Empire. In reality, it is only enforced where local rulers wish it. As one means of creating a standard, the Emperor Sigismund created the *Coroner*, who is an Imperial appointment for each region to ensure the enforcement of the Emperors' laws. However, coroners receive no salary and must recover their fees from trials, and are barely tolerated by local courts that see them as interlopers and meddlers. Still, in theory, the coroner must hear all crimes against Imperial Law.

Local laws are very variable, and are those created by historic custom and practice and by the wishes of the local ruler and other governing elites. They cover in detail what Imperial Law merely brushes over. To simplify matters, the GM can assume that Imperial Law merely allows for the basic right to life, the maintenance of social order, guaranteeing of money worth and the payment of tax, free worship and the natural hierarchical order. Since an emperor has to have agreement of the Prime Estate to his laws, it is extremely unlikely that more detailed edicts would be countenanced. Ironically, since the Prime Estate is also the Imperial Supreme Court, local rulers have final judgement over Imperial Law as well!

Law in towns and cities is relatively easy to enforce, but rural law is much less secure. Whilst every area has a nominal coroner to enforce Imperial laws, they are even more stretched in the diverse spread of rural settlements than the dense urban communities. Towns and cities elect *Portreeves* by a ballot of all property owning citizens. The precise numbers of portreeves varies between towns, but they liaise between the town council and the town government, and are also expected to assist in legal matters as appropriate. The portreeve is technically a representative of the town to its rulers, and is separate from the town council, which is elected primarily by the guilds. In reality, the portreeves will usually be the most important councillors, since the council will (informally) nominate and support candidates. Similarly, rural communities elect an elder to act as mayor for the village, and this individual is responsible for accounting to its overlord and the judiciary for events within the settlement. *Justices in Eyre* act as a travelling court ensuring consistency and fairness. They also check on administration of local courts and collect fines (known as amercements). These are responsible ultimately to the Elector and Emperor, but will report to the local coroner and ruler. Again, this duality causes great inconsistency and political bias. The Church of Verena sponsors some justices to act in this role to apply more regular checks, but only with the consent of the local officials. Of course, where this consent is refused, they might decide to undertake a more private investigation.

As an example, let us take a murder. Murder is clearly against both Imperial Law and the local law, but since Imperial Law (nominally) takes precedence the coroner needs to ensure that it was not an offence against purely an Imperial statute. In order to do this, the coroner firstly needs to determine that a murder has taken place. To do this, he must call a jury, which is everyone who might know something about the death. In theory, this is every person over the age of 12 years of age from the township or province. In reality, coroners call the most likely to have evidence in terms of nearness – neighbours, family, work associates and the like. The purpose of the jury is to offer evidence to the coroner and act as witness to his findings as he describes them to the jury and interviews witnesses in front of them. He will then appoint a spokesman from the jury and ask him whether their verdict concurs with his. Whilst murder may appear obvious, it cannot be a murder under *Imperial Law* if the deceased had a weapon and used it in defence, was an outlaw, heretic, chaotic or non-citizen⁴⁰. However, over-riding all this is enshrined in Imperial Law the concept of *Presentment ad Plebianry*. In the event of any death, a *murdrum* fine will be charged upon the entire community in which the dead was found, unless Presentment can be made. Presentment is proof that the dead person was not a member of the nobility. It is recognised that nobles are not well loved, and this is an economic tool to persuade the downtrodden poor not to murder their betters, and discourage others from doing so as well. The fine will be a large tithe. The coroner must decide on the dead's nobility⁴¹ and whether a fine is due. If the

⁴⁰ In fact, if the deceased was an outlaw, heretic or chaotic the murderer is entitled to an Imperial bounty of 5/- on such a person. Technically, outlaw is the correct term for all these, since heretics and chaotics are outlawed – that is, moved outside from, and not recognised by, the law.

⁴¹ To further complicate things, it is possible to purchase a Right From Presentment. Rich merchants and powerful civic figures are aware that they are despised as much

³⁹ More of my ideas on laws within The Empire can be found in **Warystone 17**

settlement can make adequate proof that the individual was a known local, this is acceptable, but dead strangers can prove very costly – and a useful source of income for coroners!

The person who discovers the body (or witnesses the crime) – the *First Finder* – is always an important witness, and must obey certain rules such as not moving the body, raising hue and cry, and informing the authorities. Part of the role of the coroner is to judge the first finder's actions, and fine him or her if necessary. On completion, the coroner must record his findings and pass them to the local authorities. They will progress the matter with the local police; if it is a matter for Imperial law they will act as agents for the coroner and inform him of developments, since coroners are limited in their resources. This frequently makes Imperial crimes safer to commit than local ones, as coroners are frequently not popular with local authorities.

Coroners are usually housed in the Imperialist garrison, although since the nature of the job requires that the individual have a private income, they might maintain their own more spacious quarters. The coroner has no direct command over the garrison, however, since local electors would not stand for such a situation. Similarly, the post is specifically a secular one to prevent religious ill feeling contributing to the political distrust inherent in the job.

Whilst laws are not necessarily uniform throughout The Empire, there is one area of law which is. All aspects of life within The Empire are controlled by a monopoly of power, be this emperor, electors, local rulers or guilds. In order to maintain and utilise this power, permits and warrants are necessary to carry out most tasks. Travel, buying and selling, using controlled items, wearing livery and many other things are only possible when allowed by the requisite controller. This obligates payment in kind or cash, and bestows permission. The law will enforce these warrants, since it serves the powers that wield them. PCs need to be aware of this, and to be ready to be constantly questioned as to whether they have the right to be where they are, doing whatever they are doing.

There is also a second area of agreed law. The large tracts of forest, which appear on the various Old World maps, and through which the PCs will travel are not simply wilderness. In theory, the Emperor or a local lord owns them all. Of course, in reality they might indeed be effectively wild and unused, but all forest is subject to Forest Law. Forest Law is enforced by a Verderer, who is usually simply the senior forester or master of the hunt.

Essentially the laws are as follows:

- No one except the Emperor may hunt anything within the borders of a forest hundred⁴². The Emperor, and the

Emperor only, may grant rights to hunt to anyone he wishes⁴³.

- The eagle and the griffin are Imperial animals, and anyone found guilty of killing such a creature shall be hanged until dead immediately.
- The deer and boar are protected from any of the rights to hunt that may periodically be awarded to vassals or commoners unless within a granted fief.
- No one may kill or hurt any bird of the forest, unless stated as a pest. Crow, rook and magpie are declared pest and may be hunted by anyone.
- No one may fish in the forest.
- Rats, mice and snakes are declared pest and may be killed by any one.
- Any hide obtained from hunting in the forest belongs to the Emperor.
- Any animal attacking domestic animals may be hunted down, but will belong to the landowner.
- Any animal feeding from crops or cottage may be hunted down, unless deer or boar, which shall be chased away.
- No one will be punished for killing any monster, as defined by the Verderer.
- Imperial and local forestry officials are allowed certain limited hunting rights, as determined by the Chief Forester or Master of the Hunt.
- Commoners are occasionally granted hunting rights on certain holy days or festivals. Other groups – such as nature priests – might be granted similar rights, including the right to hold ceremonies. Of course, some religions do not recognise the concept of ownership or laws applying to the forest.

THE CULT OF THE HOWLING ONE

Officially, this cult is believed to be a sect of Ulricans, although the authorities recognise its routes in the Old Faith. They simply do not believe that such old beliefs are still extant. They assume that the Ulrican faith has absorbed them. This also conforms with the views of the Sigmarite noble classes who see everything in terms of a Sigmar versus Ulric conflict. Obviously they are wrong. The cult is certainly linked to early religious beliefs in the nature spirits, and to its representation in lycanthropy, but it also has more normal socio-political roots.

Within Ostland, there exist a number of traditions concerning lycanthropy. There is nothing innately chaotic or evil about the ability to change into the form of a wolf, and there was a strong tradition of this amongst the Thurini and early Ostland nobility. It is likely that Levudal was a werewolf. The early werewolf was linked strongly to worship of natural spirits, particularly the wolf. These were called Wulfen, and it is from a corruption of this term that the River Wolfen and Wolfenburg are both named. The Wulfen began to suffer with the rise of

as the nobility and will buy such protections from the Emperor to help discourage attacks upon them. Note that foreign nobility are not included, although they too might purchase the right

⁴² A hundred is a subdivision of a region. It is believed that the Emperor was originally allocated one hundred grants of forest throughout The Empire. Some historians believe that the word hundred is derived from an elf word, and the idea was to maintain forests in accordance with an agreement with the elves that lived within The Empire. Whilst the Emperor retains forest hundreds in each province, others have been sold or lost

⁴³ In practice, most local overlords own complete rights to forests within their own lands. This is because historically emperors have sold these rights as a means of raising income, particularly as they had little power to control hunting anyway

chaos. Whilst not innately chaotic, they were very susceptible to the call of chaos and their hunger for blood was easily corrupted by the followers of Khorne. Over the centuries the noble wulfen were gradually corrupted and became loathed and feared. Worship of the wolf spirit, already discouraged by the new faiths and nobility, began to take on a more corrupted form and was forcibly halted.

A second form of lycanthropy was introduced via immigration and the introduction of the legends of Ulric's Children. Kislevite immigrants, and travelling Norscans, brought with them shapeshifting beings that were believed born of Ulric's unions with mortal women. They too were also able to take the form of man or wolf. The Norscan *Ulfwerenar*, also called *Olricsbarn*, the children of Olric, thus began to replace the wulfen in the same manner that Kislevite worship of nature spirits displaced the earlier Ostland beliefs. Again, whilst not innately chaotic, the ulfwerenar are particularly susceptible to chaos.

The existence of werewolves in Kislev is seen as an Ulrican problem and the concept of lycanthropy has become associated with immigrants and chaotics. However, what the Ostland nobility have managed to forget is that there is a rich tradition of lycanthropy within Ostland. Indeed, Ostland werewolves formed an important part of the nobility around the time of Sigmar. They were Lawful and honourable creatures, well regarded by their people. Unfortunately, their very Lawfulness proved their undoing, as they proved incapable of bending their principles over the centuries. More pragmatic politicians and nobles saw them as an obstacle to progress and the realpolitik needed in the real world. The Ungol incursions into Talabecland in 1750 caused consternation and insecurity as the werewolf nobility proved intractable to negotiation and incapable of successful action. The 1900 treaty by the Talabheim emperor Gregory I Dissell granting the Ungols parts of eastern Ostland was a blow, and forced them into the costly 1905-1945 conflict with Talabecland. The Wizards War 1979-1991 led to persecution of werewolves as they were denounced by witch-hunters as daemonologists. The von Carstein devastation of Ostermark in 2010 and rampaging of undead throughout Ostland exterminated most of the nobility, and (it was believed) all the werewolves.

This leads to a third form of lycanthropy and worship of the wolf spirit, which is tainted by chaos. Most of the few remaining werewolf creatures within Ostland are indeed chaotic and the worship of the wolf spirit is now a fearful sacrifice to an aspect of Khorne. Academics have tended to adopt the Bretonnian word *Lapou* to describe these terrible creatures.

All three types of creature follow the basic template described in **WFRP** (p247), except they tend to follow alignment as follows:

Wulfen:	Lawful
Ulfwerenar:	Neutral
Lapou:	Chaos

In principle, therefore, the Cult of the Howling One is an organisation involving simple religious belief in a wolf spirit and its representation in the human form as a lycanthrope. Unfortunately, the description of the cult as a single unit reflects

an official assumption of there being a single organisation, rather than a reality. In actual fact, the cult is a disparate group of individuals worshipping different aspects of the same spirit, together with a number of simple bandit groups that have adopted the cult's name as a front. The details that follow are intended to flesh out the NPCs as background, and possibly for future use. They are too powerful for the PCs at this stage, but might provide useful background for longer term activities within Ostland. Whilst the cult itself is part of the campaign, these senior figures are well away from PC investigations at this time.

The true cult, if one can assign such a thing, is led by Anders Biedenkopf, a wulfen, and Elixabet Murnau, a priestess of Taal. They encourage belief in the nature spirits, and the wolf in particular. However, they are the smallest group.

A renegade priest of Ulric, Chedwic Wanner, is using the cult to spread the Ulrican gospel amongst the Ostland peasantry. He is an outcast even amongst his own church since he believes that Sigmar was actually a demon sent to lead the faithful astray. He does not believe in The Empire as a national unit, nor does he believe in anything related to the Sigmarite faith. He essentially operates on his own with a few followers who cow local farmers with their message of fire and brimstone and live off their generosity. Of course, later in the **WFRP** timescale, he will become much more popular as the events in **Empire in Flames** lead to rising religious intolerance.

The most insidious group is led by Astrid Hofhaimer, a lapou werewolf and follower of Khorne. She encourages worship of a raging wolf and is behind much of the increased violence associated with the cult. She has managed to incorporate some of the local bandits into her group with the promise of wealth and slaughter.

Anders Biedenkopf, wulfen

Outlaw Chief, ex-Noble

In Wolf form

M	WS	BS	S	T	W	I
9	50	0	4	4	10	49
A	Dex	Ld	Int	Cl	WP	Fel
2	-	66	44	35	35	-

In Human form

M	WS	BS	S	T	W	I
5	48	55	3	5	8	40
A	Dex	Ld	Int	Cl	WP	Fel
2	36	60	44	45	45	46

Skills: Acute hearing, Blather, Charm, Concealment Rural, Disarm, Dodge Blow, Etiquette, Excellent Vision, Follow Trail, Game Hunting, Heraldry, Identify Plants, Luck, Night Vision, Read/Write, Silent Move Rural, Sixth Sense, Strike Mighty Blow, Wit

Age: 28

Sex: Male

Equipment: Crossbow and ammunition, Shield, Sleeved Mail Shirt, Sword

Psychological Traits: Wulfen may choose to frenzy. Animals will sense his wulfen nature even in human form and react as they would to a wolf, though with less severity.

Special Rules: A bite will not cause infected wounds. Their blood-curdling howl may induce fear in all that hear it within 100 yards.

Elixabet Murnau, Priestess of Taal

Level 2 Cleric, ex-Cleric Level 1, ex-Initiate

M	WS	BS	S	T	W	I
4	43	35	3	4	9	40
A	Dex	Ld	Int	Cl	WP	Fel
1	36	46	44	35	50	46

Skills: Arcane Language – Magick, Cast Spells – Clerical 1, Cast Spells – Clerical 2, Meditate, Public Speaking, Read/Write, Scroll Lore, Secret Language – Classical, Theology

Spells:

Petty Magic: Magic Alarm, Protection from Rain, Sleep, Zone of Warmth

Level 1: Assault of Stones, Blinding Flash, Magic Light, Wind Blast, Zone of Hiding

Level 2: Cause rain, Clap of Thunder, Extinguish Fire, Illusion of Woods, Lightning Bolt

Age: 32

Sex: Female

Equipment: Religious Symbol (Taal), Robes

Chedwic Wanner, Priest of Ulric

Level 2 Cleric, ex-Cleric Level 1, ex-Initiate

M	WS	BS	S	T	W	I
4	53	45	4	4	9	40
A	Dex	Ld	Int	Cl	WP	Fel
1	36	46	40	45	55	42

Skills: Arcane Language – Magick, Cast Spells – Clerical 1, Cast Spells – Clerical 2, Disarm, Dodge Blow, Magical Sense, Meditate, Public Speaking, Read/Write, Scroll Lore, Secret Language – Classical, Theology

Spells:

Petty Magic: Magic Alarm, Protection from Rain, Sleep, Zone of Cold

Level 1: Fire Ball, Hammerhand, Steal Mind

Level 2: Lightning Bolt, Smash, Zone of Steadfastness

Age: 38

Sex: Male

Equipment: Religious Symbol (Ulric), Shield, Sleeved Mail Shirt, Sword

Astrid Hofhaimer, Werewolf Champion of Khorne Outlaw Chief, ex-Outlaw

In Wolf form

M	WS	BS	S	T	W	I
9	50	0	4	4	10	45
A	Dex	Ld	Int	Cl	WP	Fel
2	-	66	34	35	35	-

In Human form

M	WS	BS	S	T	W	I
5	43	35	3	5	10	50
A	Dex	Ld	Int	Cl	WP	Fel
3	66	46	34	32	35	46

Skills: Skills: Acute hearing, Concealment Rural, Disarm, Dodge Blow, Excellent Vision, Follow Trail, Game Hunting, Night Vision, Secret Language – Battle Tongue, Secret Language – Thief, Silent Move Rural, Sixth Sense, Speak Additional Language – Dark Tongue, Strike Mighty Blow

Age: 36

Sex: Female

Equipment: Crossbow and ammunition, Shield, Sleeved Mail Shirt, Sword

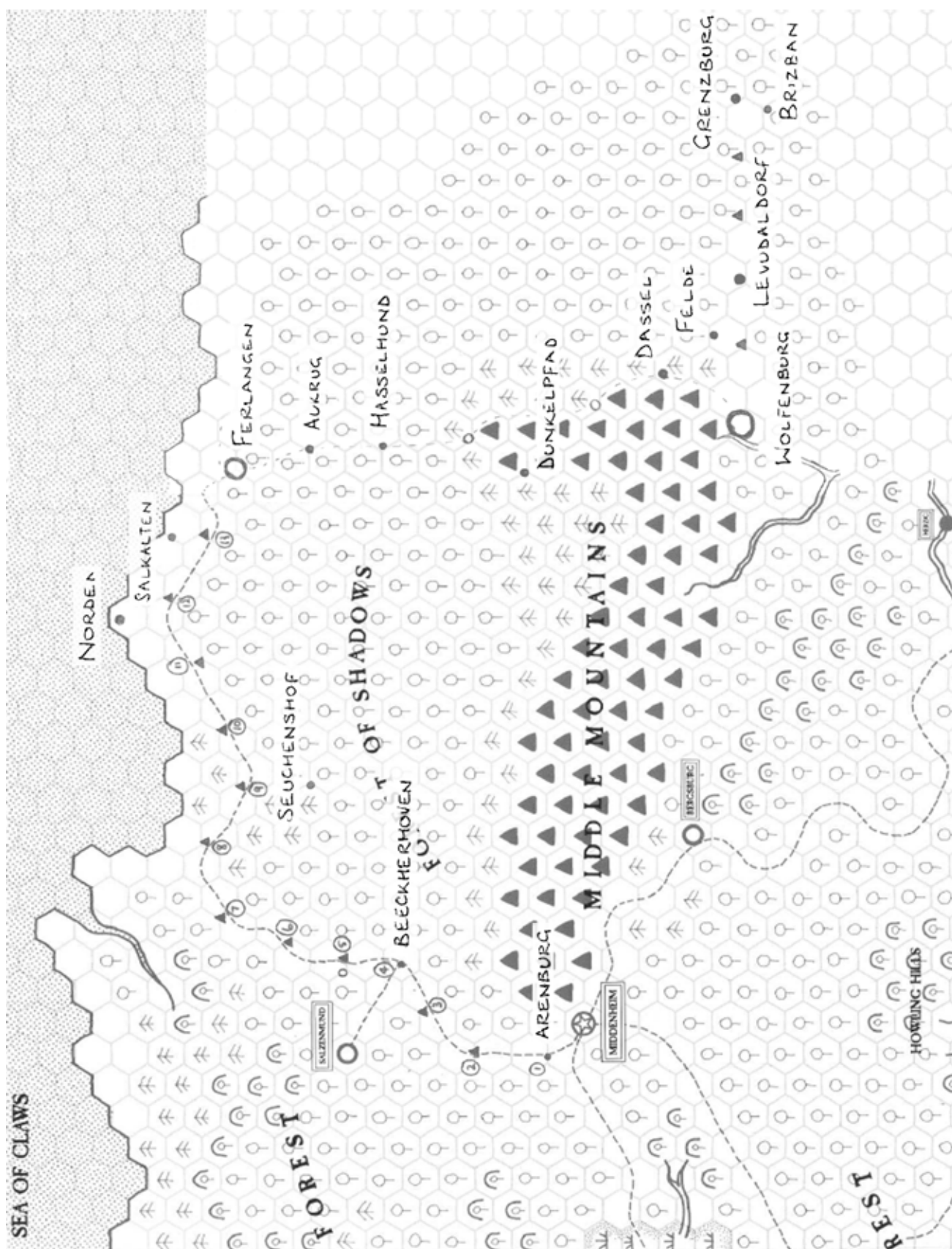
Psychological Traits: Werewolves are subject to frenzy. If in human form, they must make a successful WP test to avoid adopting beast form.

Special Rules: Her bite can cause infected wounds and her blood-curdling howl can induce fear in all that hear it within 100 yards.

APPENDIX F

Maps

Nordland and Ostland





KEY

1. Cathedral of Sigmar	22. Hall to the Heroes of Ostland
2. Citadel	23. Guild of Physicians
3. Main Platz	24. Hospice for the Maintenance and Education of Exposed and Deserted Children
4. Caravan Yard	25. Residence of Magdalena Amman
5. Square of Standards	26. Residence of Jaie Shraeder
6. Temple of All Gods	
7. Temple of Morr	
8. Temple of Shallya	
9. Temple of Verena	
10. Temple of Myrmidia	
11. Shrine to Ulric	
12. Shrine to Taal	
13. Shrine of St. Levudal	
14. Shrine of St. Mikhael	
15. Shrines to Sigmar (3)	
16. Guildenhaus	
17. Tree and Root Inn	
18. Courts	
19. City Gate	
20. Trade Gate	
21. Eastern Gate	



APPENDIX G

NORDLAND

The PCs should have little interaction with the region of Nordland. Aside from Beeckerhoven, they should remain on the Imperial road, and head directly for Ostland. However, it is worth noting some basic characteristics of the region in order to flesh out the locals and their politics.

Nordland is a Barony owned by the Nikse family. They are vassals of the Graf of Middenheim. The current ruler, Baron Werner Nikse, is based in Salzenmund, the capital of the province. Salzenmund holds the title of a Prince-ship in its own right, as do many cities and other regions of The Empire. The ruler of Nordland thus holds the titles Baron of Nordland and Prince of Salzenmund. Despite the portrayal in **Middenheim: City of Chaos** of his daughter as a Slaaneshi cultist, the existing family is quite able. Indeed, Werner Nikse likes to portray himself as the archetypal Ulrican warrior, a fearless hunter and a steadfast companion. His wife is also known to be a competent fighter, although she appears to have withdrawn recently in order to play a more subservient role. Whilst not devious, the baron can be wily when necessary, but is generally honourable. He grieves for his daughter, but has two strong sons to continue his work. Unfortunately, the elder is rather too close to his uncle, Phyrdal, and Werner hopes that studying at the University in Altdorf will harden him up. His second son is attending the Collegium in Middenheim, as befits a good Ulrican. There is a second daughter, although she is rarely ever mentioned.

Baron Nikse has three outstanding political ambitions, to which ends he is currently working. As can be seen, these are all likely to be very difficult to achieve in the short to medium term, but this does not prevent the family working towards them. GMs need to be aware of these as background to Nordland and the actions of its leaders. The three aims are as follows:

- Whilst he is personally amicable with the Graf, he regards the size of Nordland as worthy of Electoral Province status. Indeed, many in The Empire are mistakenly of the belief that it is, and there does seem to be some evidence to support the claim. Baron Werner is instigating a number of measures to push his claim. Most notably, he has engaged a number of historians and archaeologists – the so-called Salzenmund Circle – to investigate the history of the region from both its original pre-Sigmar tribal origins and its post-Norscan occupation, and to analyse the legal title to the land before and after the events of 115 2 IC. The Graf is aware of the baron's desire, but feels secure in his position. A number of the baron's political enemies are also known to jokingly add the moniker *Grand* to his title to describe the upstart's dreams.
- The Laurelorn Forest is a very tempting tract of rich timber and settlement land. Whilst the borders of the forest were agreed at the time of Sigmar by treaty with the now god, there has been considerable erosion of the elf lands. The Nikses never signed the treaty and barely tolerate the

Sigmarite faith. In addition, they recall the war between their Norscan ancestors and the tree folk. The result is that they have little interest in the treaty. Whilst any attempt at land seizure will need careful political manoeuvring and a strong military force, the Baron is determined to either obtain more trade from the elves (for which he will charge a substantial arrangement fee) or more benefit from the forest in lumber and land. Encouraged by certain members of the Salzenmund Circle, he is confident that the Emperor can be persuaded by the creation of Imperial hunting rights, private forests, new settlements and industry, and the granting of certain monopolies. There is even enough land to placate a traditional enemy, Middenland, to engage in a mutual action. In addition, the elves pay no taxes and ignore Imperial politics, and so have no natural allies – except one. Baron Werner's younger brother, Phyrdal, has formed a small community of humans who live in the forest with the agreement of the elves. He claims to have developed great insights into the nature of life, something he terms the universe, and elfkind.⁴⁴

- Due to his Norscan heritage, Baron Werner claims a prince-ship of the city of Marienburg, dating from the seizure of the city by his ancestors. Whilst the term prince is largely ceremonial, he regards it as a claim to the city. In addition, if the Laurelorn were to be added to his own lands, then he would have a strong geographical claim to the position. He has been known to use the title Prince of Marienburg on occasions when under the influence of excess alcohol, and is rumoured to have a heraldic device to this end. It is only barely plausible that he can be considered qualified in terms of descent based upon the Norscan ravages of 1700 years ago. In any event, even if the city were to be reclaimed, the position would certainly be awarded by the emperor on the basis of either favouritism or strength of position.

Outline details of the region can be found in **Middenheim: City of Chaos** [p 15]. The **WFB Empire** army book offers that Salzenmund is centred on an imposing and comfortable fortress. Despite the size of the barony, it is only very sparsely settled. In addition, many of the inhabitants are semi-independent tenant farmers who owe fealty (and thus pay taxes) directly to the Baron. This provides a steady source of income, but also means that there are few Nordland knights as there are no fiefdoms to support them. These farms do form communities that meet up periodically to celebrate religious festivals and discuss political and other community issues, but there are few permanent village communities.

The symbol of Nordland is a ship⁴⁵, particularly a stylised longboat dexter with single mast, three oars and raised castles. The regional colours are blue and yellow. Most nobles relegate the symbol to a minor part of their own device, since it refers to the longboats of Norscan invaders from whom they are

⁴⁴ Put simply, he is a hippy!

⁴⁵ An example can be found in **White Dwarf 146**, p 42

descended. The longboat was a predominant symbol of the Norscan chiefs who settled in the area, but is particularly associated with Harald the Roarer. Today, it is now also used to reflect the importance of the Sea of Claws and its fish, sealskins and trade with Norsca.

The original tribal inhabitants of the region left in Sigmar's time, leaving only traces of their villages, agriculture and some imposing druidic monuments. These add a rather eerie atmosphere to the region, and left the region sparsely inhabited and ready for immigration. The first wave of modern inhabitants arrived from Norsca in the latter half of the first millennium IC. They swore fealty to the Duke of Middenland and settled in the region, where they mixed with the few indigenous Imperialists and colonists settled by the duke. The Norscans were at first treated as allied aliens, but were soon accorded full citizenship and rights. The region prospered until the plague of 1111 IC devastated the region. It is unclear why Harald the Roarer invaded in the following year. Some think that he was invited by the indigenous half-Norscans who were scornful of the weakening Imperialists and hoped for greater autonomy under one of their own. However, they were to be disappointed. Most scholars point to a number of Norscan chronicles that suggest that Harald was simply an opportunist who had been thwarted at home. In any event, many of the indigenous Norscans fought against the invaders, and the victorious invaders treated the whole population the same. Most notably they instituted their own *Norslaug* code of laws in the region. There is some controversy over the early history of Nordland. Their failure to expand further into the weakened Empire is usually attributed to internal dissension. Recent evidence suggests that the Norscans became embroiled in a generations-long struggle with the Laurelorn elves. Whether this was due to the elves honouring an alliance with The Empire, or Norscan incursion into the forest is unclear. However, their ability to extend their domain seems to have been curtailed by this war to the extent that they allied themselves in a vassal status to Graf Erich of Middenheim when he invaded Middenland.

The Barony of Nordland was created in the 8th century as a result of the first waves of Norscan immigration. Its first ruler was Baron Wilhelm, second son of the Grand Duke of Middenland. He and his successors paid homage to the Middenland Grand Duke, until Harald the Roarer's invasion of 1112 IC. In 1152 IC, Middenland was annexed by Graf Erich of Middenheim, at least in part as a result of its weakened state as a result of the Norscan invasion. However, it remained an independent province with Electoral status, which is evident from the documented fact that the ruler of Middenheim and Middenland had two votes in Imperial elections. Since no edict was issued that transferred the Barony to the County of Middenheim, it follows that technically the Nordland Baron owed homage to Erich and his successors in their capacity as Grand Dukes of Middenland. However, it is quite likely that the rulers of Nordland were following the *Norslaug* and were disinterested in these legal niceties.

In 1550 IC, the nobles of Middenland dethroned the self-proclaimed Emperor Siegfried and nominated one of their own as Grand Duke, in exchange for acknowledgement by the Sigmarite Emperor in Nuln. However, the Baron of Nordland had been present when the returned Ar-Ulric crowned Siegfried

as Emperor and had acknowledged Siegfried as his supreme ruler. Hence, he repudiated the overthrow of Siegfried as ruler of Middenland and continued to pay homage to Siegfried. The new Grand Duke of Middenland laid claim to the Barony of Nordland, but lacked sufficient martial strength to take it by force. During the turmoil of the Age of Three Emperors the issue remained unsettled, and Nordland kept supporting the Middenheim Emperor.

When The Empire was re-established during the reign of Magnus I, Middenland once again laid claims to Nordland. Magnus failed to reach a lasting solution to the problem, and the issue was not resolved until the Treaty of Schoninghagen in 2369 IC. The treaty is best known for settling the details of Grand Duke Gunthar von Bildhofen's abdication from Middenland, but it also settled the status of Nordland's allegiance; henceforth the Baron of Nordland was to pay homage to the Graf of Middenheim. It is worth mentioning that Baron Ludwig Nikse had married Brunhilde Todbringer the year before. Brunhilde was the daughter of Baron Todbringer, who had become a leading character at the court of Graf Magnus von Bildhofen and whose grandson would eventually become Graf of Middenheim.

The descendants of the Norscans form a majority of the population, although inter-marriage has resulted in very few obvious signs. Over the 1500 years the people of Nordland adopted the Imperial Ulric version of their own Olric, and retain certain idiosyncrasies of this in their modern worship of Ulric. There is nothing left of the original *Norslaug* in practice although a few reminders remain. Gradual integration into the culture of The Empire and its legal and taxation system has erased all signs of it. One obvious relic is that regions within Nordland retain the title *Wapentake* for taxation and governance purposes, and that the rulers – Baron Nikse's vassals – retain the title *gesith*, which was at the time of the invasion the title in Norsca of a close retainer of the king. Despite this apparent integration, Nordlanders retain a streak of independence and strong national identity. This tends towards a forthright belief in themselves and their deity, and can easily stray into an unpleasant xenophobic tendency. Nordlanders retain their dislike of Middenlanders, which has matured into a distrust of all those on their borders. They also dislike dwarfs because of their superior attitude; the typical Nordlander sees himself as quite as capable a craftsman as a dwarf, and resents their attitudes to the contrary. Nordlanders respect all faiths within the Imperial polytheism. However, they dislike Sigmar whom they tend to see as a god of their enemies, and are also rather vehement in their Ulrican fundamentalism. Whilst most visitors can expect a reasonable reception, those who might be mistaken as Middenlanders, Ostlanders, Sigmarites – this will include dwarfs – and those professing an alternative form of Ulricanism need to be careful at all times. Nordland is probably the mirror opposite of Ostland as described in Appendix H. In Nordland, the nobility, tempered by Middenheim and their desire for acceptance within the highest echelons, are tolerant of all legal beliefs, whilst the local peasantry tend towards an intolerance of both non-Ulricans and alternative creed Ulricans. The ordinary people of Ostland described later have a much more tolerant attitude, but are led by a narrow-minded Sigmarite nobility.

In mundane matters, the PCs are likely to note little difference in terms of actual customs within Nordland as they are remaining on the main road through the province. Nordlanders tend to practical, functional clothing although sometimes they follow military rather than civilian styles. Nordlanders tend not towards ostentation in any form, except their music and dance. There is a propensity to rely on horns and pipes in their music, and this lends itself to relatively wild dancing – some might say lewd. Certainly, dancing in Nordland often works up a sweat and close contact with a partner (or two). The party will probably find this rather raucous after their travelling during the day. Nordlanders also appreciate carved woodwork, and many ornaments can be found in their premises and around the streets. To more urbane Imperialists, the work will probably appear rudimentary, but it is accepted that better carvings have a unique charm.

Most Nordlanders regard the forests that surround them as haunted, as few have seen an elf. Those who work in the forest tend to do so only in the daylight, but even in the regions most attacked for its timber, the loggers are very careful not to wander away from a group. They are usually more hampered by the followers of Phyrdal, but loggers do not tend to cross lines long ago demarked by their forefathers in their search for timber. The small village of Kurtwallen, about 40 miles north of Salzenmund, marks the boundary of human habitation within the Laurelorn. The village is very wary of foreigners and perpetually gloomy, despite the rate at which its inhabitants slowly clear the forest. Poor transport infrastructure hampers the efficiency of the village, but fear of elven interference is almost palpable despite the fact that the inevitable *waywatchers* remain unseen. Those who expect the Baron to advance against the Laurelorn Forest or its Laurelornalim wood elves believe that Kurtwallen will form the base for the invasion. Rumours abound within the forester communities of the *lorنالim* tree

with its white (or silver) bark, but none have found it. Only the Baron's personal agents actually enter the deeper forest and deal with the elves, and rumours abound about the nature of these individuals. Some think them elves or half-elves, others that they are wizards or demonologists, whilst yet others see them as merchants and middlemen out to undermine the ordinary forester.

Typical careers for Nordlanders are related to the forests and the roads. In WFRP terms, they are woodsmen, trappers, coachmen, roadwardens and even highwaymen. Some have remarked that the typical highwayman is a Nordlander, but this is not true. The romantic figure of the ideal type is the product of Altdorf poets; the Nordland version is nothing more than a thug. Some Nordlanders have retained their links with the sea and serve sea-based careers, but their inland cousins generally regard these coastal dwellers as inferior since they retain more of their Norscan heritage. Sometimes the differences between these two groups of Nordlander surfaces violently, but the distances involved and sparseness of coastal settlement mean that they rarely meet. In fact, Nordland largely consists of individual homesteads cut into the forest. There are few villages, and even fewer larger settlements, as most Nordlanders maintain a strong streak of individuality and self-reliance.

A small cadre of intellectuals, known as the *Salzenmund Circle*, shares an interest in the history of the region based upon Ulrican doctrines. They are not widely respected within the major universities, being regarded as eccentrics. They offer support and advice to the Baron if requested and are members of his household. Academic careers are available through these, but theirs is a peculiar mix of Ulrican militarism and Sigmarite Imperialism.

APPENDIX H

OSTLAND

OSTLAND: A SYNOPSIS

The Grand Principality of Ostland is a harsh and dangerous land, mostly covered by gloomy pine forests. The Forest of Shadows is well named, and harbours many dangers to the human inhabitants of the province. Raids by orcs and beastmen are by no means uncommon, and certain extremists accuse the Kislevites of arranging them, given the apparent ease with which it is assumed that they pass through there.

People of Ostland are a dour, conservative lot. They are also hardy and independent, used to relying upon themselves and their own province in times of need. Rather than an extensive urban framework, it is a highly rural country, consisting primarily of large single farms and homesteads. Whilst most of these serve a local baron, there are few villages serving as the fief for an individual knight. Unlike Nordland, Ostland follows the Imperial pattern and barons act as overlords for their lands, and in turn serve their own overlord, a regional count. Many barons have also converted to the newer monetary order and accept (even demand) *quit rent* from their vassals. Others have even invested in manufacture, and have developed factories in the countryside, where they can ensure low (and non-unionised) labour costs in their (generally) pewter and hemp products. Where villages do exist, they are usually linked to communication routes, where they can act as (small) markets, loci for merchant traders engaged with cottage industry, policing centres and serve the needs of travellers. A more recent trend, however, has been the formation of new manors in the border marches. The von Koenigswalds agreed to an Imperial request to allow for the creation of new fiefs in this area for the payment of retiring members of the Imperial Guard. Whilst this made the family popular in Altdorf, and presumably ensured that certain Altdorf friends moved to Ostland, it was highly unpopular with the von Raukov family and other marcher lords. In defence of the idea, it did result in new land being brought into productive use. However, the plan for villages to be created for the noble Imperial Guard has yet to mature, and the assarts awarded to the Imperial Guard infantrymen barely produce more than a subsistence level of output and have proven anything but a retirement boon to those accepting them.

Ostland has a standing army, and its structure perfectly reflects the nature of the place. Primarily dogged infantrymen, it is known to be tough, tenacious and habitually refuses to surrender. They also reject ostentatious uniforms, and wear typically black and white uniforms. Black and white are the regional colours and are used in the uniforms of all public servants. However, whilst most have dress uniforms, when on normal duty most Watchmen, militia and road wardens will simply wear armbands of the two colours, and a patch – possibly a liveried surcoat – of the Ostland bull. The bull's head is the symbol of Ostland and is used in many heraldic devices of the

local nobility. The Ostland army consists primarily of infantry, who are better equipped for service in the deep forests; it also reflects the inability of Ostland to maintain cavalry and siege trains. Paradoxically, Ostland relies on mercenary units when needed, some of which are Kislevite, who would normally be excluded from the province.

Grand Prince Hals von Tasseninck is ruler of Ostland. He replaced the disgraced von Koenigswalds in 2510 IC on the death of Oswald. The reason for the fall of the von Koenigswald family is not widely known, but is detailed in the **Drachenfels** novel. The von Tassenincks have yet to achieve the same level of influence as their predecessor, and have seen themselves involved in two conflicts. Firstly, Talabecland has taken the opportunity to press its continual border dispute with Ostland (and Ostermark), an issue that will take on strategic importance in the events behind **Empire in Flames**. Secondly, despite the fact that the von Tassenincks is a traditional Imperial family, there were calls for the von Raukov family to be installed as rulers. The current leader, Valmir, has proven as courageous as his father in fighting beastmen and other enemies of the territory. However, he is a descendent of the Kislev immigration of circa 1800 IC and lacks the von Tasseninck Sigmarite faith and tribal origin. There is a good deal of tension between the two, since von Raukov was at first declared the Grand Prince. The decision was made by a number of the Marches (the area bordering Kislev) nobility who needed a leader to face increased raiding from those seeking to take advantage of the uncertainty. They had planned on confirming their decision with the Emperor and The Prime Estates. However, the decision was not allowed the opportunity to be ratified and whilst von Raukov was away fighting, the Grand Theogonist and Hals von Tasseninck managed to get von Tasseninck approved by the Emperor and his council, together with a quorum of the local nobility. Technically, Valmir von Raukov is First Warden of the Marches and War Marshal for the Principality. The Tasseninck – Raukov dispute reflects many of the divisions within the province on the grounds of origins, religion and orientation. The two other primary leaders of note within the region are Count Pleskai von Wallenstein and Count Konstantin von Pirkheimer. Both are eastern marcher lords and tend to favour von Raukov, but the central and southern heartland is firmly in the hands of the von Tasseninck family. Count Pleskai von Wallenstein holds residence in Bechafen⁴⁶ within the League of Ostermark, since he finds the life of a rural noble even more dreary than parochial Bechafen. Count Konstantin von Pirkheimer is more interested in the schemes outlined within the scenario than to worry over something so minor as the ruler of the principality.

⁴⁶ The exact location of Bechafen is rather problematic since it is placed in a different location in **Shadows over Bögenhafen** [p18] than on the Hogshead wallposter and **GM Screen** map. Worse, its location in **Shadows over Bögenhafen** is given to Berghafen in **Something Rotten in Kislev**. In this campaign, Bechafen is taken to be placed as per the **GM Screen** map and Berghafen exists as per **Something Rotten in Kislev**.

Whilst the von Koenigswald family were staunch supporters of the Emperor and popular within the court, their continued focus upon Altdorf led to a deal of unpopularity with their elector within Ostland itself. Whilst the von Tasseninck family is seen as minor within the Imperial purview, the family have always been motivated and loyal Ostlanders. This has cemented the position of Hals as Grand Prince, and was the primary reason for his selection by the astute Grand Theogonist. The von Raukov family might appear the appropriate choice, but the von Tassenincks are trustworthy and clever Ostlanders, loyal to the Emperor and the Cult of Sigmar. In addition, they are genuinely interested in the needs of all Ostlanders within a polytheistic and multi-racial Ostland, something that is far less certain about the von Raukov family and most specifically not the attitude of the von Koenigswalds. Unfortunately, Hals von Tasseninck is rather more the devout Sigmarite than his predecessors and has tended towards a localised absolutism. In addition, to the two powerful dominant families of 2512, there is also a conservative faction with a tendency to look towards a 'golden age' of von Koenigswald rule, and who slight the present incumbent in comparison with Oswald (or any other) von Koenigswald. These tend to be devout Sigmarites, and are probably the cause for the relative extremism of Hals, who seeks to assuage their criticisms by adopting a harder theological line. A favourite saying is "This wouldn't happen if a von Koenigswald was Grand Prince." This stance has led to a dispute with his son, and is the primary reason for his leaving the province as described in a number of rumours.

OSTLAND: VIEWS FROM THE REST OF THE OLD WORLD

Ostland glories in the image of itself as a major province within the mighty Empire, but the reality is rather different. What follows is an attempt to sketch viewpoints from within The Empire and within Kislev.

The Empire: the rest of the nation regards Ostland as a rather backward region. There is some justification for this, as will be seen in the background to the adventure, but to some extent Ostland simply has a bad image that sticks. Ostlanders are seen as the archetypal bumpkins. This is doubly so for Ulricans who see Ostlanders as too dense to follow anything other than a state religion foisted upon them, but even Sigmarites regard them with disdain that they only shed when offered an alternative Ulrican target. The Empire is a fractured series of states, cities and Electors crammed full of petty bigotry; Ostland is the bottom of the pile in ranking these. A typical term for Ostlanders includes *hemp-munchers*, and many jokes typically revolve around the Altdorfer, the Middenheimer and the Ostlander. Since Ostland fought with Ostermark in 1905–1945 and 2148 whereby the latter gained its independence from Talabecland, Ostermark is on friendly terms with Ostland. Obviously, Talabecland is not.

Those who reside in the east of The Empire are usually regarded as old-fashioned or backward compared with those more urbane to the west and south. It is certainly true that they have slightly different views on life and ways of expressing things. Generally speaking, people in Ostland are far more

conservative than other parts of The empire, and so far more likely to take issue with any "new ideas" including fashion (length of skirt, wearing of hat) and religion.

Kislev: many sophisticated Kislevites (especially those in the south) perceive The Empire as a model of modern culture and civilisation that they would like their nation to follow. It is by no means infrequent that young Kislevite nobility are sent to The Empire to be educated. However, they see too much of their own failed attempts to modernise reflected within conservative Ostland, and tend to visualise Altdorf, Middenheim and Nuln as their objects of desire. In addition, the Ulrican Kislevites hold little respect for what they perceive to be the paranoia of the Sigmarites in Ostland. The recent political manoeuvrings of the Grand Prince have done nothing to ease any tensions, and whilst certain Kislevite nobles might consider some form of confederation with The Empire, such blatant militarism will be opposed.

A BRIEF HISTORY OF OSTLAND

According to the traditionally accepted categorisation of the pre-Empire population into eight tribes as recorded in 'Die Populi Imperius', Ostland is believed to have been originally settled by the Thurini tribe, led by Levudal at the time of Sigmar. However, more recent academic study has suggested that the Thurini were themselves from the north and east (modern Kislev) and moved westward subjugating the original inhabitants, the Thuringians. The current Grand Prince is keen to establish his tribal origins as distinctly Imperialist, although the alternative might offer him longer term useful claims to support expansion into Kislev.

In ancient times, the Forest of Shadows was not as extensive as in the last millennia, and the lands between the trees and the coast were barren. The Thurini were expert horsemen, much like the Dolgans of the Steppes, although they did not live a nomadic life. Ironically Ostland is now poor at maintaining and training horses, although there are some wild herds on the coast. Within the forest itself are many ancient tracks and hidden routes, the origins of which are lost in time. The Thurini used these to great effect, even on horseback in hunting down goblin raiders and beastmen. The tribe was particularly well known for its hatred of beastmen, which were more prevalent in this part of the world then in the south-western Empire. They were also famous for unflinching obedience towards their chief, a trait which was much admired by subsequent Sigmarite priests. The Thurini were primarily shepherds and cattle herders, using the plains to best effect. They also cultivated wheat, barley and hemp.

The religion of the Thurini was typical of the tribes – a mixture of Old Faith belief with respect and reverence for local nature spirits. The dark forest created an atmosphere of terror and awe around the latter, whose effects could be felt on a daily basis, and the Thurini were said to be obsessed with the spirits of the forest. More 'modern' personified aspects of nature worship, such as Taal and Rhya were not introduced to Ostland until centuries after Sigmar. The Thurini practised cremation almost exclusively, possibly because beastmen and goblins would dig up bodies for food.

When Sigmar united the tribes, the Thurini were reluctant to become involved in what they saw as a distant matter of little concern to themselves. It was only through Sigmar's defeat of Artur that Levudal was persuaded to join with him in his crusade against the goblinoids. A number of legends exist about Levudal; it is said that he once rode down an ox and leapt from his horse to wrestle it to the ground. In other versions of the tale the ox becomes a minotaur from the forest⁴⁷.

Little is known about the early history of the region, with little recorded until 510IC with the founding of Wolfenburg by Emperor Sigismund II the Conqueror. At this time, it is clear that the wulfen members of the nobility were still respected, and that if their decay had begun it was not yet established beyond redemption. Ostland continues in its seclusion and irrelevance until 1750 when the Gospodars swept into Ostland in advance of the Ungol horde. Most of Ostland fell, Wolfenburg holding the advance from greater incursions by withstanding a six month siege. Whilst the main force withdrew, the province remained in a state of war with the invaders (and later Kislevite immigrant settlers) for centuries, and this is a primary cause for the Ostlander hatred of all things Kislevite. These events also reflect much of the known history of Ostland is related to its geographical position on the Imperial border, and its consequent use as a battlefield. Ungol infiltration was never erased and worse was to come, when in 1900 Talabheim Emperor Gregory I Dissell acknowledged sovereignty of the Ungols over parts of Ostland in his treaty with them. In addition, he also granted Talabecland's eastern provinces to the invaders, and these joined with Ostland in revolt. From 1905–1945 Ostland waged war with Talabheim, ending in the creation of Ostermark. The two have remained close politically due to the gratitude of the League for the aid of Ostland in receiving their independence, and the lack of territorial advantage sought by Ostland after the war.

Disaster once more hit Ostland in 2010 in the Wars of the Vampire Counts as Vlad von Carstein razed the land. The damage caused by the wars is highly exaggerated, at least in part due to the Ostland practice of cremation. The province again fought along with its traditional ally, Ostermark, at the Battle of Krähefeld (near the River Talabec) and alone at the Field of Bluthof. Both were claimed as victories, and in the latter Vlad von Carstein himself was slain by the Elector with his legendary *Runefang* sword. However the Vampire Count and his army returned and, like the rest of The Empire, Ostland soldiery fought the undead for most of the century. The province was once more at war, when in 2101 Ostland allied with Stirland against their old enemy the pro-Kislevite Talabheim emperor attempting to ally with Igor the Terrible. In 2102, Ostlanders were once again fighting Talabecland in a 25-year struggle with Stirland in support of Ostermark. This resulted in 2148 with recognition of Ostermark's independence.

Like all Imperialists, many Ostlanders fought in Magnus the Pious' crusade. In 2304 he selected Wolfenburg to host one of his newly created schools of sorcery. Relative peace followed, aside from orc and beastman raids. Following the fall of the

von Koenigswald family, however, Ostland has felt a ripple of dissent. The current grand Prince is not a universal choice as described elsewhere, although he is seen as a good Ostlander.

CHARACTERISTICS AND BELIEFS OF OSTLAND

Amber: Found along the shore of Ostland, amber is in great demand for jewellery. Much of it ends up passing through Marienburg, where most of the profit is made, but it usually provides enough trade to keep Salkalten in business. Amber beads are sometimes worn as a necklace to protect against illness.

Ants: It is known that a particularly aggressive species of ant is born inside the trees of the northern-most forest stretches. There is disagreement about in which particular species of tree, but agreement in the fact. There are also tales of an Ant-King who rules these ants in a vast insect-empire. Old Worlders believe that insects are born from wood, earth or corpses. They are unaware that in reality they are born from eggs laid in those substances. It is true, however, that the ants in the region can be aggressive, especially in defence of their nests. The GM may decide that there is some particular reason for this, such as the influence of chaos, or that it is simply natural. Use the *Swarm* in the WFRP bestiary section, and stress the painful nature of ant bites, which cause -1 NT and -1 CL per bite for 1–2 days, or until treated. Hunters have seen the Ant-King on three separate occasions, but they have each mistaken a *Giant Beetle* for the king. Whether the Ant-King exists or not should be determined by individual GMs.

Armchairs: It is rare anywhere in The Empire for anyone other than a rich head of household to sit in an armchair. For most, benches and stools are the best seating that can be hoped for. In conservative Ostland, this necessity is regarded as an ideal, and only the most senior of the nobility will be seen to use an armchair. Sitting in Ostland can almost be as uncomfortable as the rest of the place. Certain rich merchants, of course, refuse to be bound by such ridiculous social norms, but do so only in the utmost secrecy.

Art: Ostland tends to mimic Altdorf in its appreciation of formal art. There is still a rural tradition of woodcarving but this is not well received by modern urbane Ostlanders. Despite this, wooden items are frequently well decorated.

Banditry: The art of banditry has a long tradition in Ostland, nestled as it is on the border with Kislev and Ulrican Nordland. Indeed, it is known – though not mentioned in polite society – that the von Tasseninck family engaged in border raiding and stealing before their noble status was legitimised, whilst some still regard von Raukov as essentially a border bandit. Today, most bandits are regarded as a scourge upon trade and prosperity and are hunted down by the authorities. Most are simple thugs, but two groups are worth noting. The *Cult of the Howling One* is officially regarded as a group of brigands and outlaws, but do hold some Ulrican sympathies. A more romantic figure is Jurgen Muntz, who operates within the Forest of Shadows. Muntz once commanded the Imperialist garrison in Wolfenburg, but tired of the politicking of the Grand Prince and the underfunding of the garrison, he became

⁴⁷ The obvious relevance today is in the use of a (red) bull's head as the symbol of Ostland

disillusioned and became a mercenary. Most of the Imperialist garrison went with him. Muntz operates within Ostland and southern Kislev, either as simple bandits or as a mercenary band for hire. He frequently works with Dmitri Khuzov, an NPC of importance in the second part of the campaign.

Beer: Most beer throughout The Empire is brewed in local town breweries or in individual roadside taverns, and Ostland is no different. The quality of such beers is extremely variable, but Ostland beers are regarded as particularly poor in other parts of The Empire. Two breweries worth noting supply much of the area. The first is the von Tasseninck Brewing Company of Wolfenburg, which was set up by the Grand Prince to allegedly aid finance his political ambitions. It has a virtual monopoly locally, and is seen as the politically correct drink by Ostlanders, who will defend it against complaints from outsiders; the *Ordinary* is foul, whilst the *Prince's Select* is only marginally better. The second brewery, based in Ferlangen, is the dwarf brewery Bugman's. Unfortunately, it is not Joseph Bugman's brewery, but that of his brother Samuel, who produces a drink that is not much better than the von Tasseninck efforts. Local dwarfs know to stay clear of the drink, but outside dwarfs have been known to become rather irate with the inn-keeper who dares to serve them a Bugman's that tastes like sewer outflow. Indeed, Samuel Bugman is an outcast from dwarf society, and a number of Trollsayers are known to have taken a vow to exterminate the abomination to dwarfdom. *Samuel Bugman's Best* is the worst, whilst *Bugman's Beardtangle* is reasonable to normal human palates.

Bread: A staple diet of peasants throughout the Old World, the bread of Ostland is traditionally rectangular and very dark brown. However, it is possible to obtain a black bread that is extremely tasty and nourishing, and comes in a circular shape. Bread can be kept for some time, and stale bread is frequently served at inns where the innkeeper believes his patrons will not complain.

Burial: Ostland retains the burial practices from the times of Sigmar in the main, despite the best attempts of the Church of Mórr to modernise the practice. In Ostland, with the exception of the nobility, it is still usual for the dead to be cremated and not interred. The remains are then placed in a funeral urn and buried in a circular hole over which a marker is placed. Such burials are not allowed in urban areas, but take place either in sacred groves or by the side of roads and tracks. Thus travelling along a road in Ostland, one frequently encounters a series of stone plaques along the roadside. These markers are of varied quality and design, but are meant to persuade the traveller to remember the deceased in some way. The actual purpose of the burial is said by some to extend back to the beliefs of the Old Faith or Taal, and is one reason for the Church of Mórr to be encouraging modern burial rites. Others point to the functional sense of such burial in an area traditionally harried by the evil of Undeath and the Vampire Lords of Sylvania; though quietly, as the Church of Mórr regards such disbelief in the efficacy of their own burial rites as heresy.

Celyddon: The Celyddon are a group of evil savages who come in the night and steal away children. Many also use the term to describe Kislevites, since they are deemed to correspond to the image of rapacious savages that are the Celyddon. In fact, this

is a reference to the *Tribesmen*, although this has been long forgotten. They will be explained in the next instalment.

Dance: Formal Ostland dance reflects that of the Imperial court in Altdorf, but a number of more traditional styles remain popular. The lower classes retain a number of very old dances, officially regarded as irreligious due to their adoption of natural themes. Indeed, rumours persist that some deeply rural communities retain naked dances and those circling totems.

Dwarfs: The few dwarfs to be found within Ostland can best be described as Flatlanders, in that they are culturally and economically removed from their cousins who still live in the mountains and nominally serve the High King. These dwarfs are identical in most respects and attitudes to ordinary human Ostlanders in their views, and have similar careers and skills. Many do work in the brewery trade, but few are engineers, miners or similar, and they are removed from any association with the Craftguilds. Native Ostland dwarfs have rarely met mountain dwarfs, and thus have little but racial memories with which to refer to their dwarfen heritage. Some adopt particularly overt dwarf attitudes based upon their misperception of how mountain dwarfs act, but all will appear culturally sterile in their adopted humanity to true mountain dwarfs. Indeed, Imperial Dwarfs actually look down at their brethren in Ostland as not being "true dwarfs". GMs may wish to treat Ostland dwarfs as suffering *hatred of elves* as indication of their attempts to mirror the traditional racial animosity, or ignore the animosity completely to reflect their ignorance of dwarf history.

Fashion: As has already been stated, fashion tends to the conservative and dour. Ostlanders see their clothing essentially as practical necessity and design their clothes with such functionality in mind. Whilst this intends to be highly puritanical, in reality it can frequently leave women's clothing relatively sparse since they also wear simple functional clothing. Whilst this is not designed to flaunt, nor is it created to hide.

Food: To keep the PCs mindful of the pretty foul place they have visited, typical foods available to them, aside from bread, are limited to porridge, cake (unleavened bread), soups, stews, berries (and apples), vegetables (cabbage, carrot, potatoes), and some meat. Ostland is relatively poor, and thus not geared up to dealing with visitors with advanced palates, except of course at noble tables. Individual peasants have only hearths (and not ovens) and rely on the Guild of Millers to produce all their finished baking products. Hunting of animals is expressly forbidden, with the exception of vermin; unfortunately, local nobles have a peculiar view upon what is vermin.

Fuel: Ostland uses similar fuels to the rest of The Empire. Wood is quite easily available, although since it is owned by the elites, is only available to those who can pay. The rich tend to use animal fats and oils for lighting, although fish (and whale) oil is rather more plentiful. Animal waste and peat provide cheap sources of fuel, though towns and cities depend on coal where it is available.

Hemp: One of the primary claims to fame of the region is that it grows the best hemp within The Empire, and possibly within the world. The length and stringiness of Ostland hemp provides perfect raw material for a variety of clothing and, of

course, in rope. Ostlanders claim that their hemp, known as *Ostivandica* in the Classical tongue, was a gift from Sigmar who gave each region of The Empire a source of economic wealth on his apotheosis.

Jokes: Certain Ostlander jokes would not seem funny to outsiders, and revolve around the very strong and highly introverted bigotry of the place. For example,

“Did you hear about the Ulric Priest who wasn’t hung?”

“Why didn’t they hang him?”

“Cos he was in Middenheim...”

Basically, if it is offensive to Ulricans, Kislevites, or (failing that) strangers, then it can be regarded as a joke. However, Ostlanders will point out that they “don’t mean anything by it”.

Kairds: This is how the Ostlanders term their neighbours in Kislev. It is a term of abuse, being an ancient term for travelling tinkers or thieves. Ostlanders tend to see the Kislevites as idle drunkards and thieves. The fact that most of the Kislevites worship Ulric does not improve this image. In general, anyone who is of apparent Kislev origin will be dealt with very harshly from “we don’t serve your sort here” to physical attacks. Anti-Kislev racism is rife. The term can also be applied indiscriminately to any outsider (including PCs of course). Paradoxically, Ostlanders revere those Kislevite mercenaries who serve the province, and respect their abilities and trustworthiness,. Only racists could be so contradictory.

Language: Ostlanders speak both the common Old Worlder and the Reikspiel dialect. Some also speak the Slavic dialect. Ostlanders tend to have an idiosyncratic accent, to the extent that many Imperialists refer to it as Ostspiel. In fact, Ostspiel is probably better used as a term to describe the patois tongue used by those in the border marches to communicate across the nominal borders.

Laws: Whilst there is a nominally uniform Code of Law throughout The Empire, there are still many local customs and laws. In some cases, it is simply that these have yet to be officially overturned, but like many other things within The Empire, it is often politically impossible to over-write local laws. There are two minor areas worth noting:

All peddlars within the City of Wolfenburg need a licence to trade (obtainable from the Merchants Guild) and are prohibited from selling wares within sight of a permanent trader dealing in the same items. Such rules are, of course, fairly standard throughout the Old World. However, it is not only an offence to sell goods in either case, but also to buy. Therefore, if purchasing from a peddler, then one should ensure that they have a licence and are not in sight of a shop. Ignorance of the law is, of course, no excuse, and any PC can view the City’s bylaws at The Office of the Kommission for Public Service Standards during normal office hours. The Kommission is located in the basement of the City Watch Barracks.

Ostlanders still believe in the *Judicium Sigmar*, the ultimate appeal to Sigmar. Thus, any convicted felon may opt for trial by ordeal as a final attempt to prove their innocence. It is also not permitted to use a Judicial Champion should trial by combat be determined. The people of Ostland reverently believe in Sigmar, and the power of Sigmar, and lack the cynicism that may be found in certain more urbane parts of The Empire.

Money: In the Old World, most cities and provinces mint their own money⁴⁸. Ostlanders are very wary of money minted outside the province, particularly in areas that are seen as devout to Ulric. It is up to the individual GM whether they wish to introduce variable values of GCs minted in different places, but, at the least, PCs should realise that their money may draw attention to them. Some locals refer to their own GC as the Ost-Crown. Licensed moneychangers are quite happy to convert money at official rates; after all, business is business. No one will accept Kislevite coinage, although some moneychangers may agree to melt down and re-cast the coins. Whilst this is technically illegal, everyone in Ostland would regard this as a worthy fate for such coins.

Monsters: There are three monsters rumoured to haunt the forests in the north of Ostland. These are the Calopus, Monocerus and Parandrus.

The calopus is reputed to be a hound-sized predator, which is feline in looks. In essence it is a big cat with two serrated horns on its head.

The monoceros is a large creature of varied descriptions, but generally described as having a horse-like body, great flat feet and the tail of a stag. It has a terrible howl, but appears to be a herbivore. A travelling scholar, on hearing its description, claimed that such beasts inhabit Lustria. No one has yet explained how such a creature may have arrived in Ostland, nor confirmed that such beasts even inhabit Lustria. That would spoil the story.

The parandrus is a stag, but is able to blend in with its background by its innate chameleon ability.

Whether such creatures exist as stated, whether they have some mundane explanation, are chaotic beasts, or simply the products of a fevered imagination are up to the GM. They are, however, useful plot devices for worrying PCs and reinforcing the unknown and sinister nature of much of the Old World. Most people in Ostland know of these creatures, and will warn PCs to beware. There is also a 100GC reward outstanding for the capture (20GC if dead) of a parandrus by the Grand Prince. Obviously, no one has yet collected, though one person was hanged for attempting to forge such a creature.

Music: Travelling musicians and musical companies are popular at all levels of society, and Ostlanders are happy to listen to a wide range of styles. Indigenous musicians are scarce, but not unknown and tend to favour stringed instruments that are seen as more sophisticated. Wind and string tunes are by far the most popular, although north-east Ostland is known to favour some form of piped wind instrument.

Ostermark: Many Ostlanders are proud of their support for the province, and see the League almost as their child. They are protective and friendly to Ostermark.

Pewter: The only industrial craft within the region, which is worthy of any note, is that of the manufacture of pewter kitchenware. Pewterers form a powerful guild within Wolfenburg, and Ostland moulds are respected outside the province. A pewterer owns a workshop, and typically employs a journeyman and an apprentice. The latter’s family will pay for his training while so engaged. The workshop is a place of manufacture, and whilst some also act as shops, most items are

⁴⁸ This is mentioned in WFRP [p292] and examined in detail in *Warpstone 17*

sold at fairs or by door to door salesmen. Decoration is carried out by an iron punch, wrigglework, engraving, or through incision by lathe. It is in the area of wrigglework, whereby a pewterer creates linear devices via a chisel, that Ostland pewter is known. The industry is not particularly successful given the quantity of high quality wood alternatives, the rise of pottery and competition from dwarf artisans. Since even well cared for pewter utensils last only about 10 years, and must then be melted down, there is a high degree of competition in materials. Ostlanders, however, have a tendency to jingoistically support their own industry and buy pewter, regardless of the relative merits of the alternatives.

Religion: On the surface, Ostland is devoutly Sigmarite, and extremely anti-Ulrican. To this end, they have even adopted the worship of Shallya and Myrmidia due simply to the fact that the two southern Old World deities are particularly disliked by Ulricans. Obviously, this generality is not uniformly observed. It should be noted that there is some Ulrican sentiment within the rural poor, but this is largely subsumed into the Cult of the Howling One. In fact, Ostland is unusual within The Empire in that its intense religious divisions are unique. The ruling elites are predominantly Sigmarite, which results in the Sigmarite tendency of the province. However, there are two competing populist religious beliefs. The first is related to the worship of Mother Earth and natural spirits, and has remained powerful despite the attempts of the clergy. The primary example of this is the Cult of the Howling One. Despite the Ulrican sentiments of the surrounding provinces, these beliefs were never successfully replaced, although the worship of newer nature gods such as Rhya, Taal and Haleth has been established. The likely reason is the relative unimportance of the area, and the wilderness environment that must have encouraged retaining such beliefs. Nor was the worship of Ulric established with the arrival of the second faction, who were Kislevite immigrants. Whilst they did worship Ulric, they also followed Taal and the spirits described in **Something Rotten in Kislev**. Many of the Kislevites thus adopted the earlier Imperial beliefs, and incorporated them into their own. The officially enforced worship of Sigmar has failed to replace these beliefs, though he is accepted within a group of polytheistic divinities. Therefore, within Ostland can be found those worshipping Sigmar, those worshipping Ulric, Taal and Rhya, and those following the far older regional gods and spirits. Because of the religious mix, Ostland is actually quite tolerant of worship at a local level, which is completely at odds with the rather fundamental approach of the Sigmarite nobility. Paradoxically, it has also encouraged the worship of Sigmar since Ostland Sigmarites are tolerant of non-orthodox views upon the god.

Spell Ingredients: Ostland and the North are not well served by the suppliers of magicians. It is well away from major transport routes, which increases cost and causes degradation. Preservatives such as vinegar, salt, ice and formaldehyde are used, but are far from perfect and add further to the costs. There is also a known forgery problem in Ostland, of which any guild member would be aware, so PCs should check their components carefully in case they are not quite the article they were deemed to be. In addition, the conservative Ostlanders are very likely to take exception to those strolling around carrying dead animal pieces, or pungent components such as sulphur – particularly innkeepers.

Stone Heads: Many buildings in Ostland were built with carved heads over the doorframe and/or set in the walls. This is believed to date back to the times when the tribes removed their enemies' heads and placed them around the camp. As they became civilised, Ostlanders began to use stone instead. The heads are often grotesquely demonic or goblinoid but may equally be human. The tradition is not continued today, although appears to have been continued late into the last century in more remote areas.

Street Games: Ostlanders play a game they call Ostland Football, which is a non-terminally violent form of Bloodbowl⁴⁹. However, it can be painful to unsuspecting PCs walking around corners. In addition, a common prank amongst urchins is to bang on a knight's armour or helmet, and run away – very fast. Any well-armoured individual will do, since they are all knights to these young scallywags.

Street Numbers: Ostland developed its towns according to the grand plans of its aristocracy. They believed in a logical system of building houses. Therefore in each district, they allocated a number in the order in which that house was arrived at by walking along the street. Unfortunately, when they reached a junction, they determined to follow the adjacent route, as the closest, rather than the original street. This means that any particular street will contain consecutive numbers until a junction is reached, and whilst the numbers beyond that junction will be consecutive, they will not be consecutive with those before. Worse, as houses are demolished and rebuilt, frequently new numbers are allocated. If a street should cross districts, then the each side of the district have their own numbers. In short, a house number within any Ostland town is effectively meaningless, and locals no longer use numbers.

Talabecland: Given their history, Ostlanders hate the province and all within it with a ferocity that is only matched by that for Talabheim. Even Kislevites are deemed acceptable in comparison.

Talabheim: Whilst the city might be marginally less hated than Talabecland, the difference is so negligible as to be unnoticeable.

Templars: The Order of the Purging Hammer is located in a small fortress monastery in Grenzburg, near the Kislev border. The Grand Theogonist blessed them and put them under the patronage of St Mikhael, an Ostland martyr from the Great War. Since then the Church has had very little to do with them, apart from the visits of the occasional Silver Hammer cleric, who offers religious services for hospitality. PCs travelling in Ostland or neighbouring provinces are likely to hear rumours of the semi-mythical brethren, who scour the Ostland and Kislev woods hunting down beastmen and other Chaotic abominations.

Theatre: Ostland has no permanent theatres of its own, but encourages travelling theatre companies to present shows in halls and other public buildings. Indeed, despite the travelling

⁴⁹ It strikes me that **Bloodbowl** would serve the dark elves in a similar way as gladiatorial games were popular with Romans. Captured slaves could be offered some level of freedom and wealth if they were successful in the game, and it is probably a better death than working in the mines and the like. From this source, it could be imported by chaotics in the north, and stories derived from it reach the Old World. On the other hand, Bloodbowl might be derived from a less lethal game – such as pelota – enjoyed by the slann, and genetically imprinted into their experiments. Ostland Bloodbowl thus derives from this source.

distances, the theatre community regards Ostland as a friendly and generous place. The welcome is not quite as welcoming in the towns, where official censorship is sharper, but local nobles flock to the theatre, believing it brings them closer to the Imperial cultural centre.

Weapons: All settlements in Ostland have a model of a sword hanging over the gate. The sword might be wooden or it might be stone as part of the permanent building. The length of this weapon determines the length of any weapon that may be brought through, and all weaponry must be measured up against it. Other weapons must be lodged at the gatehouse, as must crossbows and firearms.

Wolf Cultists: *The Cult of the Howling One* is blamed for many menacing events in the woods around Wolfenburg. Very little is known about the Cult, except that it is variously blamed for robberies, attacks on Sigmarites and their property, and in defending Ulrican cultists. Ulricans under attack may frighten off their antagonists by promising that the Howling One will get them. Officially, the cult of Ulric disavows all knowledge of this cult, but most people do not believe them. To most Ostlanders, the cult is a vigilante Ulrican band, and to merchants, they are a menace. It is believed that both wolves and men form the cult, and they are vicious and deadly.

OTHER LOCATIONS

In order to maintain the flow of the adventure, only the locations actually visited as part of the adventure are presented. However, three important settlements are referred to in the text, and are described briefly here.

NORDEN

Norden is the largest coastal settlement in The Empire, and is located at the eastern extreme of the Drosselspule Bay. The town was originally created as a defence against raiders or invaders, and consists of a well-designed coastal fortress. It was also determined as the base for the Imperialist navy, based upon the premise that attack is the best form of defence. However, in recent centuries ships have developed to require deeper berths, and only the relatively flat-bottomed boats can be moored here. Partially for this reason, and partially due to events, the navy has largely relocated to Salkalten. These events revolve around a scheme by the Emperor to open up Imperial trade with what he believes to be the rich lands of Lustria, and once more attack the commercial might of Marienburg. Rather than take direct action, in the first place he has taken the decision to appoint a number of privateers an Imperial warrant, and opened up the port of Norden to any ship not deemed guilty of action against Imperialist shipping.

The town of Norden was never a particularly welcoming place, since it was designed as a military establishment. The men of the navy are notorious for picking fights with the locals, and many of the inns on the waterfront erupt into brawling before the night is over. Worse, the soldiers and sailors seemed to dislike each other more than any perceived external enemy. Fortunately for the town, most of the army has long since

been re-deployed due to the perceived security of the coast, and many of the land defences were manned by sailors whose ships were mothballed in order to save money. These sailors are officially called *marineständig* and are used on an ad-hoc basis. This allows certain dishonest officials to arrange pay for more sailors than are on ship, and claim they are paying them as *marineständig*.

Unfortunately for the citizens, the privateers and pirates that use the facilities are probably even worse than the naval personnel were. The people of the town naturally resent this, and there is a permanent hostility between ‘them and us’ – both sides blaming each other for any crime or misfortune which occurs in the town. Of course, the ships do provide jobs and customers for the town. Paradoxically, the sanctioning of piracy under Imperialist control has caused a degree of hardship for smugglers and the like, since this has now been taken over by officials of the Emperor.

The people of Norden make their living from fishing and a little trade with the rest of The Empire – some goods from Norsca and Erengard make their way from here to Middenheim and a number of small merchant families maintain offices here. This is also the departure point for prisoners being transported to Leopoldheim, and this generates some business; the largest building in the town is the jail. Recent years have seen an increased trade in amber, as new deposits have been found further east on the coast. The people of Norden are known for their irritatingly nasal accent and halting speech patterns, and this is a favourite subject of mockery for drunken sailors looking to pick fights.

Given the cost of transporting prisoners to Leopoldheim, the Emperor has authorised the sale of the prisoners in transit to slavers. The Imperial ship makes a rendezvous with the slavers close to Marienburg, and then docks in Neues Emskrank for a month. Since the crew is paid for the entire voyage, they are quite happy – but the Sicherungstruppen enforces silence. The Sicherungstruppen are naval security forces, found both at sea and on land. Fortunately, few are aware of the exact distance to Leopoldheim in the Southlands, and fewer care, but rumours are slowly starting to percolate into Norden. Of course, no one cares what happens to such prisoners, and the Emperor is using the money to invest in Norden.

SALKALTEN

Salkalten is approximately 40 miles east of Norden, and to the north of the Fist of Amber coaching inn. It was the second port to be opened in 2462 as part of Jens-Peter Riemann’s plans to usurp Marienburg’s dominance of the Sea of Claws trade. The fate of Salkalten is described in **Marienburg: Sold Down the River**, and trade floundered within a few years of the port’s construction. The town still limps on, trading on a very small scale with Erengard, and offering a stopping-off point for boats that are heading to larger ports. The town falls under the jurisdiction of Gustav von Wolder, an absentee noble who has made it quite clear how little he cares about the fate of the town. However, its precise ownership is slightly less clear. The Northern Mercantile Company never technically owned

Salkalten, unlike its co-port at Neues Emskrank. Most locals and historians assume that the town reverted to Ostland and vassalage of the Grand Prince. No one ever really questioned the participation of Sigmarite Ostland within the essentially Ulrican company, nor the fact that Riemann was a native of Wolfenburg. Were they to uncover the various dealings between Emperor Wilhelm the Wise, the Cult of Sigmar and the Grand Prince of Ostland at the time, and then discover the true ownership of the port, then current plans might be revealed earlier than planned.

As things stand at the moment, the townsfolk know that there is little reason to stay in the town, and steadily the population is decreasing. Those who remain scrape a living from the local amber deposits, fishing, and collecting salt from the pans cut into the shallow cliffs – unfortunately the low salt content of the water means that this is a poorly rewarded endeavour. Some individuals have turned to piracy, attacking ships on their way between Marienburg and Erengard. Alcoholism and unemployment are severe problems in Salkalten, and the locals are a bitter, resentful and insular lot. Visitors should be on their guard, especially if they are noble, as the people of the town could well take out their frustrations on an ‘outsider’. Anyone heard speaking with a Wasteland accent is likely to be lynched since Salkaltener have long memories.

The future of the town is, however, slightly more promising with the arrival of the Imperialist fleet from Norden. It is

unclear to the locals why the fleet has arrived, but they have welcomed it and its money – only to then complain about the sailors and their behaviour. This has also driven away the pirates’ trade – or at least legalised them into privateers.

SEUCHENSHOF

Seuchenshof is the name of a Shallyan hospice for treatment of the Black Plague. Its only purpose within this scenario is with regard to the fear it engenders within the region. Ostlanders believe that it is in fact a military establishment run by Baron Nikse, the Graf of Middenheim, chaos cultists or some renegade group of militant Shallyans. To most others in The Empire it is simply another Shallyan establishment attempting to ease the suffering of the diseased. It is sited on the Nordland-Ostland border, some 45 miles south of The Winter Wolf coaching inn.

The hospice itself is a converted farmhouse, and is served by a number of surrounding huts and farms occupied primarily by lay brethren of the cult. Locals avoid the place, and there are no residences within about 50 miles. In fact, the nearest is the road and The Winter Wolf coaching inn. Given the lack of road and depth of forest the 45 miles takes about three days of normal travel. There are two small huts at likely evening resting-places, built by the Shallyans for visitors and periodically maintained. Each contains a small shrine to Shallya, but they are generally in poor repair.

APPENDIX J

WHAT YOUR CHARACTERS KNOW: GUIDE TO THE EMPIRE - TO BE HANDED TO PLAYERS -

The campaign starts on the 17th Nachexen, the first day of spring, in the year 2512. Remember that WFRP is a dark, gothic “low fantasy” game. Do not expect excessive rewards, magic or glory! The following text assumes that your PC is a human from Middenheim, which is the default player selection.

THE FACTS OF LIFE

The scenario will try and bring the Old World alive for your characters. This means that you need to be aware that not everything revolves around you or your adventure. NPCs have lives too. Your character “knows” a variety of “facts”. Most of these will have nothing to do with the adventure – probably. Much of this is folklore passed down by your family. This consists of a variety of notions about how things work, such as that cats’ eyes are so sharp that they pierce the darkness with beams of light. It also includes guides on how to solve problems, such as that at birth a part of the foal’s placenta makes a love charm. In these cases, knowledge is based upon a mixture of experience and observation. In other cases, it is drawn more from need. For example, rabies is a major problem. This means you should be wary of stray animals, especially those acting strangely. If infected, however, folklore can also offer a cure to those unable to pay Physician Guild fees or find a cleric; you may be cured by killing the infected animal, cutting a slice of meat from it, and eating this between two slices of bread.

Remember that in The Empire you should act as an Old Worlder. This means that, in general, you believe in the existing nature of things. Strict social classifications, bowing to one’s natural superiors and belief in a polytheistic godhood are normal modes of behaviour. This does not preclude you rejecting such norms, but you should have valid reasons for doing so – such as playing an agitator career. In general, the class system is natural and the divine will of Sigmar, and no comments to the opposite will be appreciated or expressed. By all means play a more ‘modern’ attitude, but be prepared to reap the very negative results.

THE EMPIRE

You are citizens of The Empire, the greatest nation in the world. It is the year 2512 IC, some 10 years into the reign of the great Emperor Karl Franz. He is a mighty ruler, Commander-in-Chief of the Imperialist Army and lives in the capital, Altdorf, some 340 miles by road from Middenheim.

The Empire is divided into Electoral Provinces, large regions ruled by powerful nobles who gather together and elect a new Emperor on the death of the old Emperor. These are: the Principality of Reikland, the Duchy of Middenland, the Principality of Ostland, the Duchy of Talabecland, the County

of Stirland, the County of Averland, the Barony of Sudenland, and the halfling Mootland. Certain other provinces exist, such as the Barony of Nordland to the north of Middenheim, which is ruled by Baron Nikse as a vassal of the Graf of Middenheim.

The Sea of Claws bound The Empire to the North, and mountains to the east, south and west. In addition, the nations of Bretonnia (south-west), Marienburg (west) and Kislev (north-east) surround the nation, and demand constant vigilance. Middenheim is allied to Kislev because of their common belief in Ulric, but both the others are historical enemies. Indeed, Marienburg used to form part of The Empire, but it revolted many years ago. It is the major trading port in the Old World and is full of merchants and other money-grubbers. Imperialist citizens like you know that the Emperor is simply biding his time before re-capturing the city, and hanging the fat merchants by their purse strings.

As citizens of Middenheim, you are held to be familiar with the city, and so will be allowed access to parts of the **Middenheim: City of Chaos** sourcebook. Middenheim is situated on top of a sheer crag, Fauschlag, and can only be entered by one of four gates served by great viaducts rising from the forest floor 500 feet below or either of two chair lifts. Buildings in the city are made of stone that was mined from the rock or hardwood taken from the forest below. Architecture is impressive – though run down in places – and reflects the liberal and artistic nature of the city. Middenheim is the centre of worship for the Cult of Ulric (see below) but is a generally tolerant place to all faiths and peoples. You can select any (legal) faith that you desire. Graf Boris Todbringer rules the city. The city is split into a number of districts. You are required, by law, to own one of a crossbow, a longbow or a sword, and to train for two hours per week as members of the Citizen Levy. There is a standing army of mercenaries and the City Watch patrol the streets to make them safe for the citizenry. Middenheim is also the home of the (Ulrican) Templar Order of the White Wolf.

Your knowledge of the rest of The Empire is fairly limited in most cases. The Empire is a highly regional nation; think of it more as a loose confederation of states, ruled by a centrally elected Emperor. This means that there is strong regional diversity in all areas. Whilst there is a theoretically uniform law, economy, language and culture, expect regional variations. In general, you are aware of the hierarchical nature of things. At the peak are the gods, then the Emperor, then the Electors, and finally an assortment of lesser nobility. As urban dwellers, you are familiar with elected governments of sorts, but these are simply servants for the nobility. Most towns have councils, but these are actually simply representatives of the varied ruling groups – the guilds, landowners and urban nobility – within the town. The closest that The Empire approaches to a democracy is in the election of its portreeves,

who are elected by a ballot of all the property owning citizens. Whilst theoretically representatives of the people, rather than businesses, they are usually senior figures within guilds. The number of portreeves varies between settlements, whilst villages have a single mayor to represent them.

Despite the nominally uniform Code of Law throughout The Empire, there are still many local customs and laws. In some cases, it is simply that these have yet to be officially overturned, but like many other things within The Empire, it is often politically impossible to over-write local laws. Imperial power is very weak in local regions, and local lords have almost complete independence to do as they wish. A coroner is appointed by the Emperor to investigate crimes against Imperial law. In general, if you witness a crime or discover a body you are expected to raise hue and cry. This will mean shouting and giving chase, or alerting the local residences and authorities to the crime. You must not interfere with the crime scene. Failure to carry out your duty is an offence leading to a fine. In reality, most people simply try and avoid trouble and stay well clear of the legal authorities. The other basic legal issue is the need for permissions. Basically the authorities control everything, and you need a permit or warrant to carry out most tasks. Travelling, buying and selling goods, carrying weapons and many other things may only be done where you have the authority. Some of these permits are written parchments, others are deemed from wearing appropriate livery or trading under a guild sign. There are even wands of carved bone, silver or gold that offer more permanent rights, so you hear said. In any event, make sure you have the right permissions – or good forgeries, of course! As a citizen of Middenheim, you are deemed to have most of the appropriate approvals from your residency, but check with the GM.

The nature of The Empire also leads to a repetition of many services by Empire, provincial ruler and private individuals. For example, road wardens are Imperial employees patrolling the Emperor's roads. However, there are also provincial road wardens employed by local rulers and civil authorities to patrol the lesser (provincial) roads, and private organisations – such as the coaching houses – who employ road wardens to serve their own interests, such as protect inns and coaches. Similarly, whilst towns and cities employ a civil police force, the Watch, others also employ their own local forces, particularly wealthy city areas, who wish to keep out the riffraff, and merchant areas, who wish to deter thefts. Your character has to be careful which type of official he is dealing with, especially as many are nothing more than hired bullies.

Imperial society is not a literate one. Whilst as players you may make notes on the adventure, your characters are making use of their memories. Since most people are illiterate, information is obtained by the spoken word and not the written one. Most people are likely to be awed by parchment writing, seals and the like, but will obtain their news and information from criers. Cities and towns employ public criers to disseminate public information, but private criers will also be found proclaiming whatever they have been paid to say. Use criers as a source of general information – including jobs.

Currency in The Empire is standardised at 1 Gold Crown = 20 Silver Shillings = 240 Brass Pennies. This is written as 1GC = 20/- = 240d. You should note that despite this uniformity coins are minted locally at approved mints, and are only technically valid in certain areas and/or businesses. Similarly, providing a customer with change requires a licence; Middenheim accords this to all businesses registered within the city, and Imperial edict allows change for payments to Imperialist operatives or franchised businesses. Coins are also liable to counterfeiting and clipping; poor quality coins may not be accepted. You will note that all NPCs will check the money you offer them, and might test it.

Most beer throughout The Empire is brewed in local town breweries or in individual roadside taverns, and is extremely variable. Similarly, food is likely to be extremely variable, and most Old Worlder diets will consider food that we consider as inedible as perfectly palatable.

Most households have few basics and even fewer luxuries. For example, it is rare anywhere in The Empire for anyone other than a rich head of household to sit in an armchair. For most, benches and stools is the best seating that can be hoped for.

What does an Old Worlder think when they look out of their window, assuming they have one? An Old Worlder must see the world as a hostile, alien place in which they scramble to find a niche where they will be able to live in peace, provided they abase themselves before their “natural” superiors and work themselves to their physiological limits – and beyond. Certainly chaos is enough to worry the Old World, but to most life itself is enough of a hardship. Play it that way.

RELIGIONS

Major Religions

Sigmar is the deified, legendary founder of The Empire. As befits the epic stature of this great warrior-statesman, Sigmar is worshipped both for his martial prowess and for his role as the Father of The Empire – a symbol of national destiny and unity of purpose among the various conflicting power groups of The Empire. Most statues and paintings depict him as a muscular, bearded giant of a man with long blond hair bearing a massive two-handed Dwarven warhammer and seated on a simple throne with piles of Goblins heads at his feet. He is, however, more than simply a military god. Sigmar represents both the heroic exemplar and the common man. Admired for personal courage and strength in arms as well as military generalship; Sigmar is also a unifying leader and founder of a nation out of disparate, hostile tribes. Though divine in stature, he still remains recognisably simple and human enough as a mortal man. Cult doctrine emphasises Sigmar's mortal origins as the source of his understanding and compassion for man, and his desire to protect man both as a divine patron and as the symbolic inspiration for man's protector on earth – the Imperial state.

The Cult of Sigmar is the official religion of The Empire, and all recognised cults have tolerable relationships with the cult

with the possible exception of the cult of Ulric. The Church is on good terms with The Fraternal Brotherhood of Witch-Hunters, and also maintains their own forces of the religious inquisition – the *Ordo Inquisita Sancti*. The cult exhibits a traditional conservatism towards magic, balancing distaste with the fact that The Empire's wizards form an important role in the defence of the nation, and the maintenance of social cohesion. The Church's intense hatred is reserved for non-Imperialist wizards, who are all assumed to be servants of The Empire's enemies.

Sigmar is the state cult of The Empire by Imperial decree; only in the City State of Middenheim, the seat of the chief temple of Ulric, are his temples outnumbered by those of other cults. Worship elsewhere is confined to Imperialist emigrants and exiles. As the official patron of The Empire, Sigmar embodies the spirit of the country. It is deemed an important part of the mission of the church to ensure that those practise this spirit on a daily basis and that clerics are entrusted to manage Sigmar's land and people.

Ulric is the brother of Taal and son of the Earth Mother. He is the god of individual valour and ferocity, the Lord of Winter and Wolves. In the cold northern lands, he challenges each man to survive on his own, and as the Lord of Wolves, is a symbol of the relentless hunter who separates the weak from the strong (and the Ravening Wolf of Winter's Hunger). Particularly admired by those who place individual valour above all else and seek berserk frenzy in battle. Ulric is portrayed as a massive warrior, armoured in the style of the barbarians who inhabited The Empire several centuries ago, and wearing a silver grey wolf-skin cloak. He can also take the form of a huge silver-grey wolf. Ulric is a distant, harsh and unforgiving god, who expects his followers to stand on their own two feet, putting their faith in martial prowess. He despises weakness, cowardice, and trickery, and expects his followers to always take the direct approach to solving a problem.

He is worshipped throughout the Old World as ancient god of war and winter, most commonly in The Empire, Kislev, and Norsca (there known as Ulric). He is the patron of Middenheim.

As the former state cult of The Empire, he rivals the Cult of Sigmar for popularity and is coolly correct and competitive towards that cult. In fact, the two almost despise each other, and you have heard them speak that Sigmar is not a god, but a great hero whose reign was blessed by Ulric.

Taal is husband and brother of Rhya, brother of Ulric, father of Manann, Verena, and Mórr, and was the first son of the Earth Mother. Taal is the god of the wilderness and the storm. His power controls the wind and the rain and drives waterfalls and rapids, avalanches and landslides. Also, Taal is the Master of the Wild Hunt, as well as the lord of beasts, the forests, and the mountains. All of the wild places of the Old World are under his control and all that venture into his realm are expected to show him proper respect. To do otherwise, may incur his displeasure at the least, wrath at the extreme. Taal is normally depicted as a powerfully built man with long, wild hair, dressed in animal skins and wearing the skull of a great stag as a helmet. Taal may even take the form of a giant stag,

great bison, or bear. Taal is worshipped throughout the wilds of the Old World.

Brother of Kháine, husband of Verena, father of Myrmidia and Shallya, **Mórr** is the god of death, protector of the deceased, and the ruler of the underworld. He is normally depicted as a tall person of aristocratic bearing, with a detached, slightly brooding aspect. He protects all dead souls, and he makes sure that they are guided safely to a small area of his Shadowrealm where Mórr judges the deceased. If the deceased was a faithful cultist to another cult, then the spirit is escorted to the respective Shadowrealm of their cult. If the spirit did not faithfully follow his cult, then the spirit enters the larger portion of Mórr's Shadowrealm. He is also the god of dreams, since the Land of Dreams is close to the Shadowrealm, and is capable of weaving great and terrible dreams and illusions.

Shallya is the daughter of Verena and Mórr, the goddess of healing and mercy. She is represented as a young and beautiful maiden, whose eyes are perpetually welling tears. Her symbols are a dove, and a heart and drop of blood. The church of Shallya seeks primarily to help the poor, and has very limited political and economic power, for the poor are largely ignored and their needs are under-funded. Money in medicine resides in the powerful guilds and the streets of doctors catering to the ailments of the wealthy. Public hospitals are rare, overworked, run-down and short of everything. However, the church is a useful salve to the consciences of the elite, and whilst relegated, Shallya is not a cause they would publicly criticise. Indeed, certain rich women are known to spend their time performing charity work in hospitals, and a number of senior Physician Guildsmen offer their services annually on their birthday.

Manann is the son of Taal and Rhya. Manann is the god of the seas, oceans, and the great rivers (such as the Reik) that empty into them. Manann controls the tides and currents, and is as unpredictable and changeable as the sea itself. He is usually portrayed as a huge powerfully built man, wearing a spiked crown of black iron and dressed in barbarian clothes in the same way as his father Taal. Manann can also take the form of a whirlpool or waterspout, or of a huge sea monster (usually that of a Triton). He is worshipped in coastal areas throughout the Old World, as well as in the large river ports in which sea-going ships can put in. He is a primary god for the city of Marienburg.

Rhya is the wife of Taal, mother of Manann and Verena. Those who worship her view Rhya as the goddess of nature, fertility, childbirth and the family. She is also known as Haleth, goddess of hunting, in the north. Others, outside the cult, view Rhya as either a lesser aspect of the Mother-Goddess or a deity who is much diminished so that her worship is incorporated with and overshadowed by Taal. Depicted as a loving mother (and, at times, a pregnant one), Rhya represents the fertility and bounty of the earth and mothers everywhere. In urban areas, Shallya is worshipped for these aspects.

Mother Goddess or **Old Faith** is an ancient religion now only worshipped by druids and backward peasants. The faith is still popular in Kislev – which probably says it all.

Myrmidia is daughter of Verena and Mórr, and sister to Shallya. She is the patron goddess of soldiers and strategists, but is less popular in The Empire than either Ulric or Sigmar, who reflect better the Imperial ideals of strength of combat and the frenzy of battle. Myrmidia represents the art and science of war, and is better worshipped in Tilea and Estalia. She is commonly portrayed as a tall, well-proportioned, young woman equipped in the style of soldiers from the southern parts of the Old World. Myrmidia can also take the form of an eagle.

Verena is the wife of Mórr and is the patroness of scholarship, reason, and justice. The search for Truth is the highest aspiration of man; Truth is sought through painstaking collection of facts and opinions, careful analysis of these facts and opinions, and weighing the facts, opinions, and analysis in light of ethics and moral law. Justice is for Verenans more than a concern for the letter of the law – true justice is the law considered in the context of compassion and an understanding of human nature. The cult is worshipped by an educated, upper-class, primarily urban minority – scholars, artists, nobles, enlightened merchants, lesser and greater state officials, and sorcerers in particular. Verena is associated with the symbols of the owl (represented entire or as a stylised head), the scale of justice weighed in the balance, the sword point downwards, and the Verrah Rubicon – the most respected ethical, religious, and scholarly text in the Old World.

Handrich is the god of merchants, and patron of Marienburg. Enough said!

The Gods of Law

Alluminas is the Master of Light, Lord of Enlightenment. He embodies a pure, unchanging light, representing the idea of total divine enlightenment, whatever that may mean. His worshippers are few in the Old World, and you aren't surprised.

Solkan is the brother of Alluminas (god of heavenly illumination) and is the angry god of vengeance and retribution. He is most often depicted as a tall, intense man on the edge of fury. Solkan is usually attired either in shiny armour or in black clothing with a wide brim black hat. His worshippers follow his example, and need to be given a wide berth – especially the witch-hunters.

Arianka, a goddess of law and discipline, is nothing more than legend – though some say she did exist ages ago and was destroyed by Chaos.

Foreign Gods

Most of the nations of the Old World worship the same gods, though with different strengths. However, just as Sigmar Heldenhammer is The Empire's own, so do other countries have their own protectors. For example, **Jeanne du Lac** is the focus for the nationalistic fervour of the Bretonnian peoples, as she was a great heroine in the Crusades against Araby, who was sanctified at her death. In Jeanne du Lac are combined the aristocratic virtues of justice, valour, and might

in arms with the common virtues of modesty, compassion, and generosity.

Non-human Gods

Esmeralda is the patron of the hearth and home and the mother to most of the Halfling deities. In Halfling lore, it is Esmeralda who gave the gift of cookery to Halflings. Normally, Esmeralda is depicted as a plump and matronly Halfling with a perpetual smile and wearing a flour-covered apron. **Grungni** is the principal deity of the Dwarven pantheon. **Liadriel** is the prime deity of the elf pantheon. You know little of either, beyond the fact that Grungni is respected by the Cult of Sigmar, and that Liadriel shares certain festivals with the Old Faith and Rhya.

Proscribed Gods

Ranald is the Trickster god, a patron of rogues and gamblers. He is generally portrayed as a Human male, a charming rogue who is an incomparable thief and con man. As a god of thieves, his worship is officially proscribed, but he is popular with the poor who see him as striking back against the rich. Some see little difference between him and Handrich!

Khaine is the dread Lord of Murder – the patron of assassins and murderers – and God of the Undead. It is said that he is jealous of his elder brother Mórr's rulership over the world of the dead. Khaine steals the souls of those unprotected by a cult and those murdered or sacrificed in his name. With these souls he builds his own dark realm, a realm from where Necromancers call forth some of the Undead spirits. Some preachers have suggested that Khaine is the offspring of Ulric and a demon of chaos disguised as Rhya, as a warning to the pervasiveness of chaos and its link with carnality. It doesn't really matter if Khaine is half-brother to Morrr, or a demon himself, his worship is to be abhorred.

Chaos is an entity only whispered about. Beyond the boundaries of The Empire, the people of Kislev defend the borders of the Old World from the hideous monstrosities that would otherwise destroy civilisation. The Empire sends aid, and in the magnificent crusade of Magnus the Pious, some 200 years ago, Imperialist soldiery not only saved Kislev from certain defeat, but threw the enemy hordes back into the Chaos Wastes they originated from. Today, chaos still dare not venture forth from its northern hell. You hear stories of citizens within The Empire turning to gods of chaos, but pay them little heed. No one would be so foolish, for chaos is unbridled evil, hatred and destruction. To sell one's soul to such would be idiocy.

SEX EQUALITY

In general terms, there is equality of sexes within The Empire. Whilst certain extremists within the religious cults, tend to the view that women are innately linked with chaos and corruption, most accept equality, though usually in a rather paternalistic form. In order to add flesh to the issue of equality, the following are offered as particular examples on attitudes within The Empire.

A woman's place is in the home. In the Old World it is still pretty universal that care of children and domestic management is a female thing, and only the richest can afford domestic help. However, it is not necessarily assumed that women must marry or have children, although this is still normal. Motherhood is respected in the Old World, and Old Worlders are bound by both religious doctrine and socially normal behaviour to assist mothers in whatever manner they are able.

Men are stronger than women are. True only of averages. The average man may be stronger, but there are a large number of women who are stronger than the average man. Therefore, the stereotype warrior is a man, but there are large numbers of women warriors.

Women cannot inherit. Untrue. Within The Empire women legally inherit on the death of their husbands, and may hold property. A woman might have to be able to enforce her rights in the face of those who know better and it is not unknown for a woman to lose her rights to other family members or be forced into stewardship arrangements.

In some ways, people in the Old World tend to have a healthier respect for the opinions of women, because it is seen as offering better common sense and with a level of empathy for the balances being considered. The Old World is not a particularly rational world, and is ruled by the apparently irrational whim of the gods, winds of magic and folk beliefs. Science does not offer logical decisions, and so intuition is more prevalent. Therefore, the Old World does not have the same disregard for intuitive and empathic decision-making as we do today. In rural villages elderly women frequently act as leaders and advise on all aspects of farming and life, sometimes in their role as initiates or lay preachers of Rhya and Shallya. Of course, as an urbane Middenheimer you are rather more cultured and sophisticated than a simple peasant is.

It is possible for any woman to declare herself legally a man, and gain all the rights and privileges therein. The original practice dates from the times of Sigmar a woman was allowed to *declare herself Eagrel* (an ancient Reikspiel term) by simply walking into a council of the menfolk and doing so. She had to be prepared to defend her right by trial of arms, and if she lost submit to her victor. The modern Empire is too civilised, of course, for such barbarity and the place of women such that it is not necessary. However, it is still possible within a court of law to bring a case of *Gleichgestellte* and have oneself legally declared a man. Given the cost of the legal system, this tends to be an act taken by the widows of rich nobles or merchants seeking to take over their dead husband's affairs for themselves or to protect the interests of their children. The concept of divorce is unknown to the majority of poor within The Empire, but there is a custom that dates back to the days before Sigmar where a man can sell his wife to another in order to be rid of her. Usually, these sales are arranged beforehand, between a wife and her lover. The wife must actually be placed on a leash, and paraded around the market in front of prospective buyers. "Civilised" Old Worlders frown upon the practice, of course.

BIGOTRY

Religious prejudice is both doctrinal and socialised. Certain religions are by their very nature opposed because of contradictory beliefs, whilst others are opposed as part of a wider social, political and economic argument. The gods of Chaos and non-Chaos, the god of thieves (Ranald) and gods of Law (such as Solkan), the law (such as Verena) and legitimate business (such as Handrich) are all clearly in conflict with each other. There is also internal strife between different sects of the same religion. You, however, are most familiar with the field of politics where the Sigmar-Ulric conflict is a core source of trouble within The Empire. Another familiar conflict is that between the classes in The Empire. Religious groups mirror this by an increasingly vocal dislike between the cults of Shallya (supporting the poor) and Sigmar (supporting the ruling elite and the existing political order). In addition, certain Shallya cultists object to any form of encouragement in revolutionary rowdyism; whilst certain Sigmarite cultists dislike the divisiveness encouraged by their hierarchy, and see this as creating a breeding ground for the forces of Chaos to corrupt genuine social unrest. The Cult of Verena is also torn by the wish to uphold the law, but also to generate fair laws incorporating the concept of social justice.

Bigotry also occurs on the basis of geography and identity. Your characters should tend towards a number of deep-rooted regional bigotries, as follows.

- a) *Continental* – such as opposition to Chaos incursion or the crusades against Araby
- b) *National* – such as Bretonnia-Empire and Empire-Marienburg conflicts
- c) *Regional* – such as disliking those of other provinces or city
- d) *Local* – that is the intensely localised nature of most lifestyles within the Old World leads to a resentment of outsiders. An outsider being anyone not from your locale, even those as close as the next village or farmstead.

This regional myopia will obviously form a prime motivation for the actions of NPCs, and you need not follow such bigotries – but you will need to develop a character reason for not doing so. In any event, you should be aware that as adventurers, you are quite likely to be on the receiving end of such treatment.

A final form of bigotry occurs where fellow PCs are non-human, or you meet non-humans. There is very little racism on the basis of an innate dislike of separate races (humans, dwarves, elves, halflings, and gnomes) rather than of different types of humans, which is covered by regionalism above. Dwarfs are firmly embedded as equals within The Empire as both steadfast allies, and theological bedfellows, although this means they are then subject to religious and locational prejudice. Whilst there exists a traditional dwarf *animosity* towards elves, this is limited by the oath of Ulfar Stonehammer, King of Karak-Ungor. He swore, as part of a typically tedious piece of dwarf oratory, that "We shall speak in civil tongue to the scatterbrains of the forest before we shall suffer Chaos Dwarfs to live". Whilst this oath is regarded as binding upon all dwarfs who live under the suzerainty of the ancient dwarf empire, there is a wide variation in its observation. Elves

are perhaps the most in danger in general terms as they are clearly outsiders with their pointed ears, inhuman stature, peculiar accents, funny clothing, cultural ignorance (appearing arrogant, superior, patronising, or whatever) and unreliability.

NORDLAND

Should you accept the mission that is central to this adventure, you must first travel into the Barony of Nordland. Nordland is a Barony owned by the Nikse family. They are vassals of the Graf of Middenheim, and you tend to regard Nordlanders as underlings of your own Graf. The current ruler, Baron Werner Nikse, is based in Salzenmund, the capital of the province. Salzenmund holds the title of a Prince-ship in its own right, as do many cities and other regions of The Empire. The Baron's titles are thus Baron of Nordland and Prince of Salzenmund. The Baron is generally regarded as a capable vassal of the Graf.

The symbol of Nordland is a stylised longboat dexter with single mast, three oars and raised castles. The regional colours are blue and yellow. This reflects the fact that many Nordlanders were originally Norscan invaders. Whilst this makes them a little peculiar, they are generally good Ulricans at heart. To liberal Middenheimers, perhaps they are a little too aggressively so, and Sigmarite PCs will know not to broadcast their faith. The Sea of Claws far to the north provides fish, sealskins and trade with Norsca. Nordland is also known for its highwaymen and woodsmen.

CONCLUSIONS

This is your game. The above are guidelines as to how NPCs live and as to how they will *expect* you to. You are free to act as you like, of course. Just be aware that different and/or strange behaviour will be treated with suspicion, and try and develop your PC into a suitable Old World mentality. Most importantly, have fun and may the fates be generous.

APPENDIX K

WHAT YOUR CHARACTERS KNOW: GUIDE TO EASTWARDS FROM BEECKERHOVEN - TO BE HANDED TO PLAYERS -

You know very little of the world to the east of Beeckerhoven. The territory bordering Nordland is Ostland. To the north of there is Kislev, a nation in its own right.

OSTLAND

Ostland, more formally the Grand Principality of Ostland, is a province within The Empire. Ostland glories in the image of the mighty Empire, but its reality is rather different. Ostland is a harsh and dangerous land, mostly covered by gloomy pine forests. The largest, the Forest of Shadows, is well named, and harbours many dangers to the human inhabitants of the province. Raids by orcs and beastmen are by no means uncommon.

Grand Prince Hals von Tasseninck is ruler of Ostland. He replaced the disgraced von Koenigswalds in 2510 IC on the death of Oswald. The reason for the fall of the von Koenigswald family is not known, but rumours abound. He lives in the capital, Wolfenburg. Wolfenburg is on the River Wolfen, a navigable river that provides transport into the heartland of The Empire.

People of Ostland are a dour, conservative lot. This is typified by the provincial colours of black and white, which are worn as armbands, patches and as the colour of uniforms. The symbol of Ostland is a bull's head.

The rest of the nation regards Ostland as a rather backward region. Ostlanders are the archetypal bumpkins. This is doubly so for Ulricans who see Ostlanders as too dense to follow anything other than a state religion foisted upon them, but even Sigmarites regard them with disdain that they only shed when offered an alternative Ulrican target. The Empire is a fractured series of states, cities and Electors crammed full of petty bigotries; Ostland is the bottom of the pile in ranking these. A typical term for Ostlanders includes *hemp-munchers*, and many jokes typically revolve around the Altdorfer, the Middenheimer and the Ostlander.

Those who reside in the East of The Empire are usually regarded as old-fashioned or backward compared with those more urbane to the west and south. It is certainly true that they have slightly different views on life and ways of expressing things. Generally speaking, people in Ostland are far more conservative than other parts of The empire, and so far more likely to take issue with any "new ideas" including fashion (length of skirt, wearing of hat) and religion.

One of the primary claims to fame of the region is that it grows the best hemp within The Empire, and possibly within the world. The length and stringiness of Ostland hemp provides perfect raw material for a variety of clothing and, of course, in rope. Ostlanders claim that their hemp was a gift from Sigmar

who gave each region of The Empire a source of economic wealth on his apotheosis. The only industrial craft within the region, which is worthy of any note, is that of the manufacture of pewter kitchenware. Pewterers form a powerful guild within Wolfenburg, and Ostland moulds are respected outside the province. However, you are used to using products made from the local high-quality wood alternatives or pottery, particularly as pewter only lasts about 10 years.

Ostlanders still believe in the *Judicium Sigmar*, the ultimate appeal to Sigmar. Thus, any convicted felon may opt for trial by ordeal as a final attempt to prove their innocence. It is also not permitted to use a Judicial Champion should trial by combat be determined. The people of Ostland reverently believe in Sigmar, and the power of Sigmar, and lack the cynicism that may be found in certain more urbane parts of The Empire.

Ostland is known to be a home to goblinoids and beastmen of many types, but it is also home to wondrous creatures. There are three monsters rumoured to haunt the forests in the north of Ostland. These are the Calopus, Monocerus and Parandrus. The calopus is reputed to be a hound-sized predator, which is feline in looks. In essence it is a big cat with two serrated horns on its head. The monoceros is a large creature of varied descriptions, but generally described as having a horse-like body, great flat feet and the tail of a stag. It has a terrible howl, and eats people. The parandrus is a stag, but is able to blend in with its background by its innate chameleon ability.

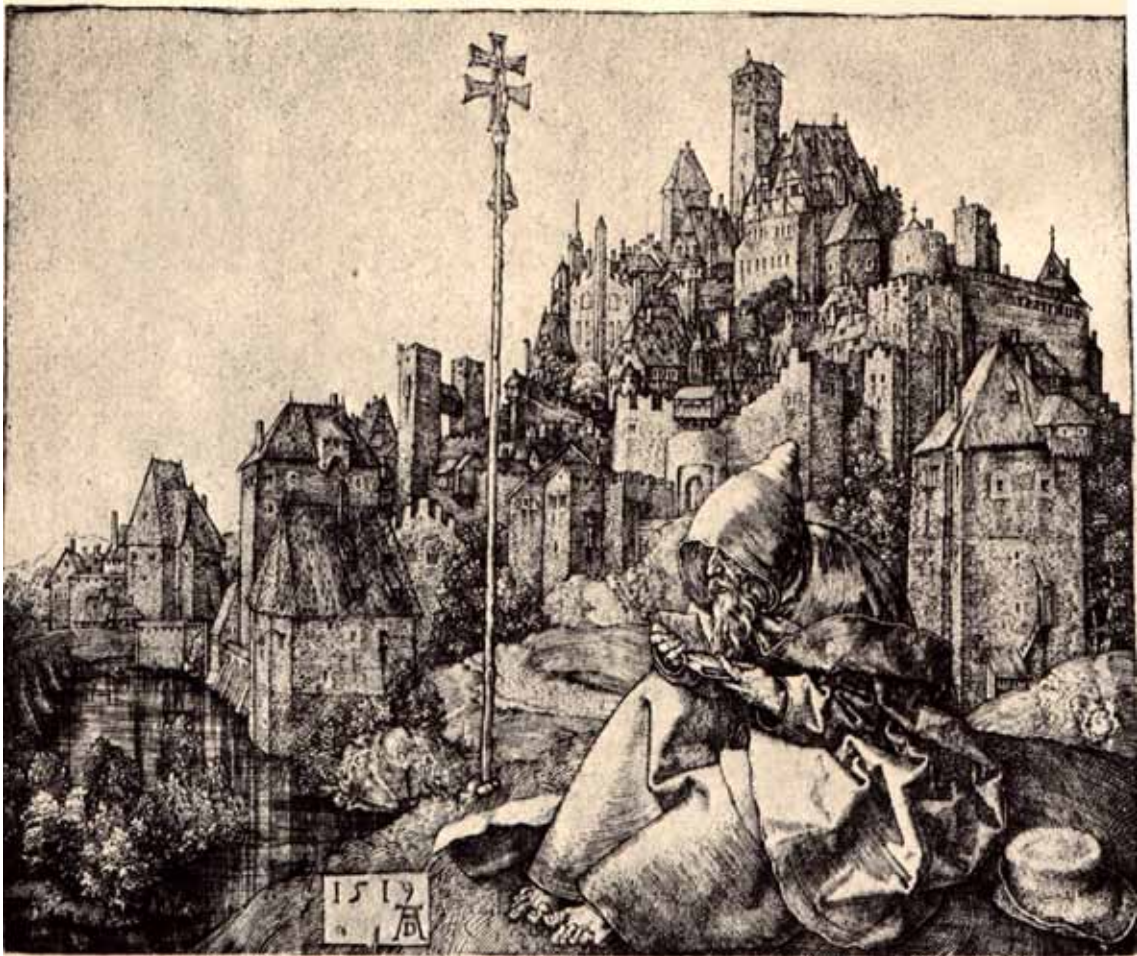
Magic using characters would know from their guild and/or master that Ostland and the North are not well served by the suppliers of magicians. It is well away from major transport routes, which increases cost and causes degradation. Preservatives such as vinegar, salt, ice and formaldehyde are used, but are far from perfect and add further to the costs. There is also a known forgery problem in Ostland.

KISLEV

You know very little of the people of Kislev. They are mostly Ulricans, and Middenheim is allied to their ruler, the Tsar, on that basis. However, Kislev and The Empire as a whole are not on good terms for the same reason, and due to the fact that parts of Kislev are deemed by some Imperialists to belong to The Empire. Kislev is made up of large tracts of forest to the south, swathes of tundra to the north, and flat plains in the middle. The Kislevite currency consists of the Mark, which equates to an Imperial Silver Shilling, and the Noble, worth a Penny. In reality, the Kislevite currency has all but collapsed, and no one touches it. Kislevites have a tendency to be short, bearded and untrustworthy. They speak Old Worlde, but with a hideous dialect.

The Great City Of WOLFENBURG





All Quiet in Kislev

By

Tim Eccles

The Independent WFRP Campaign

This unofficial PDF version was made without the author's permission.
For non-commercial use only.

ALL QUIET IN KISLEV



By Tim Eccles

Being a Magazine for Warhammer Fantasy Role Play
Completely Un-Official

Part Two of the Private Wars Campaign

CREDITS:

Conceived, designed and written by: Tim Eccles

Maps: Ryan Wileman

Thank You to Andrew Holt for help with this work, and to John Foody for the mutual exchange of ideas upon Kislev. Particular thanks to Gerald Udowiczenko for maintaining the website and also apologies for spelling his name incorrectly in the 'A Private War' credits. The Grand Theogonist has issued appropriate penance. I have had a slight shift in sentiment since **A Private War** and this work required less conformity with 'official' material. I set out to use **SRiK** as my Kislev sourcebook and my criticisms of it herein are derived from its inability to do this, rather than a predetermined desire to rubbish it. For that reason, I relied upon my own ideas and simply what I wanted out of the campaign, rather than linking it directly to the material of others. The adventure was played through twice and I think holds together well on the strength of this. Particular thanks are due to Ryan Wileman for the maps and detailed feedback on how the adventure ran.

Playtesting: Arne Dam, Sean Hamill, Gary Hobbs, Rainier Madruga, Paul Meskill, Mark Moores, Gaio Scott, Gav Taylor, Ryan Wileman.

First edition 2002. Second edition ©2003. Third edition © 2004.

This book continues a long tradition of fan writing for role-playing products, and in no way challenges ownership of any and all trademark and copyright ownership. Warhammer FRP, its mechanics and terms are owned by Games Workshop Ltd. The work was originally offered to Hogshead Publishing when they owned the licence and rejected. This work is copyright the author, Tim Eccles. ©2001. ©2002. ©2004. However, permission is given for free use of the work, subject to normal considerations upon quotation and with appropriate reference to the author.

This work is entirely fictional and is a piece of fantasy fiction. Any similarities to real persons, living or dead, are entirely coincidental.

Copyright Statement

The Private Wars Campaign is completely unofficial. All relevant trademarks and copyrights are used without permission and in no way meant to challenge ownership to them by Games Workshop. **PWC** fully recognises said copyright and trademark ownership. Where possible it conforms to the 'official' nature of the Warhammer World, and does so with full acknowledgement of the intellectual ownership and legal copyright ownership of that material. This is simply a fanzine written by a fan for other fans. It is priced to be non-profit making. In fact, if it broke even I would be ecstatic. Fan writing has been a part of RPGing since its inception, and this continues the tradition. The book will not make money. Equally, there is no desire to start some form of rebellion against 'the Man'. **PWC** is not aimed at materially affecting GW. After all, no one is going to buy any part of **PWC** instead of an official WFRP product. There is no axe to grind. More, I do not subscribe to the 'Big Bad GW' Theory either. I might have been as disappointed as anyone else when they dropped WFRP, but their recent support of marginal games shows them as true hobbyists to my mind. I would have been delighted to have **PWC** officially produced. Initially, **PWC** was submitted to Hogshead as a sourcebook, and rejected with the comment that they were interested in adventures and not sourcebooks. This adventure, which is a chase, was specifically devised to attempt to satisfy that requirement. It was submitted in that form and also rejected. So, the proposal was rejected as both a sourcebook and an adventure. I also offered the manuscript for free at a Warpstone get-together generously hosted by James Wallis and the Warpstone John's. Three rejections (to my mind) were a clear indication of the lack of interest in the proposal. From that my only prospect of disseminating it was Warpstone magazine (and which I did consider, but for which it was too big), the Internet (for which I have no relevant skills or interests) or to self-publish (and try and minimise my losses on the production).

In summary, this project is nothing more than a fanzine for Warhammer FRP. It is not a political statement of any kind. It is not-for-profit and therefore no different than any other of thousands of fan efforts in assorted guises in the public domain.

Introduction

This volume forms the second part of my **Private Wars Campaign**. It is necessary to complete the first part of the campaign in order to progress orderly to this one. It is also intended to be a background sourcebook for Kislev. I was disappointed with **SRiK** when I first bought it many years ago, and that disappointment has grown deeper as the years have passed. It has some nice ideas but has always appeared to me as a typical **D&D** monster bash in the wilds, with some (rather good) **WFRP** bits tacked on. Hopefully, this will help flesh out some of the better material and help make Kislev the wonderful place to set adventures that it should be. In order to maintain the best element of consistency with official material that I can, I am technically describing only the southern Kislevan marcher regions. The region's strong social, economic and political interests with the northern Empire can thus be used to explain away any differences.

Some people have commented that **A Private War** is a linear adventure. I find this an easy comment to throw at it, since it is a chase scenario and ipso facto must be linear. However, it is designed to offer a wealth of alternative scenarios, confusing cross-adventures and the option for players to give up and do something else. Compared with official **WFRP** scenarios, I would dispute its linear nature. That said, the adventure increasingly now revolves around the chase, and there is limited material for those who decide to quit. This is primarily since, having crossed into Kislev, it is quite clear that the PCs are now fully committed to catching Professor Stradovski; they have passed the easy option of giving up at the border. Therefore, detail is applied to the 'pure' scenario. At the same time, there are still side treks that can be undertaken – and The Empire border is never more than 60 miles away! I also maintain my opinion that even here, there is more depth and alternative opportunity than published material. I am also proud to be able to state that I am a regular **WFRP** player *and* that this campaign has been run through twice by playtest groups. My thanks go to my players for throwing spanners into my plans and making me detail a wide range of possible alternatives. I think that we had fun, and I know the work was improved. You can judge for yourselves how successful this is, but I remain unconvinced that much of the **WFRP** material has been tested; one example you will find in here, is my attempt to run a murder-mystery when the new **Mórr** spells allow a priest to – effectively – see the murderer.

This is the third edition, and incorporates changes from the first two. None are very serious and involve only fleshing out peripheral issues. The only 'serious' change is that I have revised some of the background in light of GWs **WFB Kislev** supplement, which was published after the second edition. Production quality as you can see is not what I managed in **A Private War**, but the important thing is that you have more than enough information to progress the campaign. The third (and final) part will be released shortly in the same format as a second edition. As before, please let me know what you think and *please* pass on any comments or suggestions on possible improvements. I will incorporate these into the next edition; you will find such feedback on **A Private War** in Appendix J. This adventure has been play-tested twice and proof read many times, but I am still open to feedback on improving it. An advantage of this style of production allows me to incorporate changes into the next printing. All comments that I use will be attributed appropriately. None are here since I have not received any to date.

The game was played and written before the publication of **Realms of Sorcery**, I have retained use of the original **WFRP** magic rules. GMs should alter to taste. There is minimal ice wizardry in Garderike so that particular section is of peripheral use. I have found it unhelpful personally in any event, a subject that I intend to expand upon in my fanzine **The Origin of Tree Worship** (issue 7). It is not necessary to discuss these issues here.

What Now?

A Private War left our heroes on the Kislevite border metaphorically watching their quarry disappear into the distance. The question they now face is whether to follow him. This should be left entirely in their hands, although this book assumes – evidently – that they continue the chase into Kislev. Should they elect not to do so, then there are plenty of adventures to develop within **A Private War** whilst they return to Middenheim in order to pick up their final wage cheque and watch an innocent boy hang. This book deals solely with PCs who have determined to continue the chase.

Should our heroes do the ‘decent’ thing and follow into Kislev, it is clear that they are doing a brave and (reasonably) selfless act in order to save an innocent young life and ensure that justice is served on the guilty. They are also doing this at great risk to themselves in the dangerous wilds of Kislev – though they might not realise this! To this end, the GM might decide to award a **Fate Point** to human and halfling PCs. This rewards their selfless attitude, whilst reinforcing the divine interest in the younger races. One could argue that their original allocation should reflect that it is their fate to continue into Kislev, but I think this is an opportunity to reward PCs should the GM so choose. More bluntly it rewards players who have chosen the less favourable races, and who did not hope to maximise their abilities by selecting elf or dwarf characters. In our defence, this clearly reflects **WFRP** (p16) and its comments upon the ascendancy of the human race. However, GMs should only make the award to those deserving it – those who have shown a nobility of purpose worthy of the favours of their gods.

General Comments

It is purely a matter of playing style but I encourage players to use their **Leadership** and **Fellowship** skills within general interaction and negotiation with NPCs. Both statistics tend to be underplayed in my view. PCs have the option to use either to attempt to inveigle themselves. Adopting **Fellowship** involves attempting friendly socialisation, whilst utilising **Leadership** is more of a command and relies upon **Social Level**, occupation, and the use of the PCs’ warrant. **Social Level** and the cleverness of the player’s approach modify the test.

Friends and Farewells

For those continuing from the first part of this campaign, it is necessary to review the plans of the NPCs currently accompanying our heroes. As a default position, all of the

NPCs believe that their duty is done, they have chased their quarry to the boundaries of The Empire (and thus their authority) and he has escaped. However, subject to the GM's wishes, the PCs might attempt to persuade the NPCs to accompany them. The basic NPC reactions are as follows:

Templars of Sigmar: These are clearly under orders of the church and not interested in continuing into Kislev. They have church matters to deal with, and one life is of small concern. Heidi is the most natural ally for the PCs, but it will take a great deal of persuasion to encourage her to desert her Order for a life of wanderlust adventuring, whatever her dissatisfaction with her current position might be. Appeals to their nationalism or bigotry by suggesting that Empire felons should not be allowed to escape by entering a foreign nation, and territory that ought to be part of The Empire at that, has some effect, but the templars are simply too disinterested in the case itself.

Ulrican Templars: Whilst far from devout, this group are likely to see returning to Middenheim as far safer and easier than traipsing around Kislev. Individuals are open to persuasion, but it is unlikely that PCs have the resources to convince them. Even Jurgen, concerned about his 'retirement', has far better options back at Middenheim.

Mungo: Mungo has his guild to go home to, and a good job. It will clearly be against regulations to continue into Kislev.

Witch-hunters: These are under clear orders, and will refuse to join the PCs. However, Christina can be 'persuaded' to desert through her friendship with Hilde. This is not something that she will countenance, but if Hilde elects to join the PCs, she will grudgingly go as well. However, the PCs responsible for persuading Hilde will have a very grudgeful Christina to contend with. It is highly likely that neither the PCs nor Hilde will realise what poor Christina is turning her back on, nor that she will become an outlaw to the Fraternal Brotherhood.

Hilde: She will require little persuasion, since she has nowhere else to go. Once assured that the PCs will protect her, then she will join them. She might even trade persuading Christina to join for some further assurances. Of course, Hilde and Christina are simply opportunities for the GM to help balance out a party with a fighter and a healer, and two moderately intelligent NPCs. If such are not necessary, then Hilde and Christina can easily have alternative plans, such as travelling to southern Ostland.

Hubertus von Bora: Should the PCs have joined up with him, von Bora is an essential companion for the PCs since he has a warrant and speaks the local dialect. He is quite willing to join, provided he receives assurances (like Hilde) concerning his personal safety. Without him, the PCs must deal with Druckenmiller, return to Wolfenburg and deal with the Trade Commission or apply for permissions in Kislev itself. The adventure will assume that PCs avail themselves of the services of either Druckenmiller or von Bora and have permits. If they do not arrange for either option, then they must rely upon bribery.

The assumption within the scenario is that Hubertus, Hilde and Christina accompany the PCs. GMs should tailor this to their own party and with reference to the number of NPCs the GM wishes to run. Comments will be offered on the interactions of events with these three NPCs, and also plausible exit opportunities for them. The three selected

are simply game constructs to help PCs develop skills, offer mentors and add some strength to a party. As ever, GMs should tailor to taste. In any event, the cart remains theirs to use and all the NPCs and the local templars in Grenzburg will be impressed by their commitment to the task. They will be very helpful with regard to supplying the party with food and advice. Allow the PCs to request all reasonable goods, and offer them general information about Kislev.

Finding the Focsani Gap and Trabzon

Our heroes possess two clues that were overheard by guides employed by the Professor. However, until otherwise stated no one has heard of either.

Goodbye Empire

The PCs are allowed – like condemned men – one final night within the boundary of their homeland. There is little within the region, although a few independent farms are located here. They are very well fortified, being mostly single roomed halls with very thick walls and narrow windows. Uncomfortable and unpleasant, their primary purpose is defence. Typical examples of these types of buildings can be found in the Osprey Men-At-Arms book **Border Reivers**. In fact that is an excellent book as background to this entire border region. The tower in **Doomstones: Fire in the Mountains** is a rather superior example of the style as well.

Shrine

After a day's hard travel, the PCs reach a shrine. There is no shelter for the travellers to use, but this is clearly meant as a resting-place. Four wooden posts hold a tiled roof above the statue that forms the shrine. Painted with faded garish colours, the small statue of Sigmar with a beer stein in one hand and a rather leery look to his face presents a peculiar image for the normally stern god. There is nothing terribly insidious about the representation; it is an aspect of Sigmar worshipped as the leader of ceremonies. This is not a well-developed aspect of the god since it serves no real purpose for the cult centre in Altdorf. However, in these marches, the ability to have a few drinks and forget one's troubles can be comforting. However, the shrine stinks of urine and is covered in horse excrement. This was a present from a party of retreating Kislevites, who wished to vent their fury – but not too fully in case the god took note! There is a small cleared campsite, a fire pit and some kindling left by previous travellers. It is travelling etiquette to leave kindling for the next travellers along.

Farmhouse

As the PCs near the (invisible) border, they will happen upon a newly constructed farmhouse. A family is engaged in repairs to fences, brought down by the 'invading' Kislevites. On seeing the PCs they will flee to the house. Friendly PCs will be able to persuade the head of the family to come out and talk. His name is Yakov Vorster and he served in the Emperor's Imperial Guard for 25 years as an infantryman. For this service

he was awarded this land and exemption from taxes for a further 5 years. He has been here for three years, but the family can barely service the loan necessary to construct the building. He can offer the PCs several pieces of information, in addition to general comments on Kislev.

- The Professor passed through here on and stayed the night of the 11th Jahdrung. One of the daughters was ill, and he helped her. She is now (apparently) fine. The three Kislevites accompanying him rested in the outhouse as the family did not trust them. Professor Stradovski stayed inside the house and was polite and (formally) friendly. They saw nothing of the Kislevites, or the equipment that they had.
- Beastmen are occasionally heard or seen in the region, but humans are the biggest worry. He has been raided four times in three years.
- Groups of travellers often pass this way. Most are clearly up to no good. There is clearly some relationship between some of the families on either side of the border, despite their claims of national interest. Some also carry slaves.

This visit will not prevent the PCs crossing the border some time during the day and spending their first night in Kislev, although they might stay at the farm (in the outhouse) if they wish.

Welcome to Kislev

Once the PCs enter Kislev they will upgrade their views upon Empire roads considerably. In many places the road simply does not exist. Thieves stole the original materials, and then did the same to the repairs. These quickly deteriorated into using planks and packed earth, then simply packed earth and now no one bothers at all. Therefore, PCs will find the roads little better than the surrounding terrain and normal travel distances are reduced to about 10-15 miles per day. As will be seen from the map in Appendix M, most stopping points are only about 10 miles apart. This is the safest normal travelling speed. PCs may elect to travel further and faster, but this is dangerous to horses and carts. Roads that have been allowed to degenerate like those in Kislev are not simply flat but are heavily rutted, potted and extremely uneven. Travel is uncomfortable from the bumping around and dangerous due to the inconsistency in the surface. Sensible travellers within Kislev are also very wary of the forest and travel with one eye out for unwelcome predators – human or animal. GMs should utilise the suggestions that are found within **A Private War** should the party attempt to travel further. Even horses will find the ground rough going and mounted travellers tend to adopt a similarly easy pace. With the cart, the PCs will do very well to reach each resting point. However, the parlous state of the roads will not prevent various excise agents attempting to charge travellers for their use. In fact, these agents are all bandits of various types. Some tax collectors are technically licensed by the Tsar on the basis that since he cannot stop them, he might as well try and have them work for him, but most are simply locals seeking an extra source of income. Whether these locals are outlaws is usually a matter of perspective – and who is better armed! The GM can utilise the general rumours found in the appendix for background whilst within the border areas.

The road around the border is currently controlled by an organised group of outlaws who demand a toll for passage. They are known generally as the Children of the Kraken, although they refer to themselves as the Hive Brotherhood. Little is known about them or their purpose, since it seems unlikely that they can survive upon the meagre pickings along the road. There is a bounty on the head of each terrorist, but it is payable in Marks and only from an official representative. Finding one, and someone to accept the Mark should tax the PCs. The GM can use the gang to spice up the journey if the PCs need a fight, but otherwise can be used as background to reinforce the dangers of the road. They might even emerge onto the road, take one look at the party and, regarding them as too strong, either disappear back into the trees or approach. If they do elect to interact peaceably with the PCs the outlaws will appear quiet and sullen, simply demanding a toll for use of the road. They will also be very interested in any females within the group and offer the leading male character a fee for each one.

Travelling Notes

Kislev is both more and less authoritative than The Empire. In theory, warrants to travel and permits are far more difficult to obtain and for far wider issues than in the homeland of our PCs. For example, carrying weapons, carrying 'noble' weapons, riding horses, wearing armour and wearing heavy armour are all heavily regulated within Kislev. In addition, each petty barony is far more likely to demand a travel warrant for its own environs. Herein is the problem. Whilst Kislev is a nominal centrally controlled state, in reality most of its local rulers have effectively complete autonomy. In addition, many are relatively poor and have limited wealth to support bureaucratic infrastructures. In practice, therefore, a little coin is quite able to circumvent all but the most basic of issues – such as the control of weapons inside settlements (and sometimes also here too). Therefore, only in the strongest of areas, such as Kulm and Kukonois are warrants and permits likely to be a problem to careful PCs. The adventure also has two in-built mechanisms for circumventing these rules in Hubertus von Bora and Baroness Antonescu. One has a formal warrant and permits, whilst the other has the power to grant such to the PCs (and will do so as part of their reward).

Like The Empire, most Kislevite towns charge an entry fee to visitors. In theory, they also adopt the Crown-a-leg principle, though in Kislevite currency this equates to the Mark (roughly a silver shilling). However, most are so bankrupt that any reasonable tariff will be accepted, since something is better than nothing is. At the same time, the prohibition on weapons and the like found in Empire towns is also applied, probably with more serious cause given the parlous state of the nation. As with similar Kislevite examples, it is equally poorly enforced (or at least very negotiable). My second play-test group seemed unconvinced of the need to actually enter villages, which maintained their tendency of (arrogant) self-assurance. Had they not done so, spending evenings outside in the cold and wet, attacks by predators, noises in the dark would all have convinced them of the error of their ways. Unless the PCs have a good idea of their ultimate direction, not staying at villages is a most peculiar idea since it negates the opportunity to learn the Professor's direction of travel.

Kislevans are not innately dishonest, but there are many poor settlements on the road that will regard the PCs as a source of wealth to be milked. Therefore, many scams

will be attempted upon our heroes. Those parties travelling with forged permits from Druckenmiller are more likely to be fooled by claims by the local town militias that their papers are forged, though this will be attempted upon all groups regardless of whether their warrants are official or forged. It is simply an attempt to obtain a bribe, though any PCs not vehemently protesting might find themselves under genuine suspicion! At the end of the day, the Kislevites are desperate for any and all coins, so they are in a weak bargaining position. Careful PCs should not be too systematically robbed.

Into Kislev, My Friends

Shrine

Another full day will find that the road curves into a circular clearing holding another shrine. There is no shelter for the travellers to use, but this is clearly meant as a resting-place. A stone statue of Ulric stands in the middle of a small cleared campsite. There is a fire pit and some kindling left by previous travellers. It is travelling etiquette to leave kindling for the next travellers along.

The GM might elect to have some (wounded) Kislevites resting here as a means of introducing PCs to their first Kislevite. They are part of the force that attacked the Border Line inn, although the players may well not realise this. They will be defensive, but not unpleasant and willing to share a meal and vodka. If the party do not set a watch, they will steal horses and other valuables that they might easily pilfer and disappear. Otherwise, they will bid farewell to the PCs in the morning, and head west towards their home, a village called Poltski.

Dragoon Village

A dishevelled wooden wall and dike protect this village, which was established by the Tsar purely to defend his border. The inhabitants are uncertain even of its name. Kislevite militiamen guard the gatehouse, which is reached by a crumbling ramp over the ditch. The village talks primarily Slavic, but its leader Sergei Rhuzov speaks Old Worlder fluently (if accented). His main interest will be in charging the PCs as much as possible to stay the night in the village's hall and barn, and only secondly to enquire of their business (and whether it affects the defence of Kislev). The locals are quite friendly, and will offer to share a meal with their guests – an excuse to use PC rations and steal whatever they can. If the PCs are friendly, the villagers will happily tell PCs that the Professor and his three companions stayed in the village on the night of the 13th Jahrdung and left along the road. They kept to themselves.

Ersatzheim Village

This village is little more than a squalid sprawl of houses scattered around a crossroads – or what would be if the roads actually existed. There is an inn of sorts here, offering very basic amenities. The locals are not unfriendly, although will be unhelpful to those

clearly non-Ulrican or non-Ursun in sentiments or appearances. However, money always talks in the village. The villagers will be particularly wary until the PCs make it clear that they are not from the easterly village of Rheiden, whose inhabitants they will describe as bandits. Villagers will inform the PCs that a new lord has taken control over Rheiden and imported a band of Empire outlaws to attack the neighbouring settlements. Rheiden is trying to steal land from this village and other local villages in the region.

The Professor and his three companions (here the villagers say that one was female) stayed in the inn on the night of the 14th Jahrdrung. They took the easterly road to Rheiden (and to Kislev). The westerly road goes to Poltski and the northerly rejoins the main Erengard road according to the locals.

Rheiden Village

This village is far more imposing than any of those that the PCs have seen so far within Kislev. Its wooden rampart is well maintained and the ditch clear. In addition the gatehouse flies the flags of the Imperial griffon, in addition to the Kislevite bear and that of a white eagle on a red background. Those with the Heraldry skill will recognise the latter as the standard of Count Pleskai von Wallenstein, marcher lord of the eastern Ostland border marches, but who principally resides in Bechafen in the League of Ostermark.

*The exact location of Bechafen is rather problematic since it is placed in a different location in **Shadows over Bögenhafen** [p18] than on the Hogshead wallposter and **GM Screen** map. Worse, its location in **Shadows over Bögenhafen** is given to Berghafen in **Something Rotten in Kislev**. In the first part of this campaign, Bechafen was placed as per the **GM Screen** map and Berghafen existed as per **Something Rotten in Kislev**. However, it is clear that both **SRiK** and the poster map are another example of continuity error. This makes the **A Private War** option incorrect, but it is maintained here for the purposes of internal consistency, and a solution to the apparent contradiction is to be found in **Part Three: Homeward Bound**. I have learnt to adopt a 'best fit' from all available maps, rather than take one as the definitive version. Whilst one might argue the **WFRP** map is the primary one, it is not helpful at smaller details and its large scale can make decisions over +/- 20 miles problematic. Whilst **SRiK** continues its tendency to ignore all other official material it is the only official material that we have on the region, and so has to be recognised for this. Maps never play an important part in my games, but I seem to be in a minority. The text gives qualitative and quantitative travel information and that is what I used. For publication purposes, I have attempted to fit these into the (contradictory) official maps. To this end, I have always adopted a policy of utilising all available maps and adopting what the majority propose and/or the most sensible for my purposes. This might mean for contradictions With any (or all) particular maps. Until we are provided with a uniform series of maps, I think that this is the best that can be done. Occasionally, as with Bechafen, these mistakes do force a GM into creating a complex explanation for the apparent contradictions that can become interesting within the game in itself: I think I managed this here – and you will be able to decide for yourselves in **Homeward Bound**.*

The garrison is a mixed Empire and Kislevite one, as is the population. However, Reikspiel appears to be the more common tongue in the village. Amongst the garrison are three ex-witch-hunters who were dismissed from Christina's chapter. Should she be present two (Kunz Braun and Lanz Salzar) are known to her, and will create trouble for her and the party. They will regard Christina as a "goody two-shoes" (which might surprise and/or worry the party) and seek to start a fight with her in the hope of beating her up or getting her arrested. This will need sensitive dealing by the PCs. The two served with Magnus Greel, and most villagers can confirm that the Baron employs Magnus. The reason for the expelling of a number of witch-hunters is discussed in Appendix E of **A Private War** and also in an article I wrote in **Warpstone 8** (and reprinted in **Corrupting Influence**).

In addition to an inn (The Weary Imperialist), there is a small wooden temple to the Imperial pantheon with primary place to Sigmar. The local priests are a cleric of Sigmar and a Kislevite initiate of Mórr, but an informal network of local deities has its own tolerated priesthood. The garrison and local castellan are 'on campaign' to the west, though enquiries as to their location will arouse obvious suspicion. An Ungol sergeant is in temporary control, but is unlikely to have little time for the PCs.

The Professor and his three (male) companions stayed in the village on the night of the 15th Jahdrung and continued along the road.

A Strange Meeting

Governor Dmitri Khuzov carefully (and probably illegally) patrols this stretch of road in the guise of a troop of his hobgoblin mercenaries. They will, at the decision of the GM, likely accost the party to discover the business of such an unusual group in Kislev. They will keep well out of the party's view within the forest canopy, and their leader (on foot) will approach the party on the road with his hand held up in a gesture of peace. He will politely enquire of their business and their authorisation, but will not force an issue. This is Tervel, who is deemed the most diplomatic of Khan Krum's lieutenants and who understands that his duty is simply to report to the Governor, and not engage.

Despite their full armour and veiled helmet, the PCs will note an accent and unusual posture, but this should be described as likely a Kislevite accent and the figure of someone used to the saddle. The GM might wish to allow an **Observe** test for a PC to catch sight of a shadowy figure of a wolf in the forest.

Kulm Village

Kulm offers a protected village, an inn (The von Wallenstein), an imposing wooden temple jointly to Sigmar and Uric (a most unusual thing) and a second to other Empire gods, and a small manor house. Both the gatehouse and the manor fly the flags of the Empire griffon, the Kislevite bear, a white eagle on a red background and a white two-tailed lion rampant on a red field. This latter is unknown to the party. Like Rheiden, Kulm appears to be a well-managed village consisting of a mixed Imperial and Kislevite population. However, not all is as peaceful as it seems.

PCs should be able to readily ascertain that the family owning this Barony is that of Antonescu. However the Baron died last year, and was succeeded by Heinrich von Weide, a minor third son from somewhere in the Ostland border marches. At the same time, it is readily admitted that there was a daughter to inherit, Katrin Antonescu. Further investigations will tend to yield a wall of silence. Imperialists will suggest that the PCs mind their own business, and Kislevites will refuse to say anything. Heinrich has adopted the two-tailed lion as his motif.

However, a loyal vassal of the Antonescu family will approach the party with a proposition should they express continued interest in the case. Levan Rubrov, a pedlar, knows that the rightful heir was kidnapped by Heinrich von Weide and is being held in a fortified farmstead to the south-east (about a day's travel). He believes that she can be rescued and escorted to safety in the village of Pskoi, which is situated in the lands of Governor Dmitri Khuzov. There is a priest of Verena located in the village who can grant her the right of eargel and so enforce her rights to her title and lands. He assures the PCs that both she and the Governor would be grateful, but can also find 10GCs as a forward payment for materials. He explains that most of the locals, including the militia, would welcome her back, but that Heinrich von Weide and his imported thugs are too powerful. They are ex-witch-hunters from The Empire he brought with him at the Count von Wallenstein's instruction to further certain land claims the count had with his neighbours. Once it is clear that the witch-hunters are losing, a popular uprising will support the PCs.

Baron von Weide is currently thought to be either out on campaign or within his manor house. He will certainly not receive visitors, snubbing even noble PCs. A priestess of Mórr, Ana Cikoja, will meet such guests if unavoidable. She is von Weide's mistress and is his personal cleric on that basis rather than her theological abilities. She is known to have stated publicly that the Baron "is good for business", which has not improved the villagers opinions of her (or her cult). Other local priests are Sigmar (Severin Zeiwer, Imperialist), Ulric (Dmitri Percinkov, a Kislevite) and Shallya (Eustace Kortner, Imperialist). The latter is also unpopular, believing in the need for hard work by the deserving poor and offering little merciful or charitable theology to what he sees as the lazy Kislevites. Indeed, he is known to regularly drive away any begging in front of the temple or approaching him for food or shelter and is assumed to be in favour of the new Baron. The Professor and his three (male) companions stayed in the village on the night of the 16th Jahrdrung and continued along the road. Should the PCs simply follow the Professor, they will next arrive at the town of Polotsk.

Rescue the Lady

The Journey

Leaving the village with Levan Rubrov and his son Nasdip, the PCs will head towards the manor in which the Lady Antonescu is being held. There is no obvious road, though a track might be discerned. Their destination is about 20 miles south-east of Kulm. They will meet no one on the trip as they quickly leave fields behind and enter the forest once

more. However, after about 15 miles (and thus 5 miles from their destination) they will encounter a work-gang. Subject to exactly when the PCs reach this spot, thirty slaves (mostly Kislevite, but some Imperialist) will be working on laying a plank road. They are accompanied by six militia and two carts (one loaded with wood). From this point to the manor the PCs may travel on the road that has been laid.

The purpose of this encounter is threefold. Firstly, unlike The Empire, slavery is legal in Kislev and many are indentured for an assortment of crimes. Slavery is not necessarily permanent either. This encounter reminds the PCs of the slaving encounters to date, and the position within Kislev. Secondly, there are some role-playing possibilities as this road leads only to the manor. The guards will obviously be interested to ascertain what the PCs are doing here. Any reasonable answer will suffice, the most obvious being that they are garrison replacements – as Imperialists they look the part. Thirdly, should the GM wish, it offers some reinforcements for the manor, albeit five miles away.

Plan

The PCs can develop any plan to rescue the lady that they wish. However, Levan Rubrov has a plan and an insider in the stockade. One of the servants is a friend of the Antonescu family and can open the gate for them. Levan's plan is this. He and his son will accompany the PCs to the environs of the manor. They should arrive early evening. Leaving his son as surety of his goodwill, Levan will enter the stockade to carry out some trade with the staff. Since he is invited to stay the night, he will do so. At around midnight, he will then sneak out of his quarters and open the entry gate into the outhouse for the PCs, signalling to them with a hooded lantern. A compatriot will ensure that the door to the kitchen is unbarred and unlocked as he sleeps in the kitchen, and will pretend to be smoking a pipe. The PCs then simply have to sneak in and overpower the guards. Levan assures them that most of the garrison will not fight for a lost cause, and will obey the Lady Katrin.

The PCs are, of course, quite free to develop alternative plans.

The Reality

The plan is actually a good one. The PCs should make appropriate tests for concealment and silence, adjusted by their actions. There is actually only one guard upon the roof and one in the courtyard at any one time capable of spotting them, and neither is alert. Even if spotted, PCs should be able to reach the kitchen door easily, and once they are in it is simply a matter of fighting it out.

Fortunately for the PCs whilst the main building is of stone (and modelled on similar Empire border dwellings), a number of modifications for better living conditions have reduced its defensibility. An additional door has been knocked through for a kitchen (through which the PCs will enter), a permanent staircase has been built to the main door and internal windows have been added. Most importantly a second gate for the perimeter was added in the outhouse to aid the servants, and ease access to the vegetable gardens. This is where Levan proposes the PCs enter.

NPC Locations and Tactics

The important point to realise here is that the PCs have surprise, and that most of their enemy is unarmoured at first. They will generally seek to don armour before meeting the PCs in combat, but will act roughly as follows subject to the actions of the PCs.

Roof: one fully equipped soldier, who will fight immediately.

Courtyard: one fully equipped garrison sentry.

Barracks: four sleeping or otherwise unprepared garrison, who will seek to don armour etc before rushing to the scene of the fighting, and one armoured who checks the sentry every quarter hour who will immediately attend the action.

Hall: one soldier sentry with two dogs patrolling the whole building, and will fight immediately.

Sleeping Quarters: Magnus Greel, Herman Balke, Carol Resita and four soldiers unprepared. Two soldiers will immediately attempt to hold the stairs with crossbows whilst the others prepare. All will then seek to attack the invaders.

Stables: three male servants.

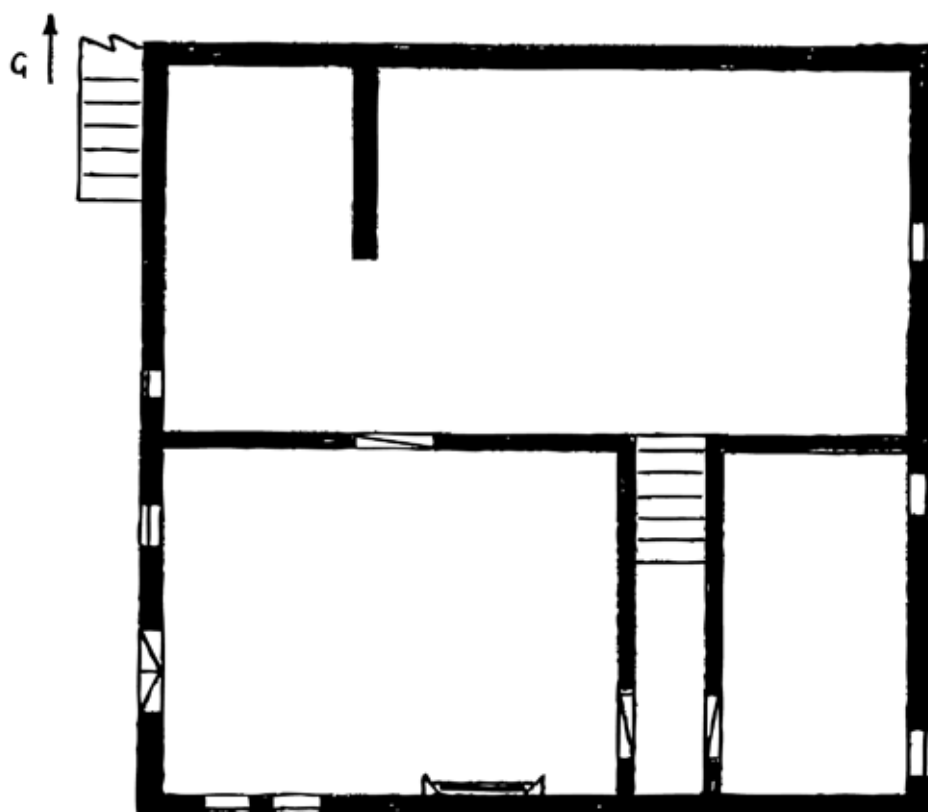
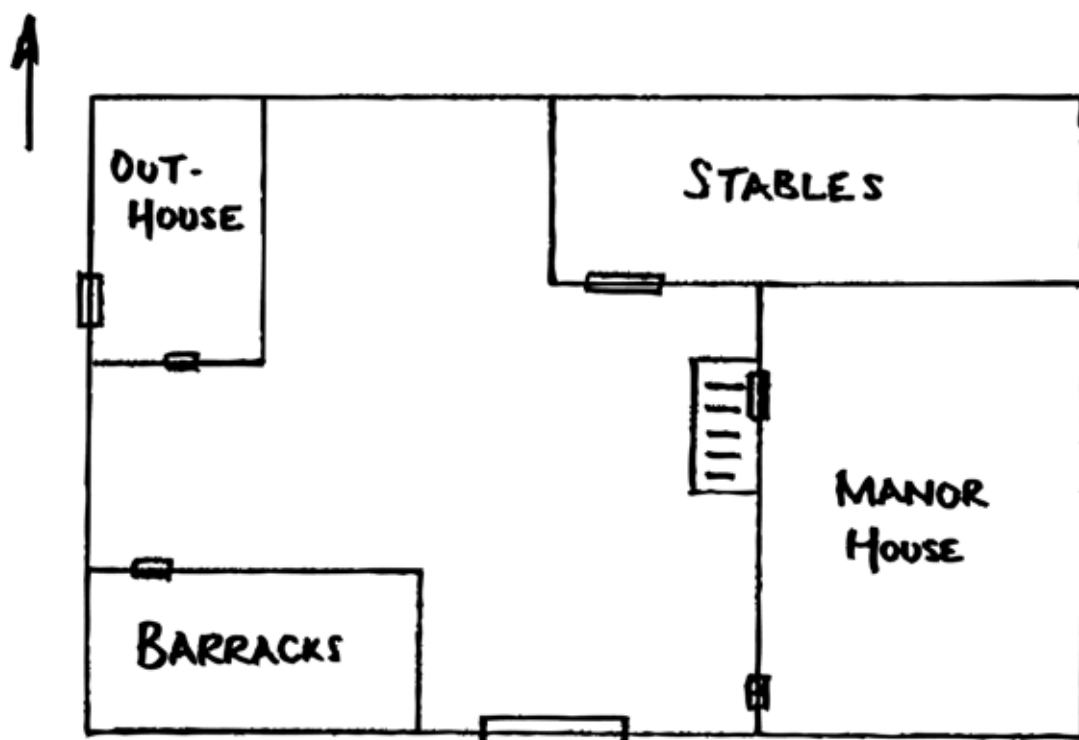
Kitchen area: six servants (two male, two female, one boy, one girl), two of whom might aid the PCs if they look like winning, and one of whom might join the defenders

Outhouse: three servants (one man, one old woman, one young woman), who will be incapacitated (in a manner appropriate to your campaign) by Levan, if the PCs follow his plan. *In the playtest games I developed a nastier side to Levan, who had drugged the servants and then slain them. Close inspection also showed that he had also 'interfered' with the younger woman. This made the PCs look askance at their ally rather neatly.*

These positions are simply suggestions. The important issue is to play the battle out as an enjoyable and testing fight. Use the garrison troops and servants to balance the action.

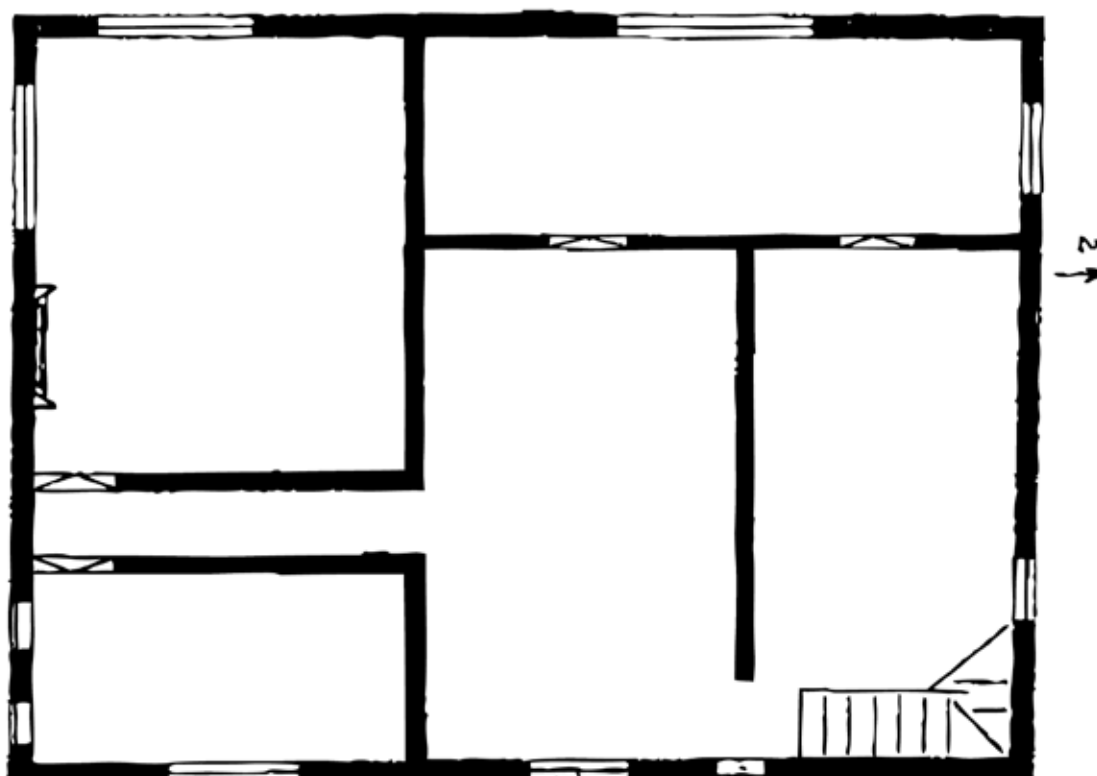
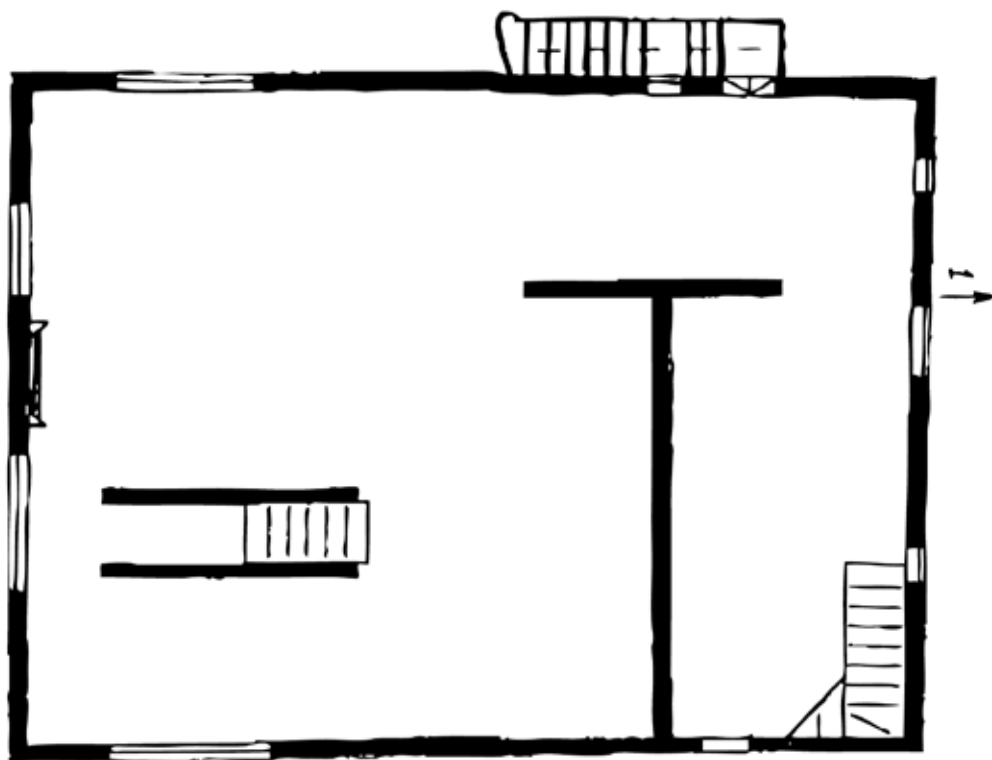
The militia will seek to light the warning pyre in the courtyard to bring help from Kulm, and warn of the attack. Other settlements within the region will simply prepare for trouble but will not investigate. If the pyre is lit, then others around are also lit and the whole area moves to a state of alert. NPCs will react accordingly when meeting with PC 'strangers'.

Plan of the Manor House: overview and basement floor (kitchen area)



Manor House: first floor (hall) and second floor (sleeping area)

Arrows point northwards



Magnus Greel

Witch-Hunter, ex-Judicial Champion, ex-Watchman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	66	65	4	4	14	59	3	44	33	38	46	59	41

Skills: Dodge Blow, Marksmanship, Public Speaking, Ride – Horse, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon – Crossbow Pistol, Specialist Weapon – Lasso, Specialist Weapon – Net, Specialist Weapon – Throwing Weapon, Strike Mighty Blow, Strike to Stun

Equipment: Crossbow with ammunition, Full Plate Armour, Horse with Saddle and Harness, Helmet, Lasso, Net, Religious Symbol (Solkan, of gold worth 15GCs), Rope, Shield, Sword, Throwing Knives (4), 25 GCs

Background: The most senior of the witch-hunters expelled, Magnus was a career hunter who found himself in disgrace at the so-called ‘butchery at Brizban’. Whilst not directly involved, he allowed his men to carry out show trials, lynchings and pillaging of a suspect village. Unfortunately, Brizban is a vassal village of the Grand Master at Grenzburg. Coupled with the purges being undertaken in the witch-hunter chapters at this time, the *Butcher of Brizban* fled before he could be arrested for his alleged crimes. Fortunately for him, he met with Heinrich von Weide who was searching for mercenaries for his master to serve in Kislev. He is loyal to the new Baron inasmuch as this his last chance for position, although he has attempted to persuade the Lady Antonescu to consider marriage with himself. However, he has little presence of command to lead, a fact recognised by her – and his men. He will always be a second-in-command.

Herman Balke

Mercenary Sergeant, ex-Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	45	4	3	8	42	2	40	44	38	40	40	40

Skills: Consume Alcohol, Disarm, Dodge Blow, Ride Horse, Secret Language – Battle Tongue, Street Fighting, Strike Mighty Blow, Strike to Stun

Equipment: Crossbow with ammunition, Full Plate Armour, Helmet, Horse with Saddle and Harness, Religious Symbol (Solkan), Rope, Shield, Sword, Throwing Knives (4), 15 GCs

Background: Herman enjoyed involvement in some terrible lynchings and the like, and was instrumental in the butchery at the village of Brizban (near Grenzburg). He is

trusted to keep the soldiers in order, and is determinedly loyal to Greel and the Baron (in that order).

Expelled Witch-Hunters (6)

Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	45	4	3	8	39	2	34	43	38	36	35	30

Skills: Disarm, Dodge Blow, Ride Horse, Secret Language – Battle Tongue, Street Fighting, Strike Mighty Blow

Equipment: Crossbow with ammunition, Full Plate Armour, Helmet, Horse with Saddle and Harness, Rope, Shield, Sword, Throwing Knives (4), 1d6 GCs

Background: These were simply witch-hunter infantrymen, caught up in the political purge. They respect the abilities of Herman Balke and followed him into exile due to the promises of Heinrich von Weide.

Guard Dogs (2)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	3	3	7	30	1	–	43	14	43	43	–

Skills: Acute Hearing, Night Vision – 10 yards

Background: Two guard dogs prowl the manor house for their masters

Carol Resita

Mercenary Sergeant, ex-Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	45	4	3	8	42	2	40	44	38	40	40	40

Skills: Consume Alcohol, Disarm, Dodge Blow, Ride Horse, Secret Language – Battle Tongue, Street Fighting, Strike Mighty Blow, Strike to Stun

Equipment: Crossbow with ammunition, Full Plate Armour, Helmet, Horse with Saddle and Harness, Shield, Sword, 30 GCs

Background: Carol was the subordinate garrison commander for the Antonescu family, and joined the purge on being offered promotion. He is firmly behind Magnus Greel, as Katrin will certainly demand his head should he survive. The garrison is reasonably loyal to him, but not to the extent that they will die for him.

Garrison (6)

Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	46	3	3	8	38	2	.34	38	31	34	33	31

Skills: Animal Care, Disarm, Dodge Blow, Ride Horse, Secret Language – Battle Tongue, Street Fighting, Strike Mighty Blow

Equipment: Crossbow with ammunition, Helmet, Shield, Sleeved Mail Shirt, Sword, 1d6 GCs

Background: These are troops within the retinue of the Barony. Originally loyal to the Antonescu family, they will join with whichever side appears to be the victorious one. They have a natural inclination to the Kislevite Katrin Antonescu, but have been generally well treated by the new Baron and are reasonably loyal to Carol Rešita.

Servants (12)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	8	40	1	34	28	22	30	32	27

Skills: Dodge Blow

Equipment: Club, Livery, 3d6 shillings

There are twelve assorted servants, including stable hands, maids and kitchen staff. They will avoid combat to the best of their abilities, but are Kislevites and naturally vassals of the Antonescu family.

Baroness Katrin Antonescu

Noble

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	45	4	3	9	39	1	44	43	31	40	24	36

Skills: Blather, Charm, Etiquette, Gamble, Heraldry, Luck, Musicianship (Wind), Read Write – Old Worlde (Slavic), Ride – Horse, Speak Additional Language (Dialect) – Reikspiel, Wit

Equipment: Expensive Clothes, Jewellery (worth 50GCs)

Katrin Antonescu is an arrogant self-involved member of the aristocracy, who knows her rightful place is to rule over her natural inferiors. She will be quite keen to ensure that everyone recognises this. The PCs will be left in no doubt as to their subordinate position. However, Katrin is not simply a temperamental idiot, though she might act this way at first. She is frightened, her world has been turned upside down, she has been poorly used by Magnus Greel once she rebuffed his more polite overtures and she is bent on vengeance on the people who did all these things to her. The PCs will be the easiest targets for this fury, but she will also realise how much she owes them, and whilst she expects them to serve her, she will also reward the service. At the same time, once she is established she will also want rid of the reminders of her fall.

Initially she will insist that the PCs pack as much as they can within her two trunks. She will, naturally, regard valuables in the house as hers, and will also need the money. Looting by PCs will be strongly hindered. She also needs her clothes and her ‘lady-in-waiting’ (Magda Popescu). This must all be packed into her carriage in the stables. In addition, she will insist that all ‘her’ horses (nine of them) in the stable be brought along as well. A stable boy can accompany them to assist in their feeding.

Katrin seeks to be returned to her rightful place. However, she realises that her neighbours have been at best disinterested in her plight to allow her to wallow in prison, and are thus of little help. She needs to be recognised as rightful heir, and then use the force of the Tsar’s government to defeat her enemies. She was responsible for arranging the scheme with Levan Rubrov to involve a group such as the PCs. She is also aware of Imperial law and her right to eagrel that the Count von Wallenstein would have to recognise. The Cult of Verena would support her cause out of belief in justice but also as a means of raising their profile in Kislev; a pro-Verenan Katrin would be an excellent ally. She therefore needs transport to Pskoi Temple, where she should be able to gain help from a Verenan priest.

Aftermath

After saving the ‘princess’ our heroes will no doubt expect a substantial reward and hearty congratulations. Unfortunately for them, of course, this is WFRP and there is no such thing. Firstly, the Lady Katrin Antonescu might have been freed, but she is hardly safe. She must be taken to a place of safety – and will demand escort of the PCs to Pskoi, which is both a religious community and under the rule of Governor Dmitri Khuzov. She will also insist that Levan Rubrov remain here with the (loyal) servants and remaining guards who swear fealty to her in order to hold this property on her behalf. This serves the useful function of getting all these NPCs out of the way for the journey onwards, but is likely to be a death sentence for poor Levan. Most of these people will probably scarp if the ‘Baron’ appears, and none of them were exactly loyal in the first place. Rubrov will accept this command with great nobility, particularly for a mere pedlar, and will be promised a reward for his loyalty in the form of trade monopoly.

concessions. They might be safe if no one escaped from the fight, but he is likely to send his son into safety with villagers to the east as a precaution – and to make sure his family at least obtains the reward!

Unfortunately, freeing the Lady Katrin Antonescu is not quite the popular move that the PCs might have hoped for. Certainly, the traditional Kislevite peasant believes in her right to rule, but all recognise that they are better off under the new ruler. This attitude is mirrored by the Governor, who decided to accept the change in overlord. Heinrich von Weide turned out to be both efficient and a supporter of the Governor in the region. Khuzov will realise that he must recognise the correct ruler and punish his erstwhile ally, but he will be less than happy with the PCs for making him do this. In addition, popularity gained with the Cult of Verena concerning the investiture is that lost with the Cult of Ulric, who oppose such an ‘Imperialist’ ceremony.

Road to Pskoi

Returning to their original trail with ‘Baroness’ Antonescu will lead the party to two encounters before they regain the road. GMs must keep track of the time to ensure the party rest appropriately – and have Katrin complain about any lack in her attention.

About two miles north of the manor house is a deserted village. It is unclear how long the village has been uninhabited. The houses have fallen into disrepair and the communal areas are overgrown. The ditch appears to have been filled in and the palisade torn down completely. However, the poor standard of construction of previous houses suggest that this might be recent – or not. Careful investigation will also show that the village graveyard has been dug up methodically and the bodies removed, though there are also signs of wild animals. The village was actually abandoned about 35 years ago to move the people away from the manor house (as they upset the then Baron) and from the mine further on.

A further mile up the ‘trail’ (being very generous in its description) is located a small open-cast mine and accompanying infrastructure. At all times a patrol circles the area, searching for runaway slaves and looters. The area is littered with gashes in the ground of varying sizes, though the ‘village’ is built over the largest. It is protected by a palisade and ditch as usual. The settlement flies the flag of Count von Wallenstein (white eagle on a red background). There is no village as such, simply a small garrison and the slave miners. Life is nasty, brutal and short for the miners and the soldiers are very wary of ‘visitors’. Should the PCs decide to announce the presence of the Lady Antonescu, they will be welcomed. However, the overseer of the mine is a slaver called Helmuth Mullner from a minor Ostermark merchant family and (currently) loyal to Heinrich von Weide who has contacts with slavers in The Empire. He will attempt to seize the lady and kill or capture the PCs. The troops are more liable to be loyal to the Baroness, but will follow Mullner. However, good PC oratory or role-playing should be allowed an attempt to convince them otherwise. Sensible PCs will simply circumnavigate the place.

The road from the mine to the main road is clearly quite well travelled, and whilst primarily compacted earth it has been maintained to some extent. The main road from the point where they join it is also in far better condition as far as Polotsk, since the mine uses it. Once they reach the main road the PCs must decide whether to enter

Polotsk and rest there, or to pass it by and continue directly to the safety of Pskoi. The Baroness can confirm that Polotsk is not only independent of Heinrich von Weide, but also likely an enemy from the stories that she has heard. That said, its ruler is not a traditional ally of the Antonescu family either. Still, she assumes that nobility will rise above politics and she will be welcomed – as the lesser of two evils if nothing else. In addition, she believes that there will be a cleric of Verena within the small town and is very keen to seek the protection of that cult. GMs should also note the state of the party – they are likely very tired and in need of decent rest.

The Road Goes On

Polotsk

This small town – little more than a village really – shows clear signs of having undergone some renovation to its defences in recent times. It has, due to the continual warfare that Heinrich von Weide has instigated against his neighbours. It is ruled by Boyar Yaroslav Vsevolodovich, who has engendered Kislevite nationalism as a means of encouraging his people to fight ‘the invader’ Heinrich von Weide and his ‘Imperialist lackeys’. Five flags fly from the battlements and the central keep: the bear (as a universal symbol of Kislev), the bear (as Ursun), the wolf (again a generic Ulrican symbol of propaganda), a stag’s head (representing Taal) and a white eagle on a blue background (the Boyar’s own device). Empire PCs can expect rough treatment, though this will be modified if they are accompanied by the Baroness Antonescu.

Should the Baroness Antonescu accompany the PCs, then Yaroslav Vsevolodovich will obviously receive them. He is a fat, squat man of about 35 years of age and an ostentatiously platted beard. He is also an inept coward. The GM should determine the precise actions of Yaroslav based upon the current state of play. He has three basic options:

1. He can hand the Baroness over to Heinrich von Weide in the hope that this will curry favour and stop the latter’s current successful depredations. Should the PCs be chased at this time, then this option might appear the safest for Yaroslav. Heinrich von Weide knows that he must act quickly – once he discovers the abduction – or lose all. Thus, if he is still unaware, only if Yaroslav informs him has he any chance of success.
2. He may seize the Baroness himself, and attempt to consolidate his own position through marriage. This lady has already been rather poorly used and will not willingly submit to this treatment, though she might have little choice. This action demands courage from Yaroslav since he will likely fall foul of both Heinrich von Weide and Dmitri Khuzov, but has rewards in the shape of more lands. It is likely that both Yaroslav and Katrin would try to bribe the PCs onto their side, though the latter is more likely to honour the bargain.

3. Simply send them on their way as quickly as possible and hope that Heinrich von Weide does not discover his part in this, and that Katrin Antonescu remembers his aid. This is the most likely option.

The town itself makes its living as a small market town, primarily in slaves but also in honey, beeswax, furs and some small local mining developments. Obviously most trade is carried out by river, but Polotsk is a regional centre for the province and succeeds in making a living for its people. The town has only one inn, which has been clearly recently renamed The Murdering Imperialist. Notwithstanding its name, the innkeeper knows to look after his customers. The Professor stayed here on the 17th Jahrdrung. However, there was a fight in the inn as two of his companions got into a fight with a local fur trapper who was killed. Apparently one of the three companions turned out to be a woman, though she looked like a man. Some argument or insults were traded over some disagreement, which then turned nasty. The two were arrested, and one was hung on the 18th Jahrdrung, a fortuitous, day being a full moon (Mannslieb). The other was sold into slavery by the Boyar in his weekly court session on the same day. Being a high point to the month most locals will happily talk about the event. The dead man was called Ebolt Druckenmiller and the enslaved was called Ion Iasi. He was bought by a mine to the north-east, whose steward was in town from the last slave auction. The Professor and his remaining (female) companion left on the 19th Jahrdrung, heading for Pskoi. They did attempt to bid for Iasi, but were refused leave to obtain a slaving licence. There was also some argument over ownership of the pair's horses, but these were seized by the Boyar.

Town criers are announcing in Slavic only, and primarily propaganda against Kulm and promises of victory against the usurper Heinrich von Weide.

A Citizen's Vigilance Committee led by Horia Pantazi is campaigning in the streets against an influx of pornography. Merchants dealing in the 'filth' are being targeted. No one seems entirely sure who is printing the material, but most of it appears to be coming from the east. However, the PCs as 'outsiders' will obviously be assumed to have some part to play in the influx. Certain cynics are muttering that Pantazi (a leading merchant) is more concerned that he is not able to deal himself rather than the nature of the business.

People within the town have access to the selection of rumours found in Appendix E. Their primary interests are with the aggression from the west and general trade constants. It seems that most are in agreement that it should be a good year, provided the conflict does not escalate.

As I ran this section in the play-tests, the PCs are greeted cordially as honoured guests together with the Baroness. All are found suitable accommodations, and invited to a small banquet hosted by the Boyar and attended by his important vassals. The PCs are seated on the lowest table, but are able to pick up rumours and engage in conversation. Gossip includes the activities of the Professor when he stayed in town. Towards the end of the meal, a guest is announced – Barend Koberger, an ambassador from Kulm. The Boyar is noticeably worried, but the Baroness uses the opportunity to make it quite clear what will happen to Koberger now that she is returned to power. He is obviously not expecting the Baroness, but was sent to keep an eye on the town. He will, therefore, aim to return to his master the following morning at first light. He is prevented from

leaving earlier by the Boyar, who insists that he join the banquet. Playing the two sides off, Yaroslav determines to allow both to leave first thing, and then claim to have helped both leave and attempted to prevent the other from so doing. However, he decides to offer the Baroness an alliance before she leaves, after brooding over the night. It seems likely that she will win, and her lands are fair compensation for his losses to von Weide. He sends for her, and she accompanied by two PC escorts, meets him to offer her farewells. A scream and crash should bring her escorts running, as she rebuffs his efforts and whilst he attempts to restore his dignity the party leaves. The party cannot reach Kukonois before Barend Koberger can return to his lord, who sends a messenger pigeon to his agent in that town to intercept the Baroness. Just outside the town, the merchant Kaloyen Serbanescu has managed to assemble a motley assortment of his own labourers and a couple of hired thugs. However, he is primarily interested in attempting to bribe the PCs to return the Baroness and, whilst his men are armed with muskets, these are his stock rather than their own weapons. Once the PCs overcome their fear of the muskets, they find untrained peasants with no skill in their weapons rout away very quickly indeed!

Srebrolyuby Mine

Should the PCs elect to follow up the lead of Ion Iasi, the road to it is reasonably maintained and they can easily find the mine, which simply consists of a number of hide tents, and a series of open-cast mine workings. Srebrolyuby Mining Company operates it. There are a number of mounted patrols meant to keep out intruders, and keep in the slaves. Visitors are not welcome. Should the PCs manage to arrange a meeting with the steward, Ladislav Janos, he will only allow them to meet Ion Iasi if they offer him appropriate remuneration or are able to buy him (very unlikely). Should the PCs meet with Iasi, then he is able to tell the PCs that they were guiding him to Pskoi. As Ion understands the Professor's intentions, he wished to travel to a place he called the Focsani Gap, a place Ion had never heard of. However, the Professor had said that it was a military term for a part of Kislev to the north, a gap in the natural defences of this region at which site a group of templars known as the Order of the Sword Brethren are based. He was to meet a guide called Trabzon at the village of Pskoi. This is all garbled rubbish, but PCs ought to be following the trail and not be here!

Pskoi

The village of Pskoi is immediately unusual in that it has no defensive fortifications. Should any attack take place, the inhabitants would flee to the fortified temple that provides the main reason for the village's existence. Most of the peasants work fields for the temple, although the land technically belongs to the Tsar directly. There is an inn called the Temple Inn.

Visitors are normally invited to visit the monastery gate, whether they wish admittance or not, and shake hands with an initiate on duty for the purpose. This tradition has continued for centuries, and is supposed to prevent the admission of evil demons into the village. The villagers will all remember the Professor's visit on the evening of the 19th Jahdrung as he refused to do this. Even the pleas of the steward Dostal Praga were unavailing, and he left the following morning towards Kukonois. He was with a female

companion, with whom he shared a single room. Assuming the PCs follow the ritual, they will be willingly offered this information. However, this does involve a half-hour hike to the monastery – and PCs might agree with the Professor on his decision!

Pskoi Temple

Pskoi Temple is effectively a village of clerics. Like the other villages, it has a palisade and ditch. Inside are rows of regimented barracks containing an assortment of clergy, their attendants and ancillary services. Non-clergy visitors are provided with a guide to escort them around the temple, and prevent any breaches of etiquette. PCs will quickly realise that there is a very convoluted system of protocols and social standards operating within the place, but even those with the Etiquette skill will struggle to follow the correct behaviour patterns. Clerical PCs will – if possible – be offered a lay guide of their faith to attend them and guide them in the same manner. Clergy are free to roam effectively, but non-clerical visitors must state their purpose in visiting and are not allowed to remain after dark – that is what the village is for. This does not mean that visitors need be actually in the priesthood, but they will be expected to be there on religious business. Resourceful PCs might try to circumvent the rules, but will need to make a Bluff test with a Theology skill. Those proving that they are on the business of the Cult of Shallya will be accepted. Simply being in the company of the Baroness Antonescu (if they are) is not acceptable.

The temple is non-denominational, offering space to all the deities of Kislev. However, it is predominantly Ulrican and most of the clergy here are initiates and lay priests of Ulric. There is also a growing minority of Ursun priests, although these are much more genuinely pantheistic in their outlook. There is a certain tension between these two groups. In addition to the altars to Ulric in various aspects and to Ursun as representative head of a pantheon, there are also holy places laid aside for Tor, Dazh, Taal, Rhya, Mórr, Verena and Shallya. There are two of particular interest to the PCs.

The altar to Shallya follows the representation seen before. Shallya is portrayed as a young and beautiful woman with long flowing hair, dressed in a robe and bedecked with flowers. If enquiries are made, the PCs will be told (slightly incorrectly) that this altar is used by the Order of the Sword Brethren, a group of templars to the north somewhere who worship Shallya. A successful Fellowship test might find a bluff Ulrican to confirm that a fighting orders of Shallyans is (at the very least) unusual, but that they date back to the Great Patriotic Chaos War. Generally, the Kislevites are disinterested in the shrine and its foibles since Shallya is not well followed here. Indeed, no one is sure when the last time that a Shallyan actually visited here was.

Assuming that the Baroness Antonescu accompanies the PCs, they will be in need of a cleric of Verena. The cult is using the temple as a base for its operations for the lesser clergy as they develop its own legal framework and not that of Ulric. This obviously causes some tension within the temple. The senior member of the Verenan clergy here is Petre Steyre, who as a level one cleric will not feel senior enough to deal with this issue. Whilst he can accept the petition, he needs both a recognised court and a senior cleric to officiate. This must be done at Kukonois, the seat of Governor Dmitri Khuzov.

The Professor did not call here, and none of the clerics met him. They recall a visitor refusing the traditional handshake, and will mutter gravely about this – but secretly they find the process a bind as well. Persistent questioning about Focsani Gap and Trabzon will eventually uncover a cleric of an academic bent who will inform that:

- Focsani Gap is from military history during the Great Patriotic Chaos War, when an inept Empire general allowed a horde of chaos to escape through a gap in the line of his advance northwards. This horde ravaged the unprotected lands behind him, whose militias had been sent north to fight. The priest knows only of a passing reference, and no details of location.
- Trabzon is the name of a Crusader Kingdom created by a number of Imperialist knights who named themselves the Order of Sword Brothers. It was located in the Taiga-Tundra area of the north. They arrogantly swore to destroy all the chaos, and protect Kislev and The Empire from raids by the **Ruinous Powers**. They even sent weapons north to the beastmen ‘to give them a chance against true fighters and upholders of the Sigmarite faith’. They were destroyed over a century ago, and Trabzon forgotten. There is a remnant of the Order who had been left behind to protect a base originally for their supplies to the region. They are found to the east, near Ösel.

In the play-test the NPC von Bora elected to stay here in order to study the religions within the temple. Indeed, this is a good opportunity to ‘lose’ any academic NPC. This is a judgement call by the GM, but I think von Bora’s basic purpose is served by this point in the campaign. The most obvious problem might be language and permit to travel (if Baroness Antonescu was not freed).

PCs might also seek to obtain some form of testimonial concerning the head of Magnus Greel concerning the reward. This is difficult. Whilst the Cult of Mórr sanctions removal of the head of outlaws, they will need confirmation that Magnus was a Kislevite outlaw. The Cult of Verena will point out technically that he is not, nor does the Grenzburg warrant have validity here. One might argue (and they will politely point this out) that the PCs are now the outlaws. Of course, in rescuing Baroness Antonescu, she can authorise the slaying and declare Greel an outlaw, but she first needs to be officially recognised as ruling her Barony. PCs should be encouraged to carry the heads to Kukonois. The Cult of Mórr can probably be persuaded to salt the head, but they will not be prepared to waste more expensive chemicals on the process. Both Ulrican and Ursun clergy will be much more amenable, although neither will have quite the same legal weight – although neither will mention this.

Skolverket

Kukonois is two days travel from Pskoi, and the first day will find the PCs at Skolverket. This is a hospital, though not in the modern sense of the word. It is a jail for criminals, including ‘social delinquents’ and similar ‘anti-social elements’. Here criminals, the insane and mutants are locked away for their ‘crimes’ and work off their ‘debts’ to society and the law. For many, the hospital is simply a stopping point before their sale into slavery and it operates as a local market to that end. It is also always eager to put

up travellers as another source of income, and has reasonably comfortable quarters at normal inn prices.

Skolverket appears as a large wooden tower and bailey, surrounded by a palisade and ditch. All show signs of age. A flag of a red bear rampant wearing a crown and holding a quarterstaff on a silver background flies from the tower and the gatehouse, signifying the Governor's administration. The bailey contains a small village of hospital workers – guards, a smith and farmers who work some surrounding agricultural land. There is also a cleared market place (for slave auctions) and an inn (for visiting 'merchants' and general travellers). The gate is always closed, and visitors must check their weapons and armour in at the gatehouse. Most of those here wear Governor Khuzov's livery. These guards are fairly thorough, since there are obvious dangers if prisoners were to be aided by 'guests', but a personal weapon is allowed. Non-humans can expect rougher treatment, as the slavers are innately suspicious of them. They will not be allowed any weapons and will be more rigorously checked. Those with non-humans might receive this treatment if they are too argumentative in defence of their colleagues. Some PCs might be able to offer valid reasons to be allowed in – slavers, merchants, Mórrites and the like can try and bluff free entry. Those with Baroness Antonescu are allowed in free of tariff.

The hospital itself is the tower, but visitors are not allowed entry. Of additional interest within the bailey are the temple and the offices of the Straf Charity for the Rehabilitation of Offenders. In reality, it is the offices of a merchant who trades in prisoner slaves and also those few that serve their sentences and are left without money in the middle of nowhere and so with little other prospect except selling themselves into indentured service via the charity. Within the temple can be found rather decrepit shrines to Ulric, Ursun, assorted Ancient Spirits, Dazh and Taal (located centrally), a much newer one to Verena (to the side), a perfunctory one to Mórr and a small one to Solkan (at the back). The Cult of Verena are attempting to inveigle their way into the legal process here and are not strong enough in influence to officially denounce the prison – even if they wished to. Unofficially, they are concerned at its tendency to encourage long sentences as a source of income through enslavement.

Agents for the local mines are here almost continuously buying for their employers, and will be pleasant company to the PCs, though, of course, they are slavers. In any event, they can inform the party that the Professor arrived here on the evening of the 20th Jahrdung with a female companion, and continued on the following morning towards Kukonois. It is not unknown for the hospital to seize the odd lone traveller, but the PCs should be safe. If GMs wish to spice up the encounter, a jailbreak might cause the PCs to question who they should be helping, or a simple auction might reinforce the nature of the place.

Sociable PCs will be able to learn that many of the more insane inmates have been getting steadily more 'difficult' over the past few weeks. Indeed, even many of the more 'adjusted' prisoners have been suffering nightmares. No one here is aware of the subject matter and most care less, but an appropriate PC (or Hilde) might, through offering their assistance, be able to find out more. Dreams are offered as a sample in Appendix K.

Kukonois

Overview

Kukonois is the nominal regional capital of the Garderike since it is the seat of the Tsar's Governor, Dmitri Khuzov. However, the nobility refuses to recognise his importance and prefer to see themselves as directly responsible to the Tsar through their membership of his Duma parliament. Khuzov is simply a bureaucrat of the Tsar's and not true nobility.

Entering Town

The town looks quite impressive by Kislevite standards. Its ditch is some 10 feet wide and the wooden palisade is reinforced by a number of towers along its length. A motte is attached to the town wall at one corner, on top of which is a further stockade surrounding a squat tower. All towers fly a flag of the Kislevite bear, whilst the gatehouse, which is flanked by a pair of twin towers, flies three flags. The first is the symbol of a red bear rampant wearing a crown and holding a quarterstaff on a silver background, and is the Governor's. The second is of a giant blue hawk casting white bolts of ice from its talons on a gold background, and represents the Imperial Kislev College of Magic. The third is of the Ulrican wolf, and represents the Cult of Ulric. All are at equal height. The tower on the motte flies only a flag of the Ulrican wolf.

The town has a strict code on the carrying of weapons and armour, which is rigorously enforced. The PCs should very quickly realise that these soldiers look efficient and are unlike most of the others that they have found within Kislev. All weapons and armour must be lodged at the gatehouse, except for a sidearm and knife for eating. Similarly, mercenaries and other undesirables are not welcome in the town, and must pay a 10GC bond for their behaviour. Of course, if the PCs saved Baroness Antonescu, then these restrictions do not apply. However, they will be prevented from carrying weapons within the town itself.

A Lady Restored

Should the Baroness Antonescu be with the party, she will immediately lead the PCs to the Governor's residence and obtain an immediate audience. There she will blurt out her demands and grievances, and request that the Cult of Verena be allowed to carry out the ceremony to make her eagrel immediately. Khuzov will be very understanding, and promise to call for the cleric. In the meantime, he will offer the Baroness and entourage accommodations within his own house. His primary motivation at this point is to stall. As described above he is not particularly happy at this turn of event, but he is bound to support the Baroness. He will send a messenger to Heinrich von Weide, officially demanding he report to the Governor – but in reality warning him off. Khuzov hopes at some stage to make use of him, although the GM might decide to utilise Heinrich von Weide as another major enemy NPC. At the same time, the Governor

will formally invite the priests of Ulric and Taal to witness the ceremony; they will be equally unhappy. Whilst they support Kislevite nobility over Imperialist, they are most perturbed at the involvement of an external religion. The Ulricans in particular will seek an audience with the Baroness to beseech her not to involve 'outside' gods, and promise (military) support. Whatever the Baroness does, she has the support of the Governor and a fled enemy and will be formally re-appointed to her fief. Allow the PCs to offer advice on which ally to select, if they are so minded. It is also possible to adopt a more physical solution to the problem, which will be supported by the Cult of Ulric. One of the reasons for this part of the story is to offer a number of career opportunities here for appropriate PCs; entry into the **Judicial Champion** career is an option. The primary problem is time, in that von Weide must be given time to arrive *and* he will play for time whilst he hires a replacement for Greel to represent him (assuming that Greel is dead). *However, GMs should arrange all this to fit the campaign and reflect the aims of the players. In one play-test, a PC had expressed the desire to become a Judicial Champion and so I had von Weide ride swiftly after the PCs with the intention of directly facing down the Baroness in front of the PCs. The PC was slain, but Christina then stepped forward and calmly slew the badly wounded von Weide and declared herself the winner.*

Should the PCs persuade the Baroness to visit the temple of Verena first, they will immediately be brought before the ranking cleric, Cordula Malkowsky. As a woman herself, she is naturally favourable to the request, but will insist that the process be recognised by the Governor. The process needs secular recognition as well as religious. She will accompany the group to the Governor's residence, and the same events as described above will unfold. Technically, eagrel is the old Reikspiel term for the process, and the Baroness is actually bringing a case of *Gleichgestellte* before the court, whereby she will have herself legally declared a man. This is why she needs the secular as well as religious authorities.

The PCs will, of course, make a number of allies and enemies from their actions within this particular scenario, though they are likely to be disappointed with the scope of those favourable towards them. Cordula Malkowsky will be well favoured to anyone who assists her cult, which will include PCs who persuade the Baroness to take the ceremony; the reverse is true should the PCs argue the alternative. The Cults of Ulric and Taal, and most Kislevite traditionalists, oppose the Cult of Verena and will view the PCs within the same context as Cordula Malkowsky, but obviously from the opposite perspective. Similarly, Baroness Antonescu is an ally, just as Heinrich von Weide is an enemy. However, the Baroness will hope to see the PCs move along so that she might forget the past and reaffirm her place amongst Kislevite nobility. The Governor will appear pleased with events, but is less than happy with the PCs for removing a strong ally of his in the region. It is also necessary to consider reward for the PCs from Baroness Antonescu. She is clearly limited in what she can offer at this stage since she is still effectively in exile. However, she might be able to offer PCs jobs linked to career advances, most of those requiring a noble employer being available. At the same time, this would mean that PCs would have to give up their chase, and also leave the Baroness with a constant reminder of the last year, which she is hoping to erase. Still, she trusts the PCs more than she trusts the Governor, who effectively left her to rot – and is a bureaucrat to boot! She would certainly appreciate the group's help in re-establishing herself in Kulm. Subject to exactly what happened to Kaloyen Serbanescu she has need of a replacement (or an overseer to keep an eye on him) that might suit a number of academic advanced careers. Should the PCs think to enquire, or have discussed it in her

presence, she can certainly liase with the Governor to contact The Empire authorities in order to arrange for the 100 GC award for Greel and his outlaws to be forwarded. If the PCs took a trophy, then this can be preserved and sent to Grenzburg. The Baroness can arrange to fund the 100GC to the PCs immediately via the Governor, or have it sent to a destination of their choice. In addition, she should be able to raise a sum suitable for your campaign from her negotiations with the merchant Kaloyen Serbanescu – after all he is the one paying! Similarly, normal equipment and supplies might be available from the merchant on the same basis. A warrant can also be provided for PCs operating on behalf of the Antonescu family, although it will have very little validity to the east. Finally, the GM might, on balance, decide to award D6 status points within their existing social level to reflect a job well done.

Baroness Antonescu will offer Christina and Hilde posts with her. It is likely that they will accept. Christina is offered the posts of commander of the garrison and judicial champion, whilst Hilde is given the opportunity to set up her own church as the Antonescu chaplain. Baroness Antonescu clearly needs someone like Christina and throwing her lot in with the new gods completely by being a local centre for the Cult of Shallya seems relatively harmless, especially if someone of Christina's martial abilities comes as well. The two are willing (if asked) to accompany the PCs to solve the mystery at Rensen and will then return. *This is a GM call, of course, but I feel by this stage it is up to the PCs to fend totally for themselves. In playtests, I decided that the PCs were relying rather too much on the NPC abilities and that these characters had developed as much as I wanted them to.*

The Town

The town has clearly undergone varied reconstruction and re-building over the last few years. Locals will be able to tell the PCs that there is something called a Town Plan for the redevelopment of the town, which seems to consist of clearing away sections of the town, and building to a grid plan. There is a great deal of objection to the process, but slowly main thoroughfares are being built in a grid pattern through lower class areas.

The main square, called Imperial Square, is dominated by a statue to the Tsar who is dressed as what would appear to be a rich Empire noble (in PC terms). The work is decidedly average.

Governor's Residence

The Governor's residence is positioned in the middle of a large slum area of the town, much of which was cleared for the residence itself. This was due to cost, and also because the urban nobility refused to sell to the Governor and forced him to locate away from themselves. The residence is three storeys high and served by a large sweeping road cut through poor quality housing. A fence surrounds the grounds and the area is well guarded. The first storey is stone – most unusual. Even more unusual is the glass in the windows, although these are frequently shuttered with large iron shutters. It is actually for this reason that the Governor is called the Iron Governor – locals from the slums had a tendency to lob rocks through the expensive glass windows and so he used iron shutters to keep out the bricks – and the riffraff. A small wooden tower is located

in the grounds, with obvious signs of having been burnt down. This is the laboratory of the Governor's pet wizard (turned alchemist) Stephan Turtko. Stables and servants' quarters are to the rear. Inside, the residence is finely appointed and there are a number of works of art. Of particular interest is a fine drawing of a group of elves and humans fighting a band of dwarfs. The artist clearly preferred the former as the dwarfs are shown to be foaming at the mouth and red-eyed, whilst the elves and humans are elegant and noble. Intriguingly, both races wear identical chain mail armour and carry the same elongated oval shield inscribed with what appears to be a vine leaf. The Governor also owns a statue of a man dressed in an identical manner. He believes that the drawing was based upon a plinth found to the east; certainly the artist (Vitalii Cuijanov d. 2365) was based in Erengard. Otherwise the art portrays nationalist-Kislev subjects, including a romanticised 'Defence of the Lynsk'.

Temple of Ulric

The second major building within the town is the temple of Ulric, which is built upon the motte adjacent to the town wall. The two are connected by a walled corridor between the wall of the town, up the motte and to the stockade of the temple. Whilst no guards are on this wall, and it is far from easily defensible, soldiers can mount the wall in its defence if required. The PCs must pass through a gate in the town wall, and up steps of packed earth dug into the motte itself, before passing through a gate into the stockaded bailey surrounding the temple. Here some domestic animals roam amongst fenced gardens. A squat tower, the temple consists of one large room dominated by a statue of the god sitting on a throne looking down upon the sacred fire burning in a pit to the front of the statue. The priests are wary of the fire catching hold of the building, and consequently double their zeal in tending the fire. Ulric has two small shrines within the town proper as well, both consisting of town wells watched over by weathered wooden carvings of a wolf standing on two legs howling at the sky.

Other Temples

There are also small temples to Taal and Rhya, Verena and Mórr. None are particularly impressive, though there are two points to note. The temple to Taal and Rhya also includes a small shrine to Domovoy, which appears to be very popular judging by the number of offerings. The Temple of Verena also contains a 5-foot high wooden statue of a representation of Shallya as a very tall and thin, young and beautiful woman with long flowing hair, dressed in a robe and bedecked with flowers. Hilde will visit here as a link to bring this lead to their attention, should PCs not visit. The cult inherited it from an old derelict building, and elected to preserve it rather than let it be burnt. The original building it was in was demolished last year, but the owner persuaded them to accept the gift. He was a merchant of the town called Gunther Zischer. Outside the gate is a small area laid aside to the various nature spirits, and poorer sections of the town retain small niches honouring various local spirits. In addition, PCs entering dwellings will find wide observance to ritual icons of domestic spirits.

A more impressive temple has been constructed to the Law gods, including Dazh. It is small but well built; worship tends to be limited to civil servants and the military that are generally supportive of the Governor – or at least politically motivated to adopt worship

of other gods within the pantheon. The temple also contains a rather peculiar statue of a figure in chainmail armour, an elongated curved shield, throwing spear and mostly enclosed helmet. The subject is unknown, though the temple knows that the statue is a remake of a much older statue found in excavations for an earlier Governor's residence. The remnants of the statue are to be found in the residence. From these, someone with the Art skill might speculate that the original was actually an elven figure and not human as was presumed in the newer copy.

Public subscription supports a small, well-maintained temple to Ursun, which includes space for the worship of the Ancients Spirits and all other gods of the pantheon (including Tor, Dazh and Ulric).

School of Magic

The town boasts the one school of magic that is located in this region. An imposing wooden building, it flies a rather tattered flag of a giant blue hawk casting white bolts of ice from its talons on a gold background. In addition over the doorway is a plaque of Miska the Slaughterer, reputedly the first Tsarina (daughter of Boris Ursa) and user of Ice Magic. Fellow wizards will be treated politely, but others will not be admitted. It is clearly in a poor state of repair, and most of the ten wizards who live and practice here are either apprentices or hedge wizards of minimal ability. The school's head, Asen Lascâr, is little better, but is earnest in his efforts to improve standards. The school has very little in the way of magic supplies, but is desperately short of money and can be persuaded to sell what it has. There is obvious bitterness that the Governor maintains his own personal wizard and alchemist, and offers the school very little support.

Stocks

Near the gate into the town is located a small marshalling area for the garrison and the town's main stables. Whilst used by the military, they also serve visitors and merchants if required. Here are located a pair of stocks for minor crimes. Above them, written in Old Worlde, are plaques bearing the words "I committed economic espionage. I did not work hard enough." PCs might be drawn to the location by the sound of musket shots. It is not unknown for the garrison to place a target for musket practice near any prisoner to scare them. Whilst the aim is not actually to hit the person, a bad miss has been known to do so. Still, they are only criminals.

Meeting House

Serving herbal teas and similar drinks, this meeting house is highly unusual in that only Classical may be spoken within. All menus are written in Classical, and it is a rule of the house that all conversation must also take place in the secret language as well. Needless to say, it is usually empty.

Town Crier

A town crier works the entire town daily, calling various. official notices. At this time, these include:

- Work hard, obey the law.
- The Society for the Preservation of Ancient Rights is a proscribed organisation, working to undermine the Tsar. All citizens should remain vigilant and report any activity of the group to a member of the Citizens Militia.
- Support the Citizen Militia. The Citizen Militia is working for you.
- Do not offer money changing services. Only legal changers of money can provide change. Marienburg Guilders are not to be accepted.

Kaloyen Serbanescu's Residence and Warehouse

Should the PCs have rescued Baroness Antonescu, they will meet Kaloyen Serbanescu in one of two methods. If the GM adopts the ambush suggested earlier outside town, then he will have been there, but will probably survive his attempt to stop them since he will flee at the first sign of danger. His was never a serious military threat to the party as he is simply a merchant following a rushed instruction. However, he is clearly aware of his peril and will return to town and throw himself at the mercy of the Governor. Otherwise, the Baroness will be after his blood for assisting the usurper in his business dealings and not standing by her. Here again, once he discovers that the Baroness is in town he will throw himself at the Governor's mercy. Serbanescu has proven valuable to the Governor as Heinrich von Weide has managed to improve the supply of gunpowder from The Empire for his soldiers at a very fair price. In addition, the merchant has trade contacts very useful to the Governor. To this end, he will place him under house arrest at his residence under the guard of the Citizen Militia. PCs visiting him there will find the guard under strict orders to admit no one, and Governor Khuzov's orders are to be obeyed precisely at all costs.

Visiting the warehouse will find a foreman willing to tell the PCs that Serbanescu left first thing this morning with "some of the lads" and that he has not returned. He will provide the details of the residence address to any polite enquiry.

The Governor will make Serbanescu pay for his protection in cash and trade, but ultimately manage to persuade the Baroness Antonescu the efficacy of allowing the man to remain as her agent given his excellent business acumen and the loyalty he showed to her father. However, she too will obtain a heavy indemnity to allow him to remain alive, including his house and the one that he rented to Gunther Zischer. Kaloyen will also effectively retire and his son Sigismund will manage the business together with an overseer appointed by the Baroness. At the same time, the symbol adopted by the merchant (under instruction by von Weide) will be replaced by that of a black lion (the Antonescu device) crushing a two-tailed lion (that of von Weide). His daughter Annysa will also act as hostage and live in Kulm with her family – since she is a successful physician that is a doubly useful gain for the village.

Rumours within the Town

This is the first settlement large enough to be worthy of owning its own rumours. In addition to the general rumours found within the Appendix E, the following specific stories are circulating town:

Gunther Zischer sold his successful business at a bargain price to Matthias Dumitrescu last week and then left town.

Gunther Zischer, the merchant, fell out of favour with the Governor and left town hurriedly. He was a major supplier of gunpowder for the Governor though lost out recently to Kaloyen Serbanescu who was acting as agent for an Imperialist lord.

Kaloyen Serbanescu is the richest merchant in town. He has many contacts in The Empire through his agency here for Count von Wallenstein's lands to the west and successfully imports and exports to the south despite the distances.

Rensen has the plague. The military, in conjunction with the Cult of Ulric, have blockaded the village to prevent its spread.

A Citizens' Militia patrol found a sack full of skulls lying against a wall, but no one knows why they were there. *This story is true, and the skulls have been determined to be human and quite old. The temple to Mórr is currently holding the skulls until the priest can obtain permission from his superiors to bury them with appropriate ceremony. These were actually being taken to Ösel by a merchant for sale.*

If the PCs have dealt with Kaloyen Serbanescu and he survived, rumours will quickly spread of his having given up major property and trade concessions to both the Governor and the Baroness Antonescu. In particular, he has given up both his own house and that he rented to Gunther Zischer as gifts to the Baroness, and a number of tenements to the Governor. If he died, then his son Sigismund has agreed to the same concessions.

The village of Pliska has the Blue Pox and travel to the environs is forbidden, on punishment of death.

Pliska was forcibly closed down by the Governor three years ago, and its people removed. No one is allowed near it anymore, and the area is guarded by some of the Governor's household guard.

For PCs enquiring about Ösel, they will readily discover that it is a town on the mouth of a swamp that forms a delta for tributary waters for the River Urskoy. It is a home for pirates who raid the river traffic and flee into the secret ways within the swamp. Ösel itself is split into two parts, an older part being on an island within the swamp. Its leader Boyar Yury Vasladovitch is an enemy of the Governor, and barely tolerated by the Tsar. He deals with all types of merchants, slavers, and even the local uncivilised tribesmen around there. The latter are a group of uncouth savages who live to the east of the delta within a range of hills and gullies preying on travellers that are stupid enough to go eastwards from here. If the Ösilians don't get you, the savages will.

Finding the Professor

The Professor arrived on the evening of the 21st Jahrdrung, which can probably be established since he was an Imperialist. However, he stayed at neither of the two inns [Imperial Kislev and Bear Hug]. If the PCs miss the appropriate clue, then someone will have seen him in the company of Gunther Zischer.

There is also a Dragan Stradovski who lives in town, a merchant who trades with Anton Stradovski (a cousin) and other areas in Kislev and the northern Empire. His primary businesses are furs and honey. He has never met Anton and regards him as a fair (if harsh) businessman. Udo Stradovski is unknown to him, but he may recall (as a red herring) that “he is some sort of priest isn’t he?” Dragan himself is a red herring, though he can confirm (if asked) that a branch of the Stradovski family live in Ösel too.

Visiting Gunther Zischer

PCs attempting to find Gunther Zischer will have great difficulty. His address is quite easily obtained, but his house is empty. Asking around the neighbourhood is not straightforward as he lived in a district of middle and bureaucratic class residences that will not generally talk to ‘adventurers’. However, the servants of these residences will be more talkative. It seems that the merchant left abruptly on the morning of the 24th Jahrdrung giving his servants no notice and walking out on the landlord’s agent who was livid. The agent was Kira Durov. The servants were Anatoli Orlov (butler), Elena Grinko (cook and servant) and Yelena Petrenko (who gossip says was his mistress).

Following up leads at what passes for the local merchant’s guild or at the address of Gunther Zischer’s warehouse will quickly discover that he sold his business to Matthias Dumitrescu, at what everyone seems to believe was a knockdown price. Zischer’s employees all left with him, except for one man who disappeared the morning that they were due to leave. He is called Stasa Konotop.

Little general information can be obtained about Gunther. He arrived from Middenheim approximately two years ago, alone but with substantial capital. He took a house, set up a business with a number of people here and in The Empire buying and selling a range of goods including some property. He appeared to be a typical merchant of his class, sponsoring local worship of Handrich but also partaking in worship of Ulric. He was said to have bought a mistress from one of the local militia groups who had caught her as a thief, which gave some rise to gossip at the time.

Visiting Anatoli Orlov and Elena Grinko

Both were fortunate to find new positions with Matthias Dumitrescu. They both found Gunther Zischer a good employer and were highly disappointed to be dismissed. However, both received a generous settlement and were provided a job with Matthias Dumitrescu as part of the deal between the two merchants. They can confirm that the Professor arrived on the evening of the 21st Jahrdrung, and that their master appeared completely shocked by the arrival. However, he was effusive and generous with his

hospitality, and the two were soon in deep conversation. Gunther was very busy for two days whilst the Professor and his female companion (an uncouth Ungol slob who looked and acted more like a man) rested in the house. On the evening of the 23rd Matthias announced that he was leaving the following morning and gave them their payoffs. Anatoli was aware that a trip was being planned as he had helped buy horses and provisions for some 10 people for two weeks. He heard parts of conversations including something about 'Ösel' and 'sword brothers'. Yelena Petrenko went with them. The two were rather afraid of her, and are unsure as to exactly what she was supposed to be. Whilst she might have slept with Gunther on occasion, they are uncertain that they would describe her exactly as his mistress. She was more a trusted aide. She was originally a thief who had tried to rob their master when he first arrived here, and he arranged for her to be indentured to him for some reason.

Visiting Matthias Dumitrescu

Matthias Dumitrescu will receive visitors, and admit he bought the business of his erstwhile rival. Zischer approached him in the afternoon of the 22nd Jahrdrung and indicated a desire to sell. It quickly became apparent that he wanted to sell quickly, and Dumitrescu obtained what he thought was a bargain price. He is no longer so sure, since it appears from the books that Zischer was not quite the businessman he had appeared to be. In particular, his salary payments to ordinary warehouse staff seem to have been exorbitant. However, since the seven staff left with Zischer, he is not too unhappy.

If queried about the demolished house that contained the statue of Shallya, he will state that Zischer had a number of properties in some of the poorer areas of town. However, he does not think that any were demolished, nor can he find records of this. Actually this was a story made up by Zischer to persuade the Cult of Verena to host the statue, which he had imported. It appeals to the Union to have their own deity accepted into official temples.

Visiting Kira Durov

Kira Durov is a house agent and employee of Kaloyen Serbanescu. She deals with all his housing investments, scattered throughout the town. She is very angry with Gunther Zischer who simply left his property without notice, but she knows nothing else. If PCs are following the Antonescu storyline they may also meet her as the agent who shows the Baroness (and PCs) around her new residence within the town, which happens to be the one that Zischer was renting. Apparently the Baroness has graciously allowed Serbanescu to continue to live in what used to be his own for a hefty rent. Durov will also mention that she has an appointment with the Governor's steward to show him some tenements that the merchant has given to the Governor.

Should the PCs ask Baroness Antonescu, she will be quite happy to allow them to investigate the house in which Gunther Zischer was living. There is apparently little to find, nor much of any value to steal (should PCs be so minded). The house has been 'cleaned out' of all items and both Anatoli and Elena can confirm that Gunther also burned much 'paperwork'. Observant PCs might find the following:

In the library, the books are essentially for fashion and have little thematic organisation. They are clean (no signs of any particular ones having been used regularly) and none particularly relate to medicine. Six actually hold pornography carefully sealed into books pretending to be concerning the economics of rent, a link to previous mentions of the trade in such material from the east.

The cellar appears to be empty, but observant PCs will note that the earth floor is swept clean. Careful inspection of the walls will find that one has been recently repainted. It used to hold the representation of the Medical Union's aspect of Shallya. Careful cleaning and a standard Risk test might be able to ascertain this fact from faint traces on the wall. There is also candle wax on the floor.

Anatoli Orlov and Elena Grinko were not allowed into the cellar because they were told that it was a shrine to Handrich. Neither saw any reason to go down, as it was damp and musty.

Finding Stasa Konotop

Discovering the location of Stasa Konotop should not be too difficult with a little coin and some foot leather. He has been spending his down payment from Professor Stradovski quite liberally. He can explain that he and the six others were all employed to work for Gunther Zischer in his warehouse, but that they were all aware that they were being hired as muscle. Stasa is something of a coward, particularly when full plate armour appeared and there was talk of a trip to Ösilia and talking boat to The Empire. He had earned good money for a couple of years and had no intention of travelling into The Empire – which is not only at the end of the world, but is full of Imperialists!

What really happened?

Events unfolded as described. What is missing is the fact that Gunther Zischer was a merchant from Middenheim who was saved by the Professor and initiated into the Medical Union. However, as he was a careful man this was kept secret from his colleagues. Gunther was tasked to start afresh here as a precaution should the Professor need to flee, and set up in business as a merchant. If all went well, he would live out his life here in comfort, albeit a trifle rustically. However, he was to employ a group of workers in the business suitable for bodyguard and military work should the Professor have to flee this way. Given his treatment at the Medical Union's headquarters, the Professor feared the worst and is seeking protection with those he feels that he can depend upon to help him with his plan.

Finding Trabzon and the Focsani Gap

If the PCs rescued the Lady Antonescu, the Governor is in possession of details that should help the PCs. He can tell them precisely where the Focsani Gap is, though he is perturbed that they are aware of it and seek to discover exactly what they know about the location. He will use the information as part of a bartering tool to persuade the PCs to undertake a job for him. The Focsani Gap is from classical military treatises upon the defence of Kislev from invasion to the north. It is the last line of defence of Kislev and the first for The Empire proper. It assumes that the River Lynsk front has been breached or circumvented, and is the notional gap between the bastions of Erengard and environs and the River Urskoy-Kislev-River Black Bear line. It is clearly a rather unlikely defence, relying more on politics in that The Empire is likely to support Kislevite troops along this line, since it is clearly in their self-interest to do so. The notion places emphasis upon his own province, which is expected to hold Kukonois to the River Urskoy. He believes (incorrectly) that the castle of Cetatea Alba was constructed in part as part of this defence due to the success of chaos raiding parties during the Great Patriotic Chaos War in breaching the line and accessing the interior. This is now the location of the remnants of the Order of the Sword Brethren, who agreed to maintain the fort as a supply base for their holdings to the north, which were called Trabzon and awarded to them by a grateful Tsar. On a successful Fellowship test, the Governor will add that they were regarded as a cheap border defence, since no one else would take the land. He does not know where exactly this was, but recalls that its last holdings fell about a century ago when the knights were ambushed by beastmen when – rather arrogantly – hunting chaotics far to the north. The Governor's library has maps of the region, and PCs may be allowed access to them.

Others are less likely to be aware of this information. Few know of the Focsani Gap as it is military theory and not in common usage, and Trabzon is from (relatively) ancient history. However, Dragan Stradovski is aware that some of his forbears served in Trabzon.

The Governor's Problem

As might be expected, Governor Khuzov has a problem that he needs assistance with by independents not linked to him. At some point, whether from Baroness Antonescu or his agents within the town, the PCs (as foreigners) will come to his notice. They are, of course, precisely what he is seeking.

There has been a clear rise in the amount of illegal slavery and kidnapping without apparent motive. He has been unable to find out anything definitive, and aside from the demands on him to protect his people, the economic consequences are becoming noticeable. His only lead is that a patrol of his hobgoblin wolfriders discovered a group being taken into the territory of his neighbour, Boyar Yury Vasladovitch, by a group

of unknown ‘bandits’. A second shipment was intercepted by the hobgoblins and the ‘bandits’ killed, having elected to fight to the death. On inspecting the bodies, they appeared to be what are locally called *Tribesmen*, a group living within the easterly border of the Focsani Gap, to the north of Ösel. The Governor does not have the manpower to continue these patrols, nor does he wish to risk the hobgoblins being discovered – he had the freed slaves killed to prevent this. Unfortunately, the *Tribesmen* live under a direct warrant from the Tsar himself for services rendered during the Great Patriotic Chaos War, and, worse, live beyond his remit within the lands of Boyar Vasladovitch, who vehemently dislikes the Governor. What he will not tell the PCs is that the humans were accompanied by beastmen. Should the PCs express interest, he can arrange to have them shown the equipment the humans were carrying. Each had a simple wool tunic, booted sandals, sling, leather whip, leather cap, shield in the shape of an ‘8’ and bronze sword. The PCs are welcome to the equipment should they desire it. The Governor has a spy; a merchant within Inner Ösel called Zhanna Shkurat. The PCs will be provided with the following coded speech:

Question: I am looking for honey from bees in Pliska.

Answer: I only have those from Ösel.

Question: Are they as good?

Answer: No, but they are cheaper.

In addition, on the 20th Jahrdrung he received a message from his steward in Rensen that the villagers were taking ill in alarming numbers. He sent his Bretonnian mercenaries along with a cleric of Ulric and one of his own staff to investigate, but they have been unable to solve the problem. Perhaps the PCs could look in on their way past, and offer advice?

One last item, should the PCs be travelling to Ösel. He has a contract note in need of delivering to an agent of his in Ösilia and he seeks trustworthy messengers for the purpose. Should the PCs agree, he will hand them a sealed leather scroll case and ask them to deliver it to Irina Ulianov at the Imperial River Navy inn in Ösilia. She will be there each evening, wearing a coat bearing the arms of the Brotherhood of the Bear, in which she was once an auxiliary. The PCs should greet her with the words “Illumination come over us all” and receive the reply “Vengeance follow swiftly”. If the PCs elect later to open the scroll it is a contract note concerning payment for horses to Leonid Steblov, but of little direct use to the PCs. They could conceivably sell the information to Boyar Vasladovitch. It is authorised by the van Aelst gnome family.

Should they agree to undertake these jobs then he will offer a daily rate of 8 Marks per day plus 50 GCs for uncovering evidence of the slavers, 20 GCs for saving the village and 5 GCs for delivering the message. In addition, the PCs will be given a warrant (and explained as to its limits) and an authorisation to his steward in Rensen to pay the PCs.

The Governor does not waste his time on ‘small talk’ or social niceties, but is not specifically unpleasant. He is a self-made man and aware of what the local nobility think of him and his ilk. For this reason, he might be genuinely well disposed to PCs, who are in a not dis-similar social position. He is well informed of local events and can probably offer plausible interpretations on rumours that the PCs have picked up. He will enquire whether they have met goblinoid raiders in their travels as he understands that

the north-eastern parts of The Empire are facing increased raiding. This might affect his own region. These are the first rumours of the depredations to come by Azhag the Slaughterer. Whilst they will not affect the PCs, they need not know this!

Uscat

Uscat consists of less of a village and more of a scattered series of dwellings sited for ease of access to agricultural fields. A man-made hill dominates this large swathe of cleared forest, upon which sits a hill fort, surrounded by a ditch. At the foot of the hill sits a common hall that acts as an inn for travellers and a central meeting place for the locals. The fort is empty, and meant as a refuge in case of attack. In such a situation, everyone would flee to the fort with whatever he or she could carry and endeavour to await relief from Kukonois. Uscat uses an extensive rotation system, keeping up high productivity through continuous development of new land chopped out of the forest. This is very labour intensive, and is the destination of many Imperialist émigrés. Some People's Army soldiers are also located here to guard a number of slaves serving short sentences in the hard work of forest clearance.

The Professor arrived on the evening of the 24th Jahrdrung and left the following morning. A well-dressed man, a woman and seven highly armoured men accompanied him. Of course, we now know that one of these 'men' is actually a woman. If queried, the villagers will allow that one of the seven was much smaller than the other six and that it could have been a 'mighty peculiar' woman. The group caused some consternation, as they appeared ready to fight a small war, but moved on peaceably.

Aside from the normal rumours, they have also heard of plague in Rensen. Note that they believe that it started before the Professor arrived, as he was a day behind the Governor's men sent to aid the village. There is also talk about a series of disappearances over the last year and strange people being seen in the forest. Five women and one young girl have vanished in the last year, though the high number of immigrants has tended to disguise the fact and led to speculation that the culprits are amongst these new people. The strangers seen around the area have only been seen in the night and never close enough to offer identification. The Behinder is believed to be the culprit by many, whilst others believe that forest spirits or elves are at work.

Rensen

Rensen is indeed in a state. The village looks reasonably prosperous in its infrastructure, but the villagers are all unwell. Children and the elderly appear worst hit. All are lethargic and dull-witted, look sallow and are physically uncoordinated. The first will die on the evening of the 9th Pflugzeit, the night of a full moon (Mannslieb). The soldiers are living camped outside the wall, but do enter the village albeit with precautions. They wear facemasks and a local flower said to keep away evil.

Unfortunately, the investigation has got nowhere. The cleric of Ulric, Grigori Busko, believes this to be a divine problem and has herded the villagers into constant prayer and undertaken ritual cleansing of the village. Most of the soldiers have spent most of their time caring for the sick, or carrying them to a service. The Governor's aide, Mircea Vladimirescu, has had little opportunity in searching for more mundane reasons though has found no trace within the dwellings of (unusual) infestation.

In fact, the village's water supply has been polluted by a nearby mine, although this is not immediately visible from drinking it. However, those with the **Cook** skill will notice a peculiarity of flavour and taste in the water. Note that normally the water is not drunk, and this makes it even less noticeable. However, the test can be allowed when washing or similarly coming into contact. In addition, the lead has been taken up by the crops and plants in the region, which is then ingested by those consuming them. PCs with appropriate agricultural or wildlife skills will notice the pestilence in the flora.

The Professor arrived on the evening of the 25th Jahdrung, together with his party. They stayed at the inn, the Professor bribing the guards to let them in and offering his professional services. He claimed not to be able to discern a cause, but he and his men drank only imported wine and ate their own food. Three of the men played cards with some of the Bretonnians and seemed to have plenty of money – at least before they started the game. They were Kislevite mercenaries, although they would not say where they were going or what they were doing. They did ask about Cetatea Alba and what the travelling would be like, though.

Villagers tend not to venture out of their stockade at night since they believe the forest to be haunted. Last year one boy and two women disappeared, and another was chased back to the safety of the village. The village raised the militia and came across some goblins on wolves, at which point they informed the Governor. He sent some soldiers who destroyed the evil creatures, and everything has been calm since. Still, they take no chances. If asked, they believe that the Governor's soldiers were Empire mercenaries, although they were actually the Marienburg mercenaries. The 'goblins' that they saw were, of course, actually friendly hobgoblins investigating the kidnappings and the mercenaries simply pretended to drive away the hobgoblins. PCs may – not unreasonably – incorrectly ascribe these to the stories of Azhag the Slaughterer mentioned by the Governor.

Siauliai Mine

The Siauliai Mine consists of a small stockaded work camp flying the Governor's emblem, which holds the guards and miners. The mine used to be a source of silver for the Governor, but is now limited to lead. As this is a lead mine, slaves provide most of the miners although Grugg Ironhead, a renegade dwarf, offers technical advice. In fact, he is an incompetent drunkard who has allowed the lead workings to seep into an underwater stream and polluted the water supply of Rensen. PCs with the **Mining** skill will realise this on a successful test, modified by the thoroughness of their inspection of the mine. Equally, a number of dead slaves await burial in one of the disused areas of the mine, and have the same pallid skin colour as the villagers. Of course, this being **WFRP**, it is by no means all Grugg's fault – but no one is likely to care! Limited demand for lead, Riven the supplies found in Ostland that serve the pewter industry

there, have led to little investment in the mine and less interest in its safety. One other point to note is that the PCs will quickly realise that many of the slave miners are mutants, since they are very cheap and very expendable.

Needless to say, the mine steward Darok Dovzhenko will immediately instigate better working procedures and report to the Governor. Grugg will quickly find himself working in the mine in a different capacity as scapegoat for the whole mess. Darok will be particularly interested to talk to PCs if he learns that they have been near Hasselhund and Dunkelpfad. He has heard rumours that lead production there has fallen drastically, and is hoping that he might be able to approach the pewterers of Ostland with an offer, hopefully raising the mine's profitability and so its investment.

Travel Shrine

This is clearly intended as a resting-place for travellers, consisting of a fire pit set into a small clearing by the side of what passes for the road. There are a series of offertories in the form of carved niches in the trees and chiselled holes in small rocks to the various Ancient Spirits in the region. In addition a moss-covered altar is set with a pair of antlers for offerings and prayers to Taal.

Osel and Osilia

Osel

The gatehouse flies a flag portraying a gold stag rampant upon a blue background, the heraldic device of Boyar Yury Vasladovitch, lord of the village. Whilst technically a town, much of the settlement lies across the river in so-called Ösilia. Ösel lies protected on three sides by a ditch and wooden palisade in disrepair. It will also be readily apparent to PCs that the majority of the population upon this side of the town is Ungol, who form the militia. In addition, and GMs might like to present this by the PCs meeting a patrol en route, the armed forces are unusual in being almost entirely cavalry. This is because the area around is good grazing for horses, and a number of large ranches are found within the area. Many of the horses are sent by river for sale in Kislev or in Bechafen, but others are retained for Ösel's forces. None are sold to Governor Khuzov – at least officially.

Ösel itself is divided into two parts. What is quite clearly a more prosperous area is divided off from the rest of the town by a moat and well-maintained palisade. Two bridges provide access to this portion of the town, and a payment of one penny (or a noble) is payable on entry. There is also a rigorous enforcement of the town's policy on weapon prohibition. This inner town consists of primarily housing, together with offices, some retail and craft industries. Whilst some of the residences are quite spacious and the main social actors [temples, town offices etc] are all located here, there is also lesser residential found within some regions, and a small industrial sector on the waterfront. However, the majority of the poor lives outside the inner wall within the noisier and smellier industrial, crafts and docks sections. There are a number of temples scattered throughout the town, but all are polytheistic and serve all gods. Whilst a particular emphasis is placed upon the northern deities, each god is equally served by a committed priesthood – with the exception of Sigmar, of course.

A statue of Boyar Innokenti Vasladovitch holding the Lynsk is found at the docks. PCs with the Art skill will note that it appears to have been cut from a larger work (as it was, the original included the Ostland Elector who was removed for political reasons). Ösel is not a true stopping point for traffic from the river, but many captains use it as such to sell or buy illegal contraband to make the journey to their final destination more profitable. At the same time, there are a number of small riverboats that operate as privateers who will also sometimes use Ösel as a place to sell their loot. Generally speaking, Boyar Vasladovitch allows such business to take place, provided his customs people pass on a satisfactory proportion to himself. At the same time, he is careful that the pirates are kept in check, for he depends upon river traffic for his own official imports and exports.



In addition to transporting horses raised within the environs, Ösel deals in furs and honey to the south and some reasonable quality kvas to the north. It is also currently a source of printing for some less than legal groups in Ostermark and pornography more generally. To date, this has reached only as far as Kukonois and Polotsk to the north, but also to Kislev and Ostermark. Sigmafoil is found readily within the estuary, but there is little commercial exploitation of it.

Enquiries at the gatehouse, with suitable compensation, will elicit the fact that Professor Stradovski and entourage arrived here on the evening of the 27th Jahrdrung and travelled by ferry across to Ösilia.

It will be readily apparent to any visitor that something is happening within the city. There are no official criers, but a number of private criers are to be found announcing election pledges for various candidates. Political elections are taking place in the town! Normally such an event would create little interest as there is no universal suffrage, and guilds and the Boyar effectively run the Town Council. However, three portreeves are elected by ballot. This ballot consists of guild block votes and voting by property owners according to the relative size of their property. The portreeves represent Inner Ösel, Outer Ösel and Ösilia. Again, whilst a number of candidates might stand, these are usually simply part of ensuring that particular interests are noted by the Boyar, Council and sitting Portreeves. The sitting members are (respectively) Igor Olvaga, a relative of Boyar Vasladovitch, Georgiy Chistyakov, a major property owner and a member of the Merchants Guild, and Dmitri Kalmikov, also a member of the Merchants Guild and from a very minor noble family. Whilst a number of independents are standing against the first two, rumours are flying because Nikita Egorova standing as a Reform candidate might actually win in Ösilia. Kalmikov has so infuriated many of the guilds that they are threatening to vote Reform, along with a number of the elite who are bound to Egorova for more personal reasons.

The PCs will probably be seeking to travel directly to Ösilia, on Governor Khuzov's business. A careful Bribe to the boatman will readily discover that Professor Stradovski and party – rather a noticeable group – travelled directly there themselves. Also, it is very common knowledge that slavers do not bother coming through here, but travel directly to Ösilia. There are a number of small boats that ply the waters between Ösel and Ösilia, so that transport should be simple – if a little smelly. A penny per passenger is the typical price, but locals will try and fleece foreigners first. The PCs can take their horses and cart across quite easily, but will have to take the official ferry. At some stage during their trip towards the docks a local, Branislau Krasniqi, will contact them with the offer a job. He is a lay member of the Cult of Mórr and worker for the Reform Party and actively looking for foreign mercenaries to protect their candidate. He will request that the PCs accompany him to the house of Stanislav Uspenski, the ranking cleric of Mórr within Ösilia. He can offer them 10 GCs to listen to an offer without obligation. Those employed by Big Olog will note this meeting and a plan put into action. If the PCs decline, or meet the priest and then refuse his task, the PCs might hear of the death of Nikita Egorova a few days later. Should the PCs ask, he made the same offer to Professor Stradovski and party on the evening of the 27th Jahrdrung but was flatly refused.

Osilia

Ösilia has eastern and western docks. PCs approach from the west on the ferry and will find these docks dominated by an imposing statue to a mounted figure of clearly Ungol descent. This is of Bakshi Bazouk, a general during the Great Patriotic Chaos War. The statue itself is clearly in need of a good clean, but is still cleaner than the very run-down docks and associated ramshackle wooden buildings.

Boyar Vasladovitch himself lives in his manor on a completely separate island further inside the marsh, and in his estate within the inner town in Ösel. He never visits Ösilia, but leaves its operations to his castellan, the merchant and exciseman Janos Dontsov. The local militia might patrol the streets, but effective management of the place is left in

the hands of two competing crimelords – Big Olog and Liselotte the Southerner. They pay indemnities to Dontsov (and thus the Boyar) and are left to manage much of the illegal traffic that goes through here. Rumour has it that since a Reform win would hit Big Olog very hard Liselotte is ‘encouraging’ voters to support Egorova.

The Wizards Guild is located in Ösilia since the town’s elites wanted it located well away from them, which pleased the guild as it enabled them to trade in illicit goods more easily. Esther Tolobyer, who is simply a trader, runs it. The guild itself is a centre for trade in components between Kislev and Kukonois. It can offer few magical services from its few hedge wizard ‘full’ members. Esther has the ability Magic Sense, whilst a hedge wizard with the skills Arcane Language – Magick and Rune Lore could also be rustled up.

Temples here serve only Ulric, Ursun and the Ancient Spirits.

Electioneering Kislev-style

Should the PCs accompany their guide to the house of Stanislav Uspenski, they will find themselves led to a rather large house that has obviously seen better days. The area might once have been quite prosperous, but most of the other houses in the street have clearly been converted to tenement structures. The house is set within a small garden, which has been converted to grow food. A wooden fence surrounds the premises, and is in excellent condition; in fact it is new. A number of individuals stand outside the fence in ad-hoc patrols; all wear an armband with the letter R stitched (red on black). PCs are led to the door, and left there. Assuming that they knock, an initiate of Mórr answers the door. They are led into a hallway, where they are invited to leave hats, cloaks etc and thence to a study. Sitting here is an older cleric, who introduces himself as Stanislav Uspenski. He will explain the background to the election, and that their candidate needs protection from the opposition. He will pay each PC 1 GC (Imperial money) per day that they will undertake the task. The GM should determine the date of the election suitable to the stage of the campaign.

Nikita is currently here for a dinner party with a group of friends arranged by Stanislav to discuss their strategy, and this is an excellent opportunity to meet her and the rest. They should be safe here, under the protection of the cult – and with private militia on guard outside.

The Cast

Nikita Egorova (38) is from a powerful noble family within the town, and has for some time been known to oppose the corruption, squalor and general inefficiency of the Boyar. She is known to be a friend of the Governor and also support the move towards a wider representation within the Duma (of guilds and business). This gives her support from both the business community and some friends within the nobility. However, it is not known the extent to which she can bring both with her on her reform ticket. She has, however, obtained the support of craft and labour guilds due to the appalling conditions their members are forced to work in, and the general ineptitude and arrogance of the existing portreeve. Does not approve of hiring the PCs, but eventually acquiesces.

Mikhael Egorova (30) is the husband of Nikita, much younger and from a 'trade' family. He has little interest in politics, but has publicly supported his wife. However, he is having an affair with Elza Svetlana. This is suspected amongst their friends, but no one is certain. PCs seeing the two together might attempt a Fellowship test to note their apparent closeness – smiling and staring at each other, touching surreptitiously etc. Nikita is unaware of this.

Seryozha Chuvelyov (35) is a hedge wizard, hired to protect Nikita from magical attacks. Gaudily dressed and dangling with amulets he follows the stereotypical view of a Kislevite wizard. The clerics regard him as a charlatan, but the others are in awe of his powers. However, he seems to be genuinely fond of Nikita and has a clear case of hero worship and infatuation. He is a member of the local Wizards Guild and has the appropriate practice permits.

Stanislav Uspenski (45) is a cleric of Mórr and personal friend of Egorova. They have known each other for some twenty years, in fact since the cleric first arrived in town. He is very concerned for the life of his friend. The others believe that he has protected Nikita with magical wards

Ivan Polyakova (22) is an initiate of Mórr and the only servant within the house. He does not approve of the cult appearing to support a Reform candidate, either generally or in this case as he fears it will further antagonise the establishment against what many see as an outsider god. Stanislav knows his feelings, but trusts him to do as he is told – rightly.

Elza Svetlana (28) is a minor member of the nobility, whose parents are primarily involved with raising horses. She has publicly supported Nikita and been a key player in retaining contacts with the conservatives who would otherwise disown her. She is having an affair with Mikhael Egorova and is past caring who knows.

Rainer von Aschendorf (25) is minor Ostland nobility, who has been forced to settle in Kislev due to lack of prospects at home. He supports the movement primarily as he depends upon the Svetlana family for help with his horse breeding, but, as a follower of the Imperial pantheon, he follows the lead of the cult. He dislikes Pyotr Kryuk, who he believes is still working for Dmitri Kalmikov. He has suspicions that Nikita is having an affair with Seryozha Chuvelyov.

Andrei Bodrov (51) is leader of the Teamsters Guild, though he does not appear to have engaged in manual labour himself. His guild are pulling behind the Reform movement, tired of the terrible conditions on the docks, the poor pay – and because Liselotte the Southerner has directed them to. Politically they are relatively unimportant, but as a guild they do get a vote – albeit a small one. They provide much of the muscle and free workers needed to work the Reformist machinery. He himself is actually a long-time friend of Nikita, since her family were at one time landlords of his own and allowed them favourable conditions to bring their trade to the town. He never forgot that debt.

Pyotr Kryuk (31) is Nikita's election agent, responsible for running the campaign. He is a general dogs-body. He used to work for Dmitri Kalmikov, but was sacked 6 months ago. Nikita immediately employed him, and he worships her. A career professional, he

genuinely appears to believe in this new cause and is working far harder than he ever did for Kalmikov – a surprise to himself.

Stephan Nefedov (55) is a long-time family friend of Nikita and often jokes about having bounced her on his knee as a child. He is something of a local hero, though has been very quiet in the last decade since retiring. He served in the Boyar's army for many years, and was known as a fierce fighter. His raids into Ostland and Ostermark are legendary, but he is also known to have slain many monsters in the region. He has publicly supported Nikita, which as an Ungol and ex-military man, brings little direct voting but it reinforces the stability of the Reformist platform. It is known that they recently quarrelled and have been rather more distant in the last few weeks. He states that this is because he disapproves of the association of the group with an 'outsider' cult and is aware that Seryozha Chuvelyov is having an affair with Nikita that might affect her campaign.

Viktor Tabakov (26) is an important figure within the Millers Guild and something of a dandy. He strongly opposes the Teamsters Guild, who he sees as plebeians trying to use the movement as a front for anarchists. He is a friend of Nikita's through her friendship with his mother. He is a Njevskist.

Turn of Events

Most of the guests are staying with the priest, but the remainder arrived in the following order:

Andrei Bodrov

Pyotr Kryuk

Stephan Nefedov, who was not expected but hastily included

Viktor Tabakov, who was last (after having secretly met with the Njevskist spies in town)

As the PCs circulate and are introduced, small talk is made and drinks (a very fine wine) are served. Nefedov relieves Ivan of drinks duty, whilst the latter goes to the kitchen. He then offers everyone a drink of mead that he has brought from his own distillery. Nikita politely declines stating that she dislikes mead and Chuvelyov also declines but is bullied into drinking. PCs will also be 'encouraged' to drink with 'friendly' threats concerning hurt pride. Everyone is reasonably impressed, including Chuvelyov. Nefedov seems to be doing a good job as wine steward, but careful observation will note that Ivan Polyakova is somewhat aggrieved at being left out. He retires to the kitchen permanently. Nikita is in a bad mood, and tells Chuvelyov to stop following her around like a lapdog. She complains to Stanislav to stop hiring wasteful security measures and stomps upstairs, taking a wine bottle with her. It is decided to prepare for dinner and everyone retires to his or her room.

The PCs are asked to examine the external security, which will be their job. Branislau Krasniqi gives them a tour of the outside of the house. He then takes them to the front door and knocks. There is no answer. He knocks again. He tries the door and it opens (Ivan had retrieved the refreshments he had earlier given the guards outside and forgotten to bar the door). As the PCs enter, they hear a chunk (axe on wood) followed

by a man's scream from inside the house (upstairs). Mikhael had found the door locked on returning to his room from the bathroom and could not gain an answer to his knocks. Viktor had poked his head out of his room, and on the instructions of Mikhael broke the door in. Nikita is dead, lying on the floor with a wine glass in her hand (contents mostly dashed on the floor) and a dagger through her heart.

What can the PCs discover on appropriate searches and checks:

- The key to the room is on the floor, in the doorway, inside the room. If a PC specifically asks, then the positioning is unlikely was it to have fallen out from the lock when it was smashed – but not impossible.
- The axe blow smashed the lock.
- It was *not* in a locked position, although this will need an appropriate engineering skill to deduce.
- There does not appear to be, enough blood from the wound to have killed Nikita.
- Nikita's tongue is slightly swollen and discoloured (a sign of poison to an appropriately skilled PC).
- Nikita's face appears to show surprise.
- The dagger has the mark of the local Weaponsmith's Guild and Nikita's own heraldic device. The dagger is actually Mikhael's, of course, but he will say that he left his scabbarded dagger in the room when he went to the bathroom. Sure enough an empty scabbard is there in the room.
- Nikita is wearing many charms, which Chuvelyov assures them protects her against magic and poison. Most do not appear to be magical to those with Magic Sense.
- A wine bottle is in the room. It is not poisoned (see below) and is about half full, though more was in the glass too.
- Stanislav can cast *Deathsight*, though he is a little too shaken to consider this himself. If cast the spell appears to show that Nikita was on her own in her room. *In playing this scenario through twice, I have come to the conclusion that the new abilities of clerics to Mórr are not play tested and unbalancing. GMs need to be wary of what they are saying should Stanislav be required to adopt the role of Quincy! I designed this adventure with this in mind, but murders will become very easy to solve without attention to these new, and very powerful, forensic abilities that priests now gain.*

Where were you?

Mikhael Egorova: I went to the bathroom and then returned to find the door locked. Viktor overheard me, and fearing the worst smashed in the door.

Seryozha Chuvelyov: I was in my bedroom

Stanislav Uspenski: I was in my study, having just come from the kitchen to check on the food. I could not find Ivan there and I thought that he might be in here for some reason.

Ivan Polyakova: I was in the kitchen.

When queried about not being there when Stanislav entered: I must have been in the garden getting some herbs (which is true and can be confirmed by a guard outside).

Elza Svetlana: I was in my room.

Rainer von Aschendorf. I was in my room.

Andrei Bodrov: I was in my room.

Pyotr Kryuk: I was in my room.

Stephan Nefedov: I was in my room.

Viktor Tabakov: I was in my room.

Why do you carry an axe around? It is a symbol from my Guild and useful to have as a hand weapon in this part of the town. Quite why Stanislav does not live somewhere more appropriate to his station I do not know. The axe is indeed gilded with iconography relating to the Millers Guild and other NPCs can confirm the story.

Who Had a Motive?

The following people might be construed as having a motive. Those who believe or are aware of the details behind that particular motive are offered in brackets. GMs should determine whether NPCs will offer the information, subject to how tactfully the PCs approach the subject, modified by a Fellowship roll.

- No one in the house would kill Nikita. [All; this is a position that they will all insist upon whatever else they might say]
- Boyar Vasladovitch, Dmitri Kalmikov and the Merchants Guild all had a political motive to prevent Nikita's victory. [All]
- The cults of Ulric and Taal were vehemently opposed to Nikita due to her association with the Mórrites. [Ivan Polyakova; Stephan Nefedov]
- Big Olog was likely to lose considerable power and income due to Nikita's proposals for improving trade and working conditions for the workers. [Pyotr Kryuk]
- Big Olog would face severe financial hardships due to Nikita's proposals, and whilst Liselotte the Southerner was also liable to lose financially, she would be put in a position to close him down. [Andrei Bodrov]
- Liselotte the Southerner was supporting Nikita, and so her enemies became Nikita's. [Pyotr Kryuk]
- Njevskists are rumoured to be in the town, and would oppose any form of criticism of the existing order. They might murder someone that they regarded as dangerous, but Nikita was a nationalist and sought reform to strengthen Kislev. It seems implausible that they would do this. [Pyotr Kryuk; Stephan Nefedov]

What Did You See or Hear?

Stephan believes that he heard Seryozha going into Nikita's room.

Rainer heard Michael visit Ezra.

What Happened?

Mikhael visits Ezra.

Chuvelyov visits Nikita to apologise, but finds her dead. He rushes to see Pyotr Kryuk, afraid to be blamed for her death. Pyotr considers various possibilities, but before they can investigate Viktor breaks down the door.

Mikhael returns to the room, only to find Nikita is dead. Believing her to have committed suicide, he plunges his boot dagger through her heart and then leaves the room. Pretending to find the door locked, he knocks on Viktor's door opposite instructing him to bring his axe and break in the door. Suggesting they get a key from Stanislav Uspenski, he persuades him that time is of the essence. The door splinters, and as Viktor enters, Mikhael drops the key on the floor by the door.

Stephan Nefedov is the killer, being the subject of blackmail to Big Olog. Nikita found out about some of his recent disreputable activities and disowned him. The exact nature of these activities will depend upon the maturity of the game being played and should be determined by the GM. They should be accordingly evil. He utilised a two-part poison in two different bottles of wine, the second part being in the bottle Nikita took. However, everyone else in drinking the mead effectively gave himself or herself the preventative cure before even taking it. Everyone knows that Nikita dislikes mead and Nefedov was certain that she would not touch his own beverages in any event due to her dislike of him. Realising he might be suspected, he will readily take a drink of the wine in the room upstairs – knowing that he is safe.

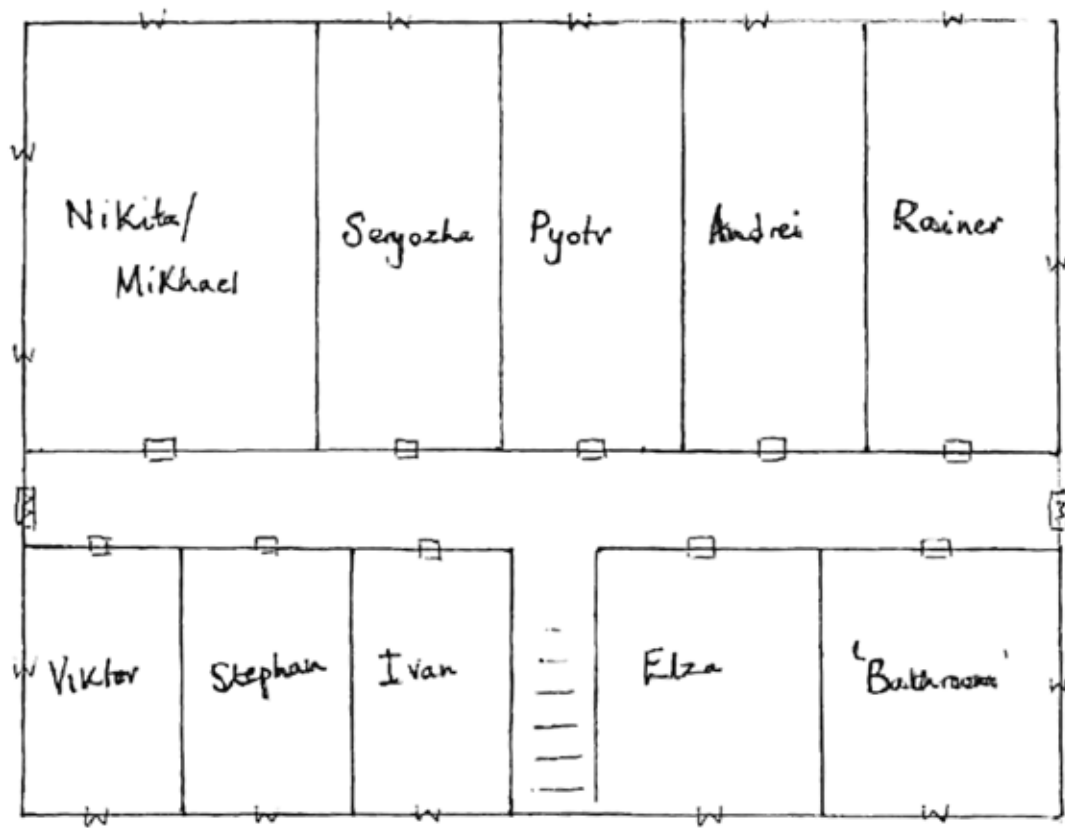
The House

Downstairs:

Kitchen
Library
Hall
Lounge
Dining Room
Laboratory (and shrine)

Upstairs:

Bedroom (nine)
Bathroom (of sorts!)



Aftermath

Should the PCs solve the murder, then those remaining will be tolerably helpful towards them in the way of minor services. None have heard of the Professor, though Andrei Bodrov will be able to ascertain where they took a boat if asked.

Uncovering Slavery

Provided PCs use a modicum of tact – that is not wandering around denouncing slavery – they will be able to uncover the various slave routes quite easily. Slavery is perfectly legal within Kislev, but Ösilia deals far beyond legal remits. Information might be available, but it is not cheap.

Both Liselotte and Big Olog are engaged in slavery, usually importing from the south and shipping to the north. No one will wish to comment on where the slaves come from, but everyone ‘knows’ that they are kidnapped from the south and west – even inside The Empire some say. It is only a sideline for both, since such slavery is dangerous and expensive and barely worth the effort in a society where slavery is permitted. That said, they used to sell slaves to the savages to the north until a couple of years ago. However, they were both engaged in a running war with some third party for a couple of years, which drove them to cut their losses on the runs.

Delivering a Message

Seeking Irina Ulianov at the Imperial River Navy inn will find a rather tatty tavern, containing about a dozen local men and one woman sitting on her own. She is about 25, rather attractive with blond hair. She is wearing a coat bearing the arms of the Brotherhood of the Bear draped over her shoulders and nursing a drink. Should the PCs greet her with the words “Illumination come over us all” they receive the reply “Solkan smite our enemies”. This is obviously the wrong phrase, which hopefully the PCs note. The woman will attempt to placate the PCs by insisting that they have the wrong code word. Should any PCs be watching the rest of the tavern, they will note that every eye is upon them. This is obviously a set-up. Once it is clear that the scam has failed, then the trap will be sprung.

The woman is, in fact, Natalja Antonov the leader of the local militia. She is under orders from the Boyar to discover who is dealing with the Governor. They intercepted the agent, but she appeared not to know. Therefore, they determined to capture Governor Khuzov’s communication. Natalja has arranged with the tavern, which is part of Liselotte the Southerner’s territory, to place her people there. There will be one militiaman per PC plus Natalja. One behind the bar will have an arquebus; the others simply have swords. The others are Liselotte’s people. The PCs can simply hand over the scroll. They will, then, be allowed to leave. Note that Governor Khuzov will then become an implacable enemy of the party. They will also be responsible for the death of Leonid Steblov, a fact that they might hear at some stage. Alternatively they can fight. Once the dust has cleared, and the PCs victorious, there is another problem. Liselotte the Southerner was assured that there would be no problems associated with this trap, that it would simply be obtaining a scroll by persuasion/ threat and she was paid accordingly.

The last thing she needs is dead militia in her inn, bodies to dispose of and questions to answer. She has not been paid enough for this. One of the toughs in the bar will demand that the PCs remain where they are until ‘the boss’ “has a word.” He will disappear, and then return with a large woman, who talks to them in Reikspiel. She is prepared to let the PCs go, and even take Irina (currently in a room in the cellar) with them, but she wants something for her trouble. Irina was part of her pay-off, and she wants money for her – or any prisoners that the PCs captured. These will beg the players not to sell them into slavery, but Liselotte will insist that she does not want any witnesses to this affair left around.

The most ‘sensible’ move is simply to hand the scroll over. This will then lead to a warrant being issued for the PCs’ arrest by Governor Khuzov. This acts as a useful device to keep the party moving along, and can also be an excuse to seize their assets – particularly those valuable horses and the cart. Boyar Vasladovitch will not prosecute a serious chase against the PCs, but is prepared to detain them whilst he divests them of their possessions. The warrant is also a useful device later.

Attacking (and, worse, slaying) Natalja Antonov will earn Boyar Vasladovitch’s immediate wrath, since such a fight cannot be kept quite forever – and Liselotte is not going to cover for the PCs! In this case, difficulties obtaining a boat that can take the horses for a quick getaway might force the PCs to leave their assets. It is not imperative that the GM removes the PCs’ horses and other equipment, but this is an opportunity (that might prove helpful in **Homeward Bound**) and it is certainly important to ‘reward’ PCs actions appropriately. However they have acted, they will likely have made a powerful enemy, who will chase them to the extent of his power.

General Rumours within the Towns

The sage Nikolai Khrulev was arrested, tried and hung in the month of Jahrdrung for claiming that the Boyar was actually a shape-changed lizard that drank human blood and raped human women. He had been acting rather strangely for some time, but had ignored warnings to shut up or leave the town.

Boyar Vasladovitch is unwell, and seems to be subject to bouts of paranoia. He has never allowed trade with Governor Khuzov (who he sees as a peasant ignorant of his rightful place), but is now apparently preparing for war.

Stühlweissenburg, a vassal town of Tsar Raddi held by an Empire nobleman, has declared itself independent and expelled all Kislevites. War can be the only outcome from such a heinous act of disloyalty. All right-minded churches have already excommunicated the noble.

Elder Vsevolod Kuleshov has threatened to approach Governor Khuzov directly if raids against his village of Vladivar are not dealt with seriously by Boyar Vasladovitch.

A new elder has just been appointed to the village of Vladivar.

An Empire noble has bought Rudinshtein Manor. Only a foreigner would be so stupid, and his agent – Bernd Levertske-Dagover – has found it impossible to hire staff.

Asking About The Tribesmen

In Ösilia they are simply regarded as savages, mostly irrelevant but occasionally raiding into the marsh or a surrounding farm. They are paranoid and insular, living in the range to the east of the estuary. No one knows very much about them, except they are very primitive and still use bronze metal. They are understood to be cannibals, worship dark gods and buy human skulls and slaves – though merchants do not deal with them. Locals regard Fruntasi Nademsky as the only person mad enough to do business with them. The Order of Sword Brethren prosecutes a continual war with them in a desultory manner, claiming lands to the east well under Tribesmen domination as their sacred territory.

Visiting Fruntasi Nademsky

Fruntasi Nademsky operates from a small office near the eastern docks and has a small warehouse complex located on a small island off in the swamp. He absolutely refutes dealing with ‘those savages’ and will not continue with any discussion. However, arranging a trip to his island will reveal another story. PCs will need to hire a boat and guide to get there, and arrange to be picked up again, but both should be easy and cheap. Boats are a way of life here, as is minding your own business – for coin. Nademsky does indeed deal with the tribesmen, particularly slaves. Interestingly, his livery is that of a sword upright through a figure ‘8’, though he claims that his family used the symbol long before the Sword Brethren claimed it.

Inquiring about the Order of Sword Brethren

Most regard the Order as a group of the Tsar’s knights located in a castle to the east. Persistence and a little coin will discover that the Order lives in the castle Cetatea Alba, which is located to the east of the marsh on a small tributary into the River Urskoy. Some believe that they were responsible for shutting down some of the local slavery and are persecuting a war against the Tribesmen. Other rumours from the general list in Appendix E can be utilised.

Stories about the Estuary-Swamp

Locals frequently refer to the estuary as a swamp. Indeed it is actually little more than a basin in which the water table runs above the surface. The water is brackish and slow, consisting of ground water and surface water run-off, particularly from the hills to the east. It also feeds the River Urskoy, although the channel is essentially manmade to allow access for boats. The estuary consists of many small islands and mud banks, reeds and water channels between these natural obstacles.

Rumours about the estuary to the south revolve around a number of themes.

1. A city lies beneath the water, and occasionally fishermen dredge up items. Various tales assign differing dates and origins to the city. These include that it was inhabited by merchant adventurers from long ago Tylos or other Tilean cities, the savage Tribesmen, by the Gospodars or by pre-human civilisations. Some folk tales, usually stories to scare children, concern things arising from below to seek revenge upon the current inhabitants. Such monsters are described as bipedal lizards or snakes. Approximately 100 years ago there was a very cold winter and the water froze completely in the estuary; tales persist that a local merchant Asankul Popov took many slaves across the frozen water and dug deep into the underneath. He returned a rich man, though he never again seemed the same and bought an island within the estuary on which he built a house. The house is still there, though it is now uninhabited. A second story, even less reliable, talks of a drought that happened around the time of the Great Patriotic Chaos War, which left uncovered some building remains at the marsh edges. Strange creatures were reported seen dancing around them, until the final victory was achieved.
2. A shrine lies to the east attached to a bank of mud and reeds. It is very old, and contains a very worn statue of some humanoid creature. Local rivermen offer small tokens to the god, regarding it as some aspect of Mana'an. A local scholar suggested that it was of Torothal, an elf god but the locals do not believe this. It looks too alien to them.
3. A statue also stands close to the shrine, though it is now lop-sided after a boat accidentally hit it some years ago. The statue is of a female figure with a two-handed sword. Locals believe that it was placed there by the Order of Sword Brethren for some reason centuries ago, but those with the Art skill would date it much earlier than this. Detailing is almost non-existent, to the extent that it is assumed female due to raised lumps on the torso rather than any facial (or other) detail. The figure is assumed human, though nothing precludes a humanoid of similar proportions (such as an elf).
4. The marsh does funny things to people. Mists sometimes appear unexpectedly. Locals believe these to be cursed, and that they turn men into creatures of chaos. A local story concerns the Taira Pavlovna, an Imperial River Navy vessel whose crew simply disappeared about 50 years ago. Seen entering from the river by a boat, it entered a large mist cloud. A local fisherman claimed to have seen creatures like giant frogs aboard it the next day, but the day after that the boat was found stuck in a bank of reeds. The official story was of piracy, but there was still much wealth aboard the ship. No bodies were ever found, though there were traces of blood and slime.
5. Some rich merchants seeking to avoid duty or live away from the masses are always to be found trying to live on islets within the estuary. Most do not last long. Staff will not voluntarily stay due to the mists, the smells and the sounds that they claim are hauntings. At the same time, the river makes permanent dwellings on the islet difficult and expensive to maintain and boyars are notoriously keen to exaggerate tax duty on their businesses. There is also the case of the Stayuta family, whose entire residence was found emptied of all life in 2502. No evidence was ever found, though it is rumoured that the militia found traces of creatures (beastmen) best left alone out there.

6. The marsh did not used to be so dismal. Until about two centuries ago, it was an environment rich in marine life, but every year the ‘swamp’ seems to expand and the fishing get worse.
7. Pollution from Ösel and Ösilia is responsible for the slow decay in the estuary’s nature. Rubbish is thrown in and left without any attention to what is happening to the ecosystem.

Finding the Professor

The Professor and his heavily armed cohort were very noticeable within town. They stayed in Ösilia for a night at the Merchants Guild, the only reasonably safe inn within the town. It is intended for merchant visitors. The group left the following morning (28th Jahrdrung) and took a boat from the dock telling the innkeeper that they were making for the River Urskoy and north to Kislev. Spreading a little coin on the dock will find that they hired the boat of Sasha Zubkov (named The Sword), who has not returned and – majority opinion believes – was done in by the group or taken by pirates as he was too good a sailor to have an accident. Generous PCs (though they will need to be very generous) will discover that other boatmen saw them heading north, and not east, towards Cetatea Alba. His was one of the larger independent boats on the docks, and the group took their horses with them. Asking the boatmen (or generally around town) will probably elicit the story from someone that he was seen in the company of Eldar Sudakevich, though no one will remember quite where they were seen or heading towards.

PCs inquiring for the name Stradovski will also obtain the names of two locals of that name: Butrint Stradovski and Jerzy Stradovski. Butrint is a local ‘fisherman’, in that he owns a number of the boats that fish on his behalf. He knows nothing. Jerzy is a local landlord, who owns parts of the island. He has some background to the family history, for he is the direct descendant of the landed Stradovski family and remains a nominal vassal to the Boyar. He knows that his ancestor was a hero of the Great Patriotic Chaos War and was involved in what he calls the Focsani Defence. He is aware that the Boyar gained an alliance with the Tribesmen, though he does not know how. The family also believed that the Tribesmen betrayed the Kislevites after the battle, though he knows no details. His family used to be close to that of the Boyar, but with the death of Innokenti, a cousin took over and there were many changes. His own family fell from favour, and a number went to serve in Trabzon or joined the Order of the Sword Brethren. With the fall of Trabzon, the Order was broken and only “a few harridans” remained. He has not seen Udo Stradovski ever, though he believes that side of the family fled the Trabzon debacle into The Empire.

Visiting Eldar Sudakevich

Eldar Sudakevich is a lawyer and notary with an office and house. His housekeeper has not seen him since the morning of the 1st Pflugzeit and nor has his clerk. The housekeeper will be very keen for the PCs to find him and is certain that a reward can be found, but the clerk, Claus Mamin, is less keen – but will hide this fact. Claus can confirm that Eldar met with Professor Stradovski on the 28th Jahrdrung, but that he said nothing about the business. They left the office and were away, approximately two

hours. If the PCs find Eldar, then they can ask him... Eldar's disappearance has been reported, but to little avail.

The housekeeper knows that Eldar was due to eat lunch out that day, an unusual occurrence. He seemed slightly pre-occupied that morning and a little nervous. As a lawyer, he had few friends and socialised little; those he has live in Inner Ösel.

The clerk believes that only routine business was carried out on the day that Eldar went missing. In fact, the practice deals only with mundane matters, primarily property transactions (some nobility are selling assets in the south to Empire nobility) and bequests and testaments after death. Papers are kept in a safe in the office and Eldar's house. He has access to them, but is unwilling to grant access. Claus can advise the PCs of Eldar's appointments that day, which were all visits to clients:

0900 Bernd Levertske-Dagover
1015 Lionella Broninko
1100 Fruntasi Nademsky
1200 Rainer von Aschendorf
1245 Anastasia Ivanova

There were no afternoon appointments, the time having been set aside for paperwork. PCs will be offered the relevant addresses and can discover the following:

Bernd Levertske-Dagover met Eldar to discuss Rudinshtein Manor and other properties. He left at 1000. Note that Bernd will be keen to persuade the PCs to assist him with the problems at the manor described below.

Lionella Broninko wished to discuss her husband's death duties, properties and similar issues. Eldar left at 1100.

Fruntasi Nademsky will insist that the business was private, but will confirm that Eldar left at 1130 after a ten-minute discussion of papers that were to be notarised. However, he saw him later meeting Vladimir Kuryitsin at 1330 in the Bakshi Bazouk Restaurant, the only decent eating place on the island.

Rainer von Aschendorf wished to arrange the notarising of trade arrangements. Eldar left at 1245 stating that he was returning home for lunch.

Anastasia Ivanova will insist that she had no appointment with Eldar. This is true, and was added by Claus. Anastasia has a dubious reputation around here, simply as she has survived two husbands. However, she was having an 'at home'; this can be confirmed by the servants and careful inquiry of guests (or their servants).

Visiting the Bakshi Bazouk Restaurant

Little can be ascertained here. Waiters do not 'accidentally' overhear conversations, nor are adventurers terribly welcome. However, a few Marks can ascertain that the two did indeed meet here, apparently amicably and left about 1500 towards the house of Vladimir Kuryitsin.

Visiting Vladimir Kuryitsin

Vladimir is a jeweller, linked to the van Aelst gnome family and seeking to set up a finance business with their support. It is essential that this remains a secret, which is why he has not been to the authorities. However, he is afraid for Eldar and, worse, his own business dealings with him. He will simply tell the PCs that Eldar notarised some business papers on his behalf and for clients that he represents. Eldar left at 1430 with Vladimir's bodyguard Sofia Zinoview. Neither has been seen since. It is essential to Vladimir that his dealings remain secret, but if PCs are suitably professional and explain that they need more information to be able to progress the case, then he will suggest some possible suspects as follows:

Cult of Ulric who oppose money lending and his clients

Boyar Vasladovitch who opposes the interests of his clients

Nicholas Slepov, senior goldsmith

Yuri Cherkova, senior silversmith

A Warning

As soon as the PCs leave Vladimir, Emil Gapon will politely approach the party. He is a Norscan-Kislevite, wears chainmail, is carrying a sword (and can obviously use it) and has the typical scars of a warrior – few enough that suggests he is very good. Claus Mamin has warned the Njevskists and Emil Gapon is watching the house. He will suggest, in a very open and friendly manner, that the PCs mind their own business and get on with their lives. He will not fight them, and should they attack or seek to capture him, then he will raise hue and cry for the authorities. A number of citizens will go to his assistance, particularly if the PCs are Imperialists. The authorities will heavily penalise the PCs.

Sofia Zinoview

Sofia lives in lodgings at the Bear Baiter Lodge, where she was part-time bouncer and very popular. Locals know that she used to be in a garrison outpost (a zveda) along the River Lynsk, but became tired of the poor pay and even poorer coinage it came in. She paid up and left (taking her possessions) on the morning of the 1st Pflugzeit. This might be linked to what the locals took to be her new boyfriend, though no one knows his name. If offered a description of Claus Mamin, that will fit perfectly. He was seen talking to her a couple of times. Her 'old' boyfriend is Alexis Kononov, a 'young' master goldsmith.

Alexis Kononov

Alexis is happy to confirm that he is engaged to Sofia and that he is very worried about her disappearance. He has no idea where she is, but is aware that she was planning something. She had claimed that she was about to make enough money to set Alexis up properly. PCs can readily ascertain that Alexis' business and its run-down premises are

very marginal. Indeed, he makes money by re-minting coins illegally and PCs can utilise this service if they so desire.

Sofia did tell him that she had met up with an old commander from her military days, Larissa Plotnikov, a Norscan-Kislevite. The two events might be linked? They had met up a couple of times in the Imperial River Navy Inn.

Claus Mamin

If confronted, Claus will admit that he is a Njevskist and that he passed information to Larissa Plotnikov at the Imperial River Navy Inn. Sure he set up his master, but Eldar was selling out to a bunch of sub-human gnomes and was a traitor to Kislev.

Imperial River Navy Inn

They will remember Larissa, as she was an imposing military figure. The barkeep also remembers that she came to the inn on the 1st Pflugzeit with a very well made up whore, because he had not realised she was interested in that sort of thing. However, they appeared to be setting up some businessman who came in with a bodyguard. Of course, none of this was any of his business. However, he remembers the whore as Marfa Trauberg. Finding Marfa is quite simple and most locals can point her out for a very small consideration. She will at first deny that she knows anything, but can be easily frightened or paid into talking. She was to take the man to a particular townhouse, where she was paid off.

The Townhouse

Arriving at the townhouse will find Larissa Plotnikov and Emil Gapon simply putting the ‘frighteners’ onto Eldar not to ‘betray’ Kislev. Sofia was also disarmed and held, though more comfortably. They are happy to release Eldar without a fight, though will warn the PCs that they were told to mind their own business, and nasty things are known to happen to visitors to Kislev who poke their noses into other people’s affairs.

What Eldar Knows

Eldar and Professor Stradovski visited the waterfront temple to Ulric-Manaan. There, Professor Stradovski retrieved some property from the temple vaults that Eldar’s paperwork showed had been placed there over 200 years ago. Eldar also recognised Gunther Zischer with the Professor, but he was aloof and seemed preoccupied. He also heard the group arrange a boat, stating that they were visiting Standing Stone Island.

Temple of Ulric-Manaan

Professor Stradovski came here with Eldar Sudakevich and presented a notarised receipt and the missing two thirds of a receipt for a 'relic' they were holding. They perforce had to hand the item over.

The warrant was dated 2303 and sealed by three noble seals, those of

- Sir Tepes Stradovski
- Count Heiner von Pirkheimer
- Boyar Innokenti Vasladovitch

The relic was a circular golden plaque with peculiar sigils. Its origins are completely unknown, though it is believed that it was originally left here 'for safety'. A visiting Verenan priest, Erich Kyriakin, was on a courtesy visit and had been cataloguing the various relics held in the temple. He had spent most of his time on some old reliefs that appeared to offer evidence of an earlier incarnation of Verena in the region in the form of a slightly more martial goddess of justice working with Ulric (or a wolf god), such as the statue in the swamp. He can confirm that the item was magical, of unknown purpose and that the writing was in an unknown language. He can offer similarly helpful answers to other such questions! Unfortunately, no-one in the temple had ever thought to question the item's provenance; they were simply guarding it. Any PCs asking about the reliefs will get little further details as Erich is planning his own monograph on the subject and is afraid of competition – even from ignorant adventurers. He has the vaguest idea about the Sword Brethren and will be visiting them later.

The temple is of little help otherwise, though they can offer some history on one of the three names. Boyar Innokenti was ruler here two hundred years ago. He fought at the Battle of the Frozen Lynsk in 2302 when Ostland and Garderike forces had marched to defend the Motherland along the last line of the nation's defence. In the defeat, he did manage to lead some men in a fighting retreat, but was a broken man thereafter. He died soon afterwards.

What Else is Happening in Town?

Njevski Ispans: Emil Gapon and Larisa Plotnikov are in town upon business that may impact upon the PCs as described.

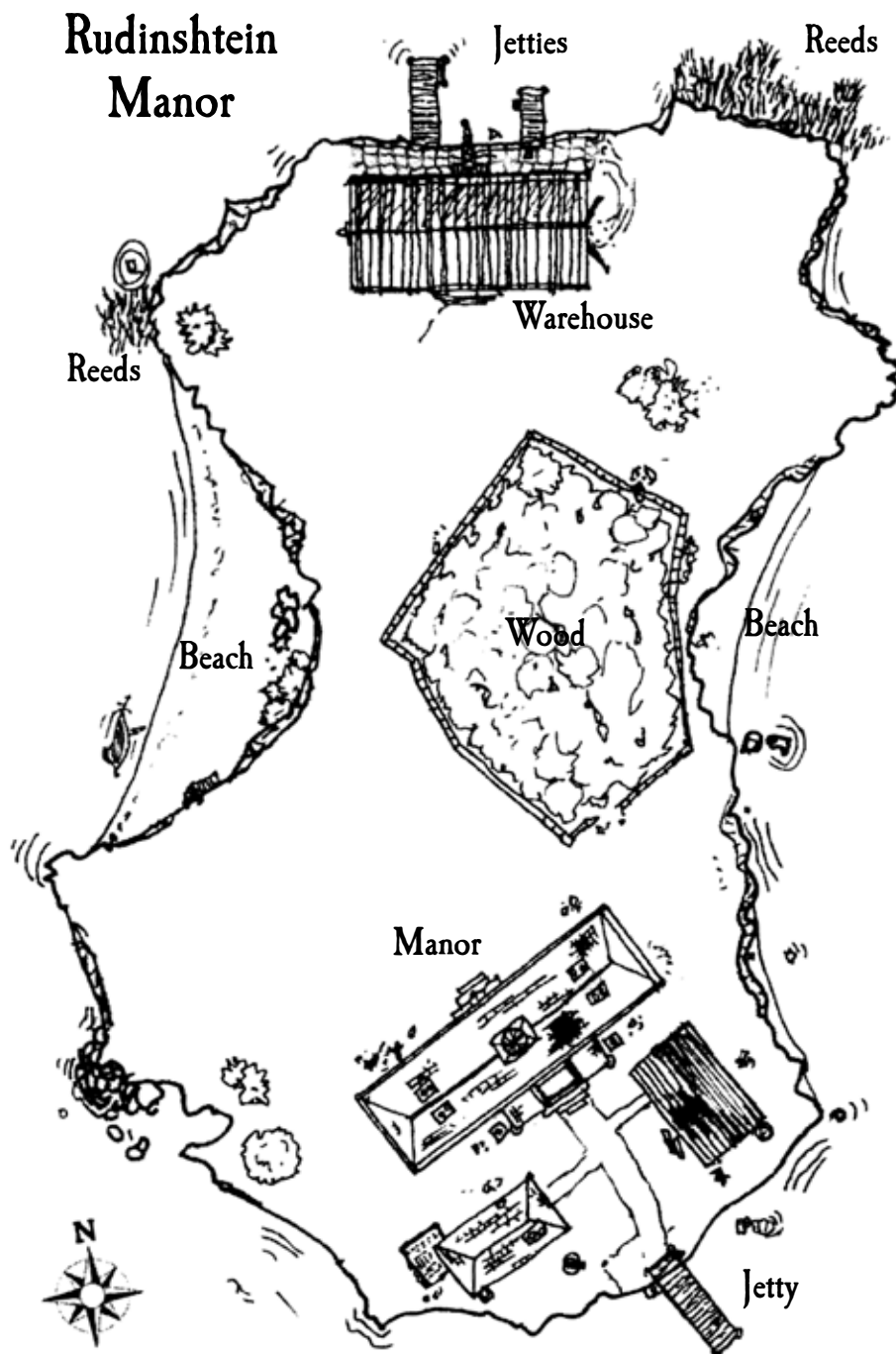
Rudinshtein Manor: Situated upon an island in the estuary, this land comprises a manor house with a small estate of servants' quarters, brick factory and copse (for fuel). A representative of Count Konstantin von Pirkheimer bought it last year, and seeks to establish a household there to recommence production. However, the locals believe that the island is haunted. The Rudinshtein family was always regarded as strange and only the lack of alternative prospects kept their servants on the island. In 2510, however, things began to become more worrying. Lights were seen in the copse and small fires were started. A charcoal burner was found dead. Nikolai Rudinshtein, the head of the family, employed a travelling wizard to resolve the problem, and a 5' high brick wall was constructed around the copse. However, before it could be completed Nikolai, his son (Vadim), their overseer and three labourers were found dead, with their faces burnt

away. The servants and family fled that night claiming that they were chased away by flying flames. A militia and guard sweep of the island the following day found nothing. The men's bodies lay near the wall and had apparently been surprised by their attackers, as there was no sign of a struggle. The house was cleared and boarded up, and the family fled to Kislev. An agent was instructed to sell the island, but no one could be persuaded to live there after a patrol found the remains of what was assumed to be a band of thieves or homeless beggars burnt to a crisp within the house without sign of fire in the room in which they were found. The agent pursued the sale in The Empire, where these events are unknown, and Count von Pirkheimer bought the property for his own purposes. PCs should recognise the Count's name, but there is no link to the Professor's presence here. Both are here for the same reason, of course, because of the Medical Union's interests in Cetatea Alba but the two are now firmly opposed to each other. PCs should recognise from the timings that the Count bought this well before the events at the start of this campaign, and will also easily discover that the Professor made no visit here.

Of interest to the PCs is the fact that the Count's local agent Bernd Levertske-Dagover has failed to hire workers for the island, nor even guards to explore the island and ensure its safety. After one trip during daylight with a number of Ungol heavies, he has no desire to return there without either proof of the place's safety or an armed escort. The Boyar is interested in the resumption of brick manufacture on the island, since bricks are used primarily in the foundations of the town as they are more resilient than wood pilings in the waterlogged ground. As Imperialists, perhaps the PCs might like to assist a fellow countryman and earn some cash at the same time?

The creature responsible is, in fact, not an elemental as might be first deduced. This was clearly the theory of the wizard who ordered the construction of a stone wall cemented with earth as a barrier to it. In fact, it is a small chaos creature captured 200 years ago and that escaped through neglect after later members of the family forgot of its existence. Quite what to make of the creature is up to individual GMs based upon party strength, but it should be unlikely that it will be caught. It exhibits the following characteristics to a standard profile outlined in **Realms of Chaos**:

- Agility (+20 Initiative)
- Burning body, although not permanently aflame this is the cause of the fire and resulting in +1 Toughness and any number of S3 Attacks required as well as the ability to Cause Fear
- Cowardice, leading it to avoid all contact unless terrified or starved into action (subject to fear)
- Fast (+1 Movement)
- Mindless, and so effectively acting illogically to dangers
- Puny (-1 to Strength and Toughness) and so often invisible



In playtest I took the rabbit from 'Monty Python and the Holy Grail' with mixed results. One player, alone on guard, tried to persuade his colleagues that a fire breathing rabbit had given him a real savaging and fled as they all awoke and grabbed weapons.

Vladivar: Apparently this village was attacked by slavers recently. Three people (two women and one man) were seized and a fourth (a man) killed. He was stripped naked and apparently died from a crossbow bolt to the back and a sword thrust in the stomach.

Into the Estuary

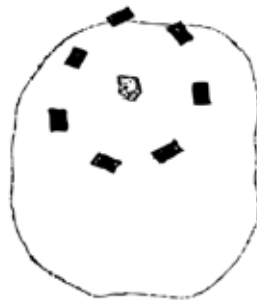
It is almost certain that the PCs will venture into the marshy swamp that is the estuary, even if only to follow the Professor. However, they might become involved with other adventures as well. The estuary offers the GM the opportunity to introduce a variety of unfamiliar creatures from the bestiary. However, these are best used carefully so as not to overpopulate this small area. Still, even those not actually present can always provide a rumour or two.

Assuming the PCs still have horses and/or cart, the only boat able to take the load is The Lizard King. Its captain, Sergei Muratora is a drunkard who will take them in the wrong direction (to the Stayuta Residence) unless a PC or the second-in-command notices. Luidmilla Antonova is enthusiastic rather than capable and as a woman this is the only boat that will accept her as crew. Lev Obelensky is the (too) young apprentice, and the only person desperate enough to work this boat. If the PCs were involved in the Nikita Egorova affair, then Andrei Bodrov can hire the boat for them.

Powerful monsters are best kept to a single entity or rumour, and are not met within the adventure as described here. However, GMs expanding this particular location should feel free to introduce them. Such monsters include the bog octopus, dragon turtle and fen worm all of which might be regarded as hazards to shipping. Similarly, the bloodsedge, chameleoleech, lashworm, giant spider, marshlight, and swarm might provide an equivalent single encounter on the slightly drier land or islands around the estuary. Monstrous leeches are probably not uncommon in the water, but are usually avoided by sensible travellers. Commoner creatures that GMs might like to introduce to the islands that PCs might be exploring include amoeba, giant beetles, rats, small animals and snakes.

Standing Stone Island

Named for the circle of standing stones, they have been here for as long as anyone can remember. Their actual purpose is long forgotten, but some locals come here to offer prayers to the nature spirits occasionally. Few if any remember the shrine buried beneath. The island is about 400 feet wide by 300 feet long.



A hole in the middle of the circle is immediately obvious, as are the signs of a camp nearby. Equally, it is apparent that the camp was abandoned hastily as a variety of items are scattered about. Those with the ability to **Follow Trail** will note something has apparently been scavenging and turned over the site. Dependent upon the GM's desire to build tension at this point, on a successful test a PC might be able to ascertain that it was some type of large beetle. The GM might also like to have an escaped beetle prowling around, perhaps with a crossbow bolt wound left from the Professor's party, to possibly forewarn the party of things to come. *In play-test I much preferred to have the dank and dark passage intimidate the PCs, who were mesmerised by the steady clicking sound they heard rise towards them once they (and their light source) commenced the descent into the depths.*

Giant Beetle

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	0	3	3	11	10	2	–	43	2	24	6	–

Psychology: Fear fire (**WFRP**, p68)

Special: Cause infected wounds (**WFRP**, p214/ 83) on successful wound (40% chance); Chitinous Shell (2 AP); Night Vision – 20 yards.

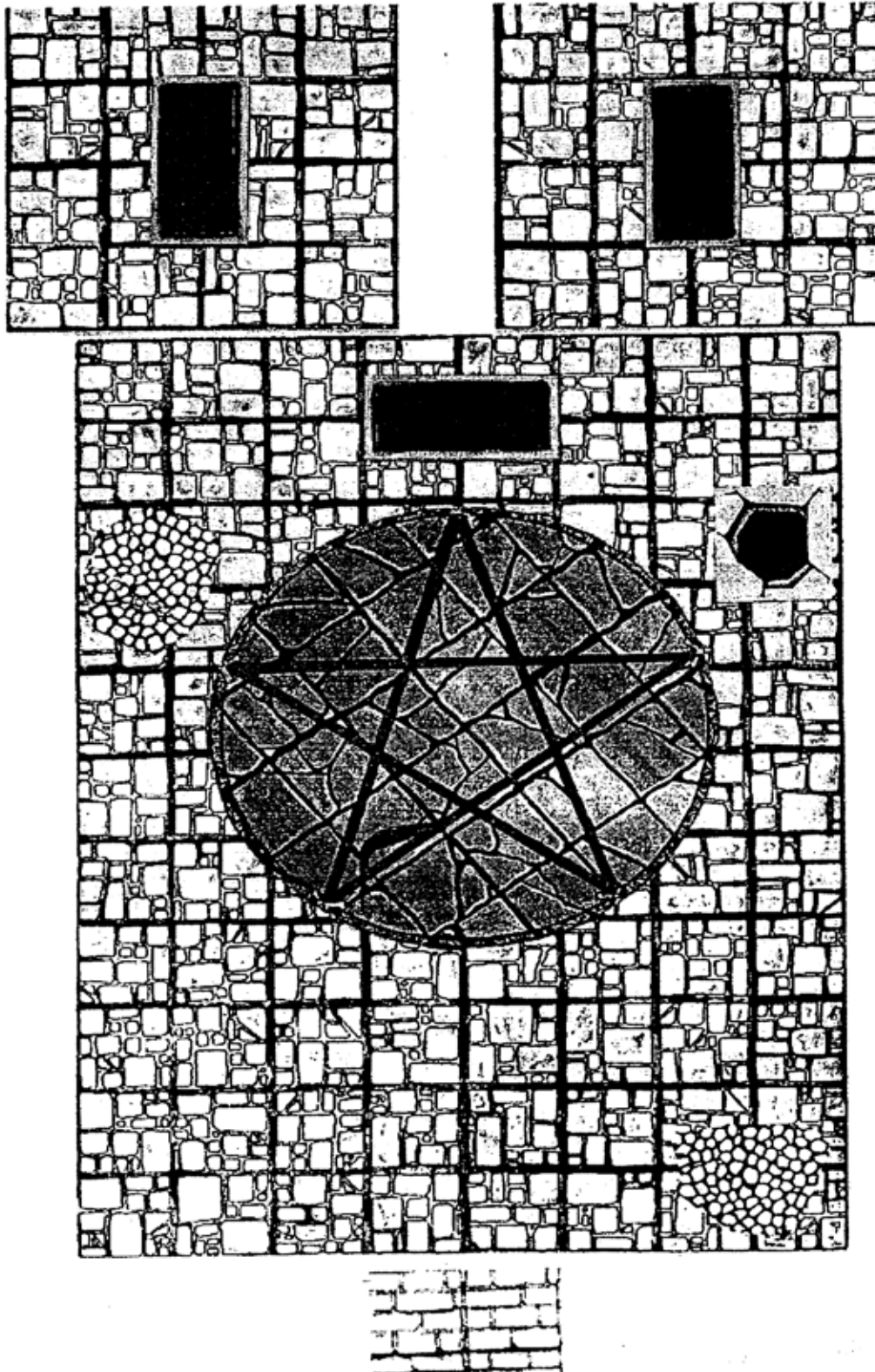
The hole is about 6' deep at the centre and 15' wide at the margins of the dig. Spoil lies heaped around. The bottom is apparently metal and what appears to be some form of sliding door is stuck halfway open. It is heavily pitted. A circular recess can be found to one side of the door; it happens to be the same size as the plaque from the temple. Stone stairs clearly lead down, but all is dark inside.

The stairs and walls leading down are of very good workmanship, very old and show signs of moisture ingress. They are slippery with a harmless slime. They lead down to a 10' square base and a metal door. This door is open, but also jammed. It clearly slides up, but has only done so for some 3' from the floor. A second recess, the same shape and size of the first, is at shoulder height beside the door. A **Listen** test might hear clicking sounds beyond, as a skeleton occasionally moves around.

GMs need to be clear with their players how they view irreligious behaviour, sacrilege and theft from holy places. At the same time, decent treasure is available here and PCs should be allowed to consider 'retrieving' it. Tomb robbing should be penalised by loss of social status and perhaps fate points – after all, these are awarded by the same gods being offended against. It is unclear that this *is* still a holy place and particularly to an 'official' god, and so PCs probably can be allowed some latitude. In addition, theft from the dead is rather different than from the gods.

Temple Floorplan

The temple floor plan below is rather stylised. The exact size should be determined by the size of the playing table and the extent to which the group wishes to develop a figure battle. In play-testing, this was an enjoyable fight when figures were used.



The Temple

The floor contains a number of broken skeletons and rather more dead beetles. Whilst some have been dead for a long time, being nothing more than a rotting carapace, others are more recently dead. Some are also covered in crossbow bolts. More immediately worrying for the PCs are the occupants.

Skeletons

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	17	3	2	5	20	1	18	18	18	18	18	–

Equipment: Helmet (1 AP head, will smash on a wounding hit), Religious Symbol (Unknown), Shield (1 AP head/body/arms/legs, will smash on a wounding hit), Sword (will smash on a wounding hit and become an improvised weapon)

Psychology: Cause fear (**WFRP**, p68)

Special: Cause infected wounds (**WFRP**, p214/ 83) on successful wound (35% chance); Uncontrolled and subject to stupidity when not faced by opponents within rooms initially established in (**WFRP**, pp71-71); subject to instability outside rooms initially established in (**WFRP**, p215).

Notes: These creatures are very old, reflected in their Toughness score and equipment frailty.

Carnivorous Snapper Zombie

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	23	0	4	6	16	10	2	–	90	–	66	89	–

Equipment: Helmet (1 AP head, will smash on a wounding hit), Religious Symbol (Unknown), Shield (1 AP head/body/arms/legs, will smash on a wounding hit), Sword (will smash on a wounding hit and become an improvised weapon)

Psychology: Cause fear (**WFRP**, p68)

Special: Successful wound might cause tomb rot (20% chance), but if unsuccessful might still (50% chance) cause infected wounds (**WFRP**, p214/ 83); uncontrolled and subject to stupidity when not faced by opponents within rooms initially established in (**WFRP**, pp71-71); subject to instability outside rooms initially established in (**WFRP**, p215).

Notes: Toughness includes natural armour of snapper and that created by the zombie/mummification process; wounds score is current and reflects ageing and battles with beetles. Like the skeletons, equipment is very frail

The key is to gauge the fight to the abilities of the PCs. Figures are a good play aid to this part of the game. These creatures were only released when Professor Stradovski removed the plaque in the floor, although this might not be apparent to the PCs. If they ask, there are only two destroyed skeletons, besides those they slay. Until their release, the undead were contained within Chamber B. Once released, they fought Professor Stradovski's retreating group and then exterminated the beetles who had fallen into the room from the hole in the roof and were still alive. The dangers to the party are primarily in the diseases associated with fighting such undead and their numbers. Skeletons within this room are subject to stupidity; this should be used to balance the numbers present.

The walls are carved with many figures in assorted activities: war, worship, agriculture, household and the like. However, due to the deterioration of the walls little can be made out. Those with the Art skill or a similar ability to read worn carvings might make out a mixture of characters. What appear to be lizards, humans and 'creatures' are apparently interacting peaceably. Various powerful female humans (possibly Shallya?) are also identifiable. Enemy figures are hideous demons and beastmen, allied with what might be other humans. Note that the damp and decaying walls should be used as an excuse to evade any particular question as desired.

The floor is covered with dead beetles and decaying shells. Many are clearly very old. Other detritus of a similar nature litters the room, effectively hiding the red mould patches (**WFRP**, p 237). Recently cleared away is much of the litter covering a pentagram cut into the floor and inlaid with a silver ithilmar alloy. The device is actually perfectly safe, though PCs should be encouraged to be very fearful! Cutting out the alloy would produce a very valuable metal, but physically managing this should be difficult, and leave the PCs open to constant attack from a stream of skeletons and even the odd beetle falling in through the roof.

A second clear space is located just before the altar. Here a space has been roughly cleared and a recess is located. This is perfectly clean internally; something has clearly been removed.

The hole in the roof was created by burrowing beetles and still leads the odd one astray. Light and noise courtesy of the PCs is sure to attract them.

The south wall contains a statue of Shallya, in the most androgynous and 'alien' pose to date. This and the altar are newer than the rest of the place (noticeable to any PC with an appropriate skill), though not actually new (say 200 years old, should a PC posit the idea!). The altar contains Shallya iconography and appears relatively mundane. Either side of the statue are two stone bas-reliefs, whose slabs are clearly doors. Each has pivoted upon an axis, partially hiding the features. They each represent a beautiful human female dressed in what appears to be chainmail shirt and with two-handed sword held in both hands, point down in front of them. Each stands legs astride, kilted and with a single greave (on the left leg). Traces of paint suggest that these were once painted,

and whilst the work is clearly of the highest quality, these too have suffered from the elements. Characters who study the figures will instinctually begin to perceive them as rather too beautiful, unnaturally so perhaps. There is no hint of evil, more otherworldly and they will become convinced that the figures are of a divinity.

Each door leads to a room, both of which are essentially identical. The rooms are plain except for a rectangular stone on a plinth upon which lies the skeleton of a female human. Both appear very old, yet both seem somehow relatively preserved – to the extent that both still retain hair (yes, it is blonde!). Each stone block is carved with what appear to be pictures. These consist of rectangles holding pictographs. A PC with the Linguistics skill can detect that this appears to follow the rational pattern of a language, but no more. Chamber A holds figure one and chamber B holds figure 2.

The wall and floor at the rear of Chamber B have fallen away into a bottomless crevasse. The nature of what lies below is left to individual GMs to determine. However, for this campaign, there is a need to keep the PCs moving along. Lights can vaguely be seen at the bottom, which will make out a steady stream of skeletons slowly moving upwards. Utilise this as an infinite random skeleton generator to speed the PCs along, whilst allowing them plenty of time to explore the level that they are on.

Female Figure One

Armour

Wears bronze dendra plate coat, offering one armour point to chest, arms and legs plus it holds a +1 magical enchantment. It also holds a spell rune on the left arm bracer that holds the focus for the spell **Protection from Rain** (once per day). The focus contains the activation word in **Arcane Language - Arcane Elf**, but those with **Arcane Language - Magick** skill are able to recognise the activation word. Over the left breast is an engraved device of a sword through an open circle. The armour has deteriorated and many leather straps essential for wearing have disintegrated. The armour is female human-sized. A male wearing the armour suffers a -20 penalty to **Fellowship** tests. It is inscribed with a symbol of a sword struck through a circle. The armour is extremely cumbersome and its wearer is unable to use a **Dodge Blow** skill in combat and suffers a -20 **Initiative** penalty. Wearing the armour and travelling is also very fatiguing.

Positives: +1 armour (2 AP body/arms/legs), **Protection from Rain** Negatives: -20 **Initiative**, lose **Dodge Blow** ability
Housekeeping: Female armour, needs repair work to straps.

Weapon

Holds in both hands over her chest, a bronze two-handed sword with the **Mighty Strike** ability. Only human-sized (or larger) PCs with a minimum **Strength** 4 can use this. The user also needs the skill **Specialist Weapon - Two-handed Weapons**.

Female Figure Two

Armour

Wears bronze dendra plate shirt, offering one armour point to chest and arms *plus* it holds a +1 magical enchantment. It also holds a spell rune on the left arm bracer that holds the focus for the spell *Delouse* (once per day). The focus contains the activation word in *Arcane Language* - *Arcane Elf*, but those with *Arcane Language* - *Magick* skill are able to recognise the activation word. Over the left breast is an engraved device of a sword through an open circle. The armour has deteriorated and many leather straps essential for wearing have disintegrated. The armour is female human-sized. A male wearing the armour suffers a -20 penalty to *Fellowship* tests. The armour is extremely cumbersome and its wearer suffers a -10 *Initiative* penalty. Wearing the armour and travelling is also very fatiguing.

Positives: +1 armour (2 AP body/arms), *Delouse*

Negatives: -10 *Initiative*

Housekeeping: Female armour, needs repair work to straps.

Weapon

Lying to her side is a bronze spear, which is very heavy and suffers a -10 *Initiative* penalty in combat for those with less than *Strength* 4. It is enchanted to impart +1 damage.

Shield

Laid over her feet is a large bronze shield with a protection rune inscribed upon it, which imparts a +10% bonus to magic tests. This can only be used by human-sized PCs.

Appendix L offers some detailing on the armour to aid description.

Symbol

The symbol on each of the sets of armour looks roughly like this:



What Have We Found?

Standing Stone Island serves no direct clue, but simply confirms that Professor Stradovski obtained a second plaque from the temple. Its wider significance is left to individual GMs.

Identifying the Items

Removing the items should cause certain PCs some problems. This is looting both a holy place and a tomb, at least as far as they are concerned. Religious PCs and those who claim to follow theological doctrine need to be wary here. Of course, those who express disdain for heathen religions or irreligious PCs will have no such problems, but ensure that this is played appropriately. A handout offering some pictorial description of the handout is in Appendix L.

The PCs' most useful alternative is the temple to Ulric-Manaan who can utilise the skills Arcane Language – Magick and Magic Sense. The Wizards Guild and Stanislav Uspenski can also offer this, though the latter will see the items as the product of grave robbing unless the party is very careful. The temple has an additional attraction, a visiting Verenan priest with the **Identify Magical Artefact** skill. His is a diplomatic visit to local temples, whilst he also hopes to catalogue items for a treatise that he is writing. He arrived after Professor Stradovski and knows little of the plaque and nothing besides what he was told by the clerics here.

The engraved device of a sword through an open circle can readily be identified as belonging to Yvevgeni Klepikov, a merchant. He is the agent to the Order of Sword Brethren, and it is also their symbol. Klepikov is of little assistance; he inherited the symbol from his father when he took over the business and which was a condition of their position as agents to the Brethren.

Note, however, that Standing Stone Island is Boyar Vasladovitch's property and so anything found within it is also his. Equally, if PCs announce that they looted the item from a temple or tomb, then the temple will confiscate the item "until the matter has been resolved". *In play-testing one group had one member blurt out that they had looted a tomb to the Ulrican and Verenan priests, and then from where it had come. The second group contained a priest of Mórr, who quite rightly refused to allow any tomb robbing. Neither group obtained these items for later use. I love WFRP!*

Returning might also be dangerous, depending upon how well the PCs have managed to avoid the wrath of powerful local NPCs.

Cetatea Alba

The first sight of this castle is quite imposing. Nestled on the bank of the estuary, the water has been used to create a moat around the castle to the extent that it is effectively an island. Its external walls are painted white and seem to shine in the light of the sun. More, a central keep appears to be built of stone, as is the gatehouse and one tower. These two are painted white. Needless to say, this being Warhammer FRP, once the PCs come closer, the whitewash appears rather dirty on closer inspection and is peeling away in places. Some of the stonework is decaying and shored up by timber. Still, it is an impressive castle and clearly a substantial fortification. The Order of the Sword Brethren, whose castle this is, is outlined in Appendix F.

A small landing stage is located outside the walls. Here are also three huts and three fishing vessels, local fishermen who serve the Order. A party of four members of the Order will march down from the castle as the party's vessel approaches and will wait for them to disembark. The apparent leader has long blond hair and is fully armoured in what is clearly well worn, but well cared for, plate. Two followers are male and look like rather disreputable mercenaries, whilst the fourth (a woman) is dressed in homespun of a dated fashion in the manner of a cleric. The party will be greeted warily and asked their business. Visitors are generally not welcome, and the PCs will need to offer a serious reason for their appearance. This is likely to mean announcing their purpose. The NPCs will react as explained in the background (in Appendix F and below) depending upon exactly what they are told. However, the leader is likely to regard the PCs immediately as friends and will visibly warm towards them should any mention of warrants of arrest be made. Assuming that the PCs obtain entry, they will be escorted to a dormitory where they will be provided with accommodations. They will be told that the leaders of the Order will be informed of their request. Servants will furnish basic needs, but remain generally uncommunicative. Two members of the Order will remain on guard outside the building, placed there by the Crystal Sisterhood essentially for the PCs' safety. They will seek to prevent the PCs' leaving the dormitory.

PCs will be able to obtain a feel for the place from their entry and crossing the courtyard to the quarters, and through the narrow windows in the building. The place appears run-down and has not been maintained terribly well in some time. That said, it still appears structurally sound, and efforts clearly are made to keep the place clean and undertake some repairs. Of the Order, they are mostly more like a group of mercenaries than 'shining knights in armour' and look generally like any other group of armed thugs that the players might have come across. There are, however, some exceptions as a few women march purposefully to a destination – although cynical PCs might regard these as rather more clownish than noble. One further point of note is that one of the stables is acting as a slave pen for a number of Kislevite 'prisoners', and the doors are currently open to allow in air and light.

It is not easy for a PC to slip out, and the GM must play this by ear. Such an action would be very discourteous. Most NPCs will seek to ask the PCs their business, and return them to their quarters. However, their cover story will have got out quite soon after their arrival and an attack by the Professor's men or those of Soladya Lavrov is by no means impossible.

One further point to note is the reaction within the castle should the party be wearing anything they obtained from Standing Stone Island, or even the Tribesmen clothing from the Governor. The latter will simply seem strange once it is clear that the PCs are not from that group, although initial meetings with members of the Order will be hostile until this is clarified. The PCs are advised not to wear such apparel. Wearing the symbol of the Order, such as that on the armour under Standing Stone Island, will result in a query as to why they wear the item. Should they admit to ‘looting’ them, the PCs will be in trouble! The Order will request the items – and enforce their demand if necessary. They *might* trade for them to an appropriate approach, but only at minimal value. Any half-sensible answer will suffice. The Order will be particularly interested in any heraldic blather that PCs attempt (this is the Order of the Lonely Mountain, based in Middenheim for example) as it might infer ‘lost’ chapters of their Order (or so they will think!). Since they are a Lawful order, we can play them as rather serious and (a little) gullible, since we do not want to be too harsh on the players.

Meeting the Council

The Council, before which the party is ultimately brought to plead their case, is as follows:

Tesák Zupa is leader of the Crystal Sisterhood faction. She is relatively young and very naive, steadfast in her straightforward beliefs in the need for tradition and permanence. Her position is to rid the Order of the Professor and his scheme. She will side with the PCs unreservedly. She will naturally communicate with females in the party, of whatever race, if possible and is extremely friendly towards any powerful female warrior. Female PCs dealing with Tesák gain a +30 Fellowship bonus and a general +20 Fellowship bonus when dealing with any member of the Sisterhood. Members of this faction wear the symbol of the sword crossed through an open ring.

Hanna Krauss is leader of the Sigmarite Sisterhood faction. She is a mature and capable political leader, but lacks any decisive ideals of her own. She is aware of the disagreements within her own people, and the slow rise of the Gospodar numbers within their ranks who have a leader in Stefaniya Maretskaya. She is uncertain whether to counter this trend, but has used the alliance with the Shallyan Templars over slaving to increase the number of (not necessarily willing) Empire females within her ranks. Her position will be a difficult one for her to decide. The PCs will need to make a convincing argument since she has been impressed by the power of the Professor. At the same time, should the PCs show their warrants, this puts her in a quandary. Whilst the Sisters bitterly resent their treatment by the Grand Theogonist, they are aware of the changes that have taken place since then and do regard themselves as upright Sigmarites. In addition, they fear that any outright refusal to obey the warrant might lead to action against them by the Church, even after all this time. Members of this faction wear the symbol of the sword crossed through an open hexagon.

Soladya Lavrov is the leader of the Shallyan Templar faction. He is clearly of Norscan-Kislevite heritage, though few know of his background. He is completely amoral and sees the Professor as a means of extending the Order’s power – and his, within it. He is increasingly of the opinion that the other two factions are irrelevant. However, he is

aware that many of his followers genuinely believe in this aspect of Shallya, and the PCs writ from the nominal church will cause him some consternation. Whilst some of his faction understand that they are a heretic sect (at best), others believe that they are simply following the teachings of Markov and his ilk. Therefore, he finds himself in a difficult position. Worse, Boris Savvina, who is a renegade priest of the Markov sect himself, has wintered at the castle, and has begun to cause some serious complications to Lavrov's rule. He will support the Professor, but at the same time does not wish to alienate himself and his plans from some of his more misguided supporters. Members of this faction wear the symbol of the sword crossed through an open ring.

The GM needs to determine the outcome of the meeting depending upon the manner in which the PCs present their case. In the first place, they need to appear to be presentable, disciplined and act with decorum. They need to structure their case well, with either one speaker or a clearly arranged series of presenters. Appropriate skills can be utilised to improve a PC's performance. The PCs should probably present their warrants, as this clearly states their social status and their right to demand the Professor. The general reaction to the warrants is described above. They might also like to plead the case from the perspective of the imprisoned student, but none of the templars are likely to be particularly moved. The key to the decision actually lies with the Sisters of Sigmar, since the other two have already determined their action on the matter. Careful use of Sigmarite theology, or lies as to the student's faith, will serve the PCs well here. On the other hand, they might equally elect to demand that the Professor is handed over, pointing to their authority – which includes two gods worshipped at the castle and the patron god of the Empire.

Ultimately, the PCs make their case and the GM decides upon a response. In reality, there is little difference to the turn of events – but our players need not know of this! The GM should judge the performance of the PCs, using this to modify a die roll if required. The PCs will be thanked for their commitment to duty and promised an answer the following morning. In the meantime, the council will deliberate the issue. In reality, Lavrov got a message to Professor Stradovski as soon as the PCs revealed their purpose, and arranged for him to escape. Whatever the theoretic power within the castle, all three leaders know that Lavrov holds the greatest single force, and that Professor Stradovski's tales of recapturing the shrine and returning the Order to its former glory have fallen upon fertile ground. Many in the Sword Brethren see little future in their Order and less purpose. Worse, many of the nominal Shallyans are little better than bandits at the best of times, seeing this as simply a safe base for them. At the same time, however, the travelling priest, Boris Savvina, has gained some support within the more traditional Shallyans here. All of this makes for a dangerous political mix, and will tend to ensure that all parties are cautious. Lavrov assists the fugitive to flee; the others simply wait their time.

Outcome 1

The PCs argue their case well and the Order supports them. Lavrov has forewarned Professor Stradovski and sent guides with them. The Order will send two guides with the PCs to assist them in their search, Katya Komorov (knight) and Olga Pyrieva (scout). Along the route, Professor Stradovski's escort (with the exception of a single

guide) will await in ambush for pursuers. Number the total escort to the size of the party; equal numbers in ambush (50% knight, 50% retainer) worked well in the play-test.

Outcome 2

The PCs fail to convince, and they will be held under ‘house arrest’ until Professor Stradovski has left. In this case, Lavrov will leave with Stradovski and a large contingent of knights. Once Lavrov has gone, the PCs are escorted to a fishing vessel where they will be returned to Ösel. Of course, Tesák Zupa will secretly get a message to them not to worry. This is the chance that she has been waiting for to rid the Order of Lavrov and she will use the PCs to good effect. She can offer no further assistance since she needs to ensure that her take-over is successful, but is willing to help the PCs as another means of keeping Lavrov busy. The vessel will actually quickly turn eastwards and drop them off at a small camp. Here Olga Pyrieva waits for them, having been sent out ‘on patrol’ the night before. She is to guide them to the shrine. The ambush from above can be played out, if required, as a simple rearguard action. The irony, of course, is that PCs ‘failing’ have an easier task following the Professor than those ‘succeeding’ at the Castle.

Escape!

Whatever the success of the PCs in convincing the council of the merit of their cause, it is (of course) necessary for Stradovski to escape. Within the castle are Professor Stradovski, Gunther Zischer, Yelena Petrenko and four thugs. Avitakohl Debretin and two thugs are on a minor islet with the boat, awaiting orders. A fishing vessel will be sent to them with orders to rendezvous nearer the shrine. This can be secretly (outcome 1) or openly (outcome 2).

Travelling to the South

Whatever the outcome, the PCs must travel south through the hill country to the shrine, deep into what is nominally Tribesmen territory. Whilst players should expect to be attacked throughout the 15 mile journey, they are not. In reality, the Tribesmen have not enough people to actually guard their borders, and the Professor, or at least his ‘agent’, will dispose of the only patrol in the environs of the shrine. The trail is clear since, about 5 miles from the Castle, it cuts down through the land into a narrow ravine. The land is rocky and cuts down, so that by the time they reach the shrine, the PCs are considerably lower than the surrounding countryside. The path has deep sides for the first part of the journey – and this is where the ambush will occur. It is also quite clear why re-capturing the shrine would be so difficult as the single width trail, high walls and many defensible spots make it a death trap. By the time the PCs reach the shrine, the land will have opened out slightly, so that they are in a sunken bowl. Trails lead off in many directions, but mostly to the east and north.

The Shrine to the Lost Goddess

The shrine itself is a one-storey building (15' high) with a domed roof and is constructed from large stone blocks. It appears slightly overgrown with weeds and creepers, but is intact. Quality of the construction is excellent and blocks do not have apparent mortar between the joints, but rely upon bolts within the stone (Construction skill or similar). A portico flanks either side of the entrance and an 8' high wall surrounds a front garden. Only the wall shows any serious sign of deterioration. Small stained glass windows are set in the walls at a 12' height and the dome is of a membrane construction that also allows light into the building.

Depending upon the party that came with Professor Stradovski, all his 'allies' are now dead, as are all their horses. If Lavrov came here, then the scene is one of bloody carnage as body parts are scattered all over the outside of the temple (and in the gardens). Otherwise, the guide is slain. Betrayal was evidently the reward for greed. Appropriate Cool tests should be made.

The gardens might once have been highly ornate and regimented, but are heavily overgrown. They are clearly untended. There are no particular signs of wildlife. Six statues and a fountain are located here. All these statues are of excellent quality, stained but otherwise undamaged and are all about 8' tall.

Statue A is of naked human female legs astride holding a two-handed sword point down in front of her. There is clearly a similarity between this and the figure under Standing Stone Island.

Statue B: is identical to A.

Statue C is of a human male in full dendra armour with spear and shield. Statue D is of a centaur with bow.

Statue E is a beastman (actually a hundbruder)

Statue F is a minotaur with one fist in the air and a halberd in the other hand.

The fountain is of marble and has a two handed sword as its centrepiece. There is no water within it and it is heavily silted up.

Small symbols are carved into the statues and upon the building.

W is a rune focus for the **Wither Vegetation** spell. Simply touching it will activate the spell and clean an appropriate area of the feature upon which it is located. This was a simple housekeeping spell for the shrine.

P is a rune focus for the **Protection for Rain** spell. Simply touching it will activate the spell and keep rain off an appropriate area of the feature upon which it is located. This was a simple housekeeping spell for the shrine.

E is a rune focus for the **Extinguish Fire** spell. Simply touching it will activate the spell and extinguish any fire within an appropriate area of the feature upon which it is located. This was a simple housekeeping spell for the shrine.

Z is a rune focus for the **Zone of Sanctuary** spell. Simply touching it will activate the spell. This was a basic defence spell for the shrine.

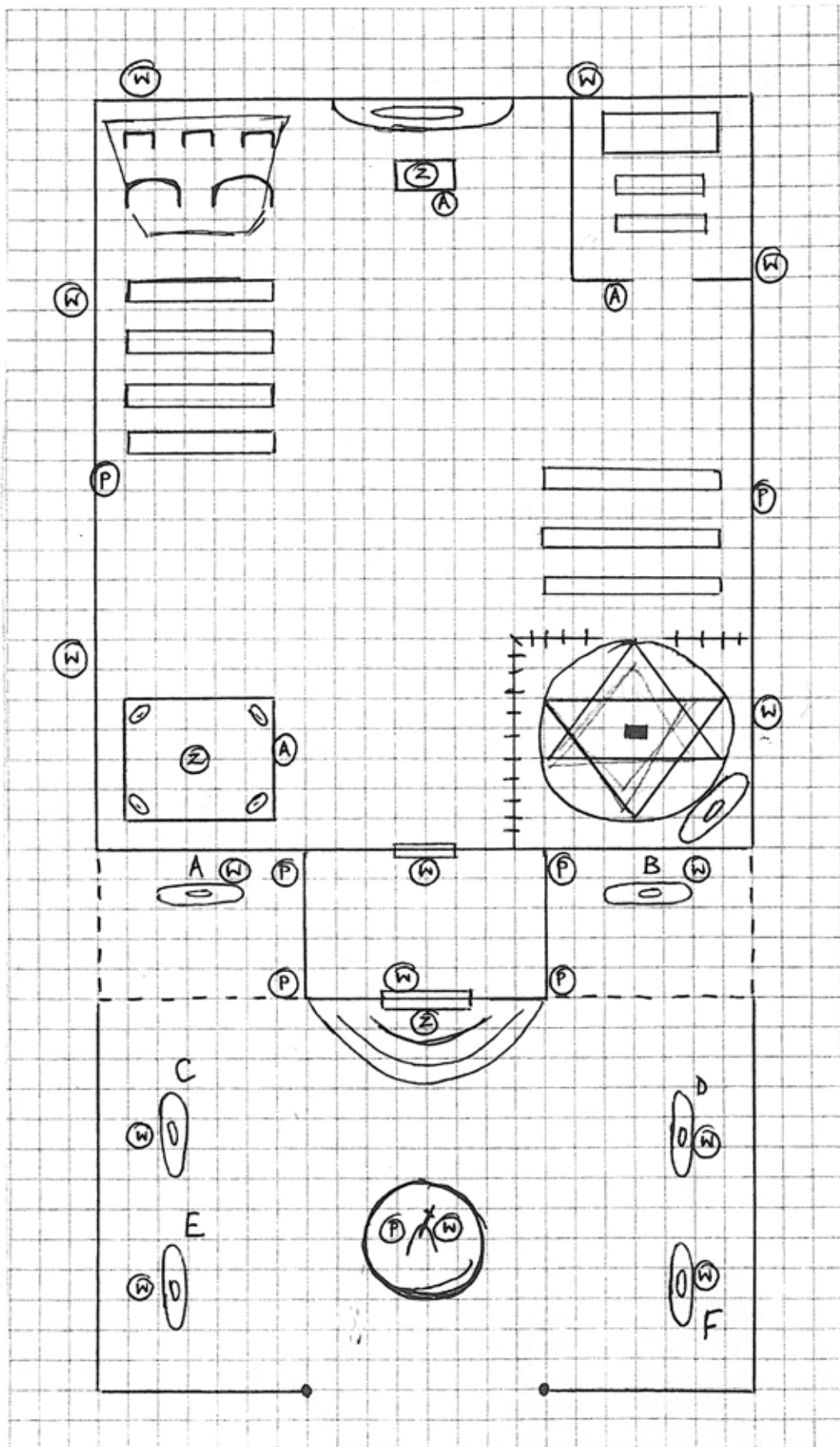
A is the location of a stone sword, carved into the shrine and jutting out of the stone in a similar manner to a torch bracket. Anyone touching it will trigger the **Animate Sword** spell and bring it to life. This was a basic defence spell for the shrine.

M	WS	S	T	W	I	A
5	57	4	6	4	40	1

Special: Slashing and stabbing weapons do no damage to this stone sword. Any slashing or stabbing weapon will do only a maximum of one point of damage. Such weapons will also take damage themselves.

As PCs approach the main door, a minotaur will emerge from the shrine onto the top stair and attack them to the death. It wears a leather jerkin upon which is sewn an emblem, that of a sword through an open circle.

Shrine Plan



The Shrine

The shrine itself is plain stone internally. Those with the Art skill will detect traces of painted murals, but these are long since deteriorated. The shrine itself divides neatly into the following sections in clockwise order from the door.

A 4' high raised stone dias, upon which are four statues at the corners. The statues repeat those of C, D, E and F in the gardens though in a smaller scale – each is approximately 5' high. The dias serves as a pad for defenders of the shrine to be teleported in one-way. If PCs defile the place in any way, a minotaur and four hundbruders will appear here within D6 minutes, and continue to do so for each act of defilement.

Stone benches lead up to a raised stone platform, upon which are three large stone seats. The front two are large (fitting approximately a 10' humanoid), whilst three behind are human-sized. The platform is angled, so that the rear seats look over the top of the front two.

A stone altar sits affront a statue of a beautiful human woman with a sword, again repeating the theme of the armoured female warrior. The altar holds a series of glyphs that appear to make no sense. A PC with the Art, Cryptography, Linguistics or Numismatics skill will be able to ascertain that there is a pattern that implies there is a meaning, but will be completely unable to understand the writing. It operates as a series of stylised pictorials, each within a variously sized rectangular shape and with each shape abutting its neighbour in a single line of shapes. Only one 'pictograph' is in each shape and the same picture can be found in different shapes. Many pictures make no sense as they draw something completely unknown or in an unknown style.

A chamber is separated from the main room and the doorway leads into what appears to be (perhaps) a small chapel of repose. Two stone benches are set before a stone sarcophagus. The top is carved into the representation of the same woman at repose with a sword clasped in both hands and lying along her length. It is excellent work. Should anyone attempt to open the sarcophagus, this is an act of sacrilege and characters should be punished accordingly. A tomb robber immediately becomes **Social Level D** and divine disfavour of the loss of a **Fate Point** is not unreasonable. This shrine is clearly still in use and is a holy place to the Order, who are (probably) PC allies and certainly approved vassals of the Tsar. This makes the place clearly different than that below Standing Stone Island. In any case, the sarcophagus is actually solid and a representation, rather than the actual thing.

Two stone benches face a doorway set into a wall, which is solid for a height of 6' and then broken up by a series of vaulted openings. Inside is a pentagram within a circle, clearly both old and permanent. Again, an ithilmar alloy appears to have been poured into the cut stone. In once corner is a statue of the now familiar 'Shallyan' figure. Shallya remains thinner and slimmer than normal personification and has her hair raised up like a brush. The tear remains, as does a smile. She wears a simply smock. Set into the centre of the pentagram is what appears to be a recess, similar to those found under Standing Stone Island.

What Has Happened Here?

The exact nature of events depends upon who accompanied Professor Stradovski. In short, he entered the shrine and, using the material that he had collected, summoned the spirit to the shrine. He then ordered it to destroy his ‘allies’ and left with his people, to a pre-arranged pick-up by boat. The spirit was ordered to attend another location and set off immediately – perhaps causing a degree of concern in those attuned to such things along the path of its journey.

The sacrilege and theft of the spirit was realised by the local inhabitants, who immediately attended the scene. They saw the power of the spirit and witnessed the Professor leaving, but felt unable to intervene. After all, who were they to demand an agent of their deity stop his actions. However, on further inspection it seems that their goddess has left them and they are terrified. Enter the PCs.

The PCs will be watched from a distance, but not interfered with. Even if they trigger a ward and fight the summoned creatures, then they will not be interfered with. Only once they leave, will a voice from cover demand that they explain themselves and what they are doing here. Since their story will tally with the events witnessed, they will be readily believed. If they lie or prevaricate, then trouble might ensue. In any event, the locals will not reveal themselves until the PCs swear an oath not to attack them and agree to peaceable terms for negotiation. This is for a sensible reason: these locals are in fact beastmen and do not wish to be attacked as such. Dwarf PCs can be very useful here since they almost certainly will not be able to break their word. As described in Appendix A, these are Lawful creatures and will abide by a deal. More, they are eager to help the PCs as they want their goddess back. The exact number of beastmen needs to be done carefully by the GM. If the PCs attack, then the only remaining means of following Stradovski would be to track him with an appropriate skill. Zruuxuvon, the leading hundbruder present, is an honourable creature and will do all that he can to aid the PCs capture the Professor.

Conclusions

The second part of the **Private Wars Campaign** ends in yet another infuriating cliffhanger. Once again, the PCs can decide to allow Professor Stradovski to escape or continue the chase. Since they are so close to him (or so they think) it is less likely that they will forsake their mission. However, it is possible and not entirely unreasonable. To that end we leave the adventure abruptly here at the shrine, with an (apparently) lost trail. The PCs are tired, generally fed up and possibly heavily in debt. They are certainly owed a sizeable sum of money. Should the PCs end their chase, there are a number of hooks that can be developed. Otherwise, the next instalment – and the final one – is called **Homeward Bound**. This will explain fully what the Professor has been up to here and what his plan actually is.

With reference to the third – and final – part of the campaign, thought must be given to the PCs travelling to Tsaritsyn at the southern end of the lagoon. It is difficult to offer specific guidance since there are many variables that will affect each game differently.

The ideal situation is for the PCs to arrive in the village with very little, and certainly without their cart or horses. This can be achieved in a number of different ways. PCs in both play-tests fell foul of Governor Khuzov or Boyar Vasladovitch. This makes it impossible for them to return to Ösel or Cetatea Alba (where they might have left equipment) since warrants for their arrest have been given. Whilst the Crystal Sisterhood are well disposed towards the PCs, they are not in a position to openly host wanted felons nor will a boat be easily available. A scout sent from the castle to await their return a couple of hours from the castle can arrange a fishing vessel to take them to the village, but not their horses. If all else fails, a creature has been aroused within the lagoon by the various mystical energies used at both temple and shrine. This will particularly home in on anyone carrying magical items from the temple, but river traffic in general. Attacking the PCs' boat will send everyone into the sea, causing them all to lose their heavy equipment including armour – if they can divest themselves of it quickly enough to avoid drowning. Personally, I would drown anyone foolish enough to be wearing full armour on a boat on a matter of principle – or at least cause them to spend a **Fate Point** and thank the gods that their armourer had done shoddy work on the straps holding the armour. Washed up on an island, they will need to wait for a travelling river boat to pass close by....

Of course, GMs should not be arbitrarily unfair. Do not simply remove their horses as the scenario demands it. It does not, but, by this stage, PCs should have lost their transport. If they have not, then the GM has not appropriately set the difficulty of the road that they are travelling upon. No party should have managed to avoid falling foul of the crime of economic espionage! PCs are likely to have to sell their horses anyway in Tsaritsyn, as they are unlikely to be able to afford boat passage for them. In any event, **Homeward Bound** assumes foot travel since the only safe route southwards is by boat. It is not entirely impossible that PCs might be able to afford passage for their horses – and that should certainly be considered. Quite where they have obtained the money to afford to feed them is another issue! My players usually get into the habit of trading in horses regularly to take advantage of safer and easier modes of transport, particularly along the river. They then buy horses at the other end of the voyage, if needed. Not only are horses very valuable assets (and thus targets for brigands and thieves), they are

also very expensive to maintain. Sadly, in combat they are very quick to die too, hence my players reluctance to hold onto such valuable creatures when coin or scrip is much easier and safer. My point of raising all this here, is so that GMs are aware of the need to take PCs southwards back into The Empire at the start of **Homeward Bound** and that the default assumption will be that they are on foot and travel by boat. This is not a requirement, just very likely the only option if the adventure runs according to both playtests!

There are no definitive tariffs within this book for experience awards. In general, most individual encounters should be worth five experience points, with an additional five points for successful interaction and/or solution. It is worth remembering that the PCs are interacting with a number of important individuals, who will expect to be treated with respect, and not interrogated like common criminals. Experience awards should reflect this. 20–50 experience points should be awarded for solving each particular section of the adventure, incorporating a general award for the quality of role-playing. It is up to the GM to tailor this to each individual campaign, but as a rule of thumb, PCs should not progress further than one advance (100 experience points) in each session.

Further Adventures

Standing Stone Island

This is clearly a primary adventure opportunity and at the very least will have major implications upon the region. If nothing else, skeletons are now able to move from the depths through the shrine and up to the surface. The PCs *did* remember to seal the entrance ... didn't they? Oh dear! Of course, even if they did, in theory this will not stop skeletons digging their way out, albeit after some years. A skeleton generator and a mysterious chasm into the bowels of the earth are there for GMs to develop as they see fit. Whilst WFRP is a low fantasy game, the occasional high fantasy polish in recognition of the existence of the Slann millennia ago never hurts, and the implication from my own game was that this is indeed an old Slann city site. What remains is, of course, up to individual campaigns.

Order of Sword Brethren

It is likely that the PCs have left a complex political situation within the Order. The following outcomes are plausible:

1. A successful PC group will probably leave the Brethren on the brink of civil war, since Lavrov clearly helped Stradovski against the others' wishes, but retains majority support of the knights.
2. Failure to convince the Brethren will have led to the demise of Lavrov and his followers, leaving a smaller and more pliable group of Shallyans and a more coherent (if weaker militarily) Order.

3. Lavrov might have effectively launched the Order into war with the Tribesmen. In any event, the Order might remain interested in the shrine to the extent that they determine to prosecute a war to 'recapture' it.
4. PCs might inform the Order of what they found under Standing Stone Island, in which case the Order will consider how to reclaim what appears to be rightfully theirs. This will clearly lead them into conflict with Boyar Vasladovitch.

Garderike

This region is a relatively deserted and unpoliced region of the Old World, which should offer interesting adventuring possibilities. A number of themes have been raised in the adventure and others are outlined in the description of Garderike in the appendices. These can also be linked to material in *A Private War*, since enemies from there might continue to harass our heroes. Within the text, I have already hinted that my own follow-on adventures involved the story behind Magnus Greel and Brizban. Many other themes can be expanded upon. In particular, a number of private wars are occurring here at this time. They might easily spill over into civil wars as the Tsar wanes.

Traditional Warhammer Fare

Garderike offers a suitable venue for an adventure based upon one of the Gotrek and Felix stories, wherein they escort a population moving from one location to another in the hope of obtaining a new start. PC involvement in the region is quite likely to have upset political balances, as well as making a name for themselves. This offers the opportunity for PCs to be real heroes and not simply travelling killers or private detectives. They must deal with the mundane administration for the journey – since they know about travel – foraging on the road – as they know about hunting – and protecting the convoy – as they know about hack 'n' slay.

Developing Enemies

The Hive Brotherhood (or Kraken Cult) offers a possible source for development, since it is unclear in this adventure as to what they are. It is known that they originated on the west coast, north of Erengard in a region where the occupants of local villages simply disappeared overnight. Rumours suggest that individuals have recognised members of these villages within the group. They have also been gradually moving eastwards, usually in continued conflict with the regions that they pass through. Whilst they might be simple outlaws, they could also be worshippers of an ant totem or spirit, or involved with the Ant King in some way. Their name might imply some Tyranid or Genestealer connection for Warhammer 40K fans.

Assuming the party rescued Baroness Antonescu, Heinrich von Weide is clearly a very important enemy, since he is now an outlaw due to the actions of the PCs. Whether he falls in with other groups, or establishes himself with another group is a choice for the individual GM.

Marienburg

A Private War implied certain intentions concerning the city of Marienburg. These revolved around the situation in Norden. The same basic premise holds true – Marienburg has no army, no city walls and relies on a high elf fleet and the counterbalance of Bretonnia to any Imperialist aggression. Whether high elves would die for the city remains uncertain, and Bretonnia would only act as a counter in the event of a campaign against the city. *A fait a compli* would negate anything that Bretonnia could do short of all out war. The existence of the Graukappen sponsored Garde te Voet offers some insight into this approach.

Other Ideas

The vast spaces of the border marcher lands offer definite opportunities for unusual personae and creatures. One of my favourites is the vampire. Given the usual opinion of vampires, there are possibilities in the concept of a vampire who is actually a strong nationalist, a noted fighter against chaos and a stalwart to his Lord. It is simply that he is a vampire, which he hides by pretending to be his own Great Great Great (etc) Grandson. PCs can learn of a ‘good’ man (or woman) keeping goblinoid invaders at bay, extending the boundaries of The Empire or Kislev and protecting the devout faithful of all polytheistic deities within his (or her) domain. Just because they are a vampire, feeding on criminals judged by their peers, does not alter this. Or does it...? The hierarchy of the Church of Sigmar (or Cult of Ulric), the Order of Hunters, bordering peasantry and the Emperor (or Tsar) himself might all feel rather differently about matters. Of course, this is not an original idea and is also presented in **Vampireslayer** as part of the political concord in Sylvania and by Ryan Wileman in **Warpstone 19** as one character on the highly evocative coast of the Sea of Claws.

As one of the more desolate places within the central Old World, this area offers ample opportunity for the archetypal wilderness adventure and many ideas from other sources can easily be fitted here.

APPENDIX A

NEW RULES

New rules are never to be lightly adopted, but within this scenario a new type of monster has been developed that needs recognition. The primary difference within this campaign is the alignment and consequent psychological differences rather than statistics. However, for completeness these are presented here. The rationale for the new aspect is described here, in Appendix G and within the adventure text.

BESTIARY

The Lawful Beastman

Since Chaos and Law seem to be the reverse of each other, it seems to me that certain beastmen might serve the cause of Law. We know that certain types of beastmen maintain a standard form, which is remarkably non-chaotic. These include the skaven, minotaur, manticores, griffon and the hippogriff. Some can even be socially indoctrinated (trained) into the neutral alignment. It seems to me, therefore, that beastmen might also be Lawful, or have a propensity towards Law. At the same time, they might quite easily be corruptible by the forces of Chaos, and this is a major problem for all Lawful creatures who try and resist the charms of alternative and easier alignments, but they are by nature Lawful. Therefore, within this adventure it is proposed that creatures normally described as chaotic or beastmen might also have a natural tendency towards the Lawful, but this tendency is easily manipulated by their circumstances (as they are generally lawful through being too dumb to be independent) or their proximity to chaos. The only beastman at all resistant to this process is the centaur that tends to have greater intelligence, reason and sophistication.

A Private War has already indicated a non-Chaos tendency for certain types of were-creatures. Lycanthropy is not innately a chaotic trait, but is originally a 'gift' from Mother Earth. Early druids and shamans saw the were as the host to a spirit and looked upon these people as key members of their societies. Unfortunately, as civilisation marched onwards, weres became more suspicious as they were primeval by their very nature. Worse, whilst weres were not chaotic, they were prone to the effects of chaotic influence much more easily than normal humans were. As the chaos poles wax at this point in time, many weres have become – or are regarded as – chaotics and are thus expelled, driven out or flee their tribes. As outcasts from society, weres tend to form 'family' groups for self-protection. Some of these are indeed tainted by chaos, but others are not.

In this adventure, the minotaur and hundbruder are introduced. Statistics are provided for combat purposes here.

Minotaur

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	25	4	4	17	30	2	18	66	18	29	24	10

Alignment: Lawful

Psychology: Causes fear in living creatures under ten feet tall.

Equipment: Halberd (+2 damage, no I deduction due to size), Linen Cuirass (0/1 AP body) sewn with patch of sword through open circle, Religious Symbol (Arianka)

Hundbruder

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	38	22	3	3	8	35	1	22	46	34	22	36	24

Skills: Acute Hearing, Night Vision – 20 yards, Speak Additional Language – Old Wordler

Alignment: Lawful

Equipment: Linen Cuirass (0/1 AP body) sewn with patch of sword through open circle, Religious Symbol (Arianka), Shield painted with a vine leaf pattern on red, Spear

Description: The hundbruder is quite simply an upright dog or a beastman that takes the form of a canine. Within Tor Elthrai society they originally served the function of ‘man’s best friend’ and were fierce companions of limited (but definite) intelligence. They are capable of speech.

It has been theorised by certain scholars that the early survival of mankind was due to the dog. Since Men have no natural weapons, the dog is a superior hunting partner with the instincts, loyalty, weapons and nose. He is the only ‘animal’ capable of proactively forging alliances with other species. Dogs are also one of few animals capable of tactics. Within this context, a ‘humanised’ dog-man made a sensible experimentation for the Slann and a survivable deviation through chaotic mutation and evolution.

APPENDIX B

THE COMPANIONS

Note that NPCs have been advanced since **A Private War** to reflect their experiences. As before profiles are offered as a midpoint to their characteristics in order to save GMs book-keeping specific awards for them, whilst still reflecting their own advances.

Doktor Hubertus von Bora

“Knowledge brings fear.”

Explorer, ex-Scholar, ex-Initiate

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	38	3	3	9	65	1	40	45	68	45	61	48

Skills: Astronomy, Herb Lore, History, Identify Plant, Law, Public Speaking, Read/Write – Old Wordler (Reikspiel), Rune Lore, Scholarship, Scroll Lore, Secret Language – Classical, Speak Additional Language (Dialect) – Breton, Speak Additional Language (Dialect) – Slavic, Theology

Age: 35

Alignment: Neutral (Sigmar)

Equipment: Helmet, Horse with saddle and harness, Sleeved Mail Shirt, Sword, Symbol (Ahnenerbe sect of Cult of Sigmar), Warrant, 55GCs

Hubertus has warrants to travel in The Empire and southern Kislev. The former is authorised by the Cult of Sigmar – possibly unusual that it is not a secular writ – and the latter is issued by the Kislevite ambassador to the Imperial Court, making it rather tenuous in reality as many local warlords would not recognise its power. Then again, these same warlords would recognise no warrant but their own!

He has the following books and papers:

Braustein’s *Ancient Tribes of the Ostermark Region*

La Lune d’Enfer

Technology and War Machines: the Impact of Magic upon Dissemination. This is a rather tortuous hand-written parchment without apparent author upon the use of war machines by different peoples over time. It essentially points to elf reliance upon magic as a limiting factor on their development of machines of destruction, whilst arguing the reverse for dwarfs. Humans are somewhat in the middle, although it suggests that pre-Sigmar tribal use of engines was wider than previously believed. It develops a theory of technological diffusion of ideas by theft, purchase and espionage. A second hand has added queries pointing to the lack of gunpowder use by goblins and ‘forces of chaos’

despite their seizure of dwarf technology on capturing their holds. The second hand is that of Hubertus and he will add notes as he travels.

He carries appropriate grooming, subsistence and spare clothing items.

Doktor Hubertus von Bora is a professor at the University of Altdorf on sabbatical to conduct research into the various aspects of spirit worship within Ostland and the borders of Kislev. However, he is also a member of the Cult of Sigmar's Ahnenerbe organisation under orders to investigate the current upsurge in the Cult of the Howling One, and ascertain whether there are provocateurs at work. This he will hide from everyone, including the local cult and the PCs.

A man of about 35 years of age, he is lean and wiry, and clearly an experienced traveller. He is also very well armed for an academic, but will explain that whilst the pen is mightier than the sword, the sword has a sharper edge. He is quite charismatic, and has many interesting stories and tales of the past. He will claim to be a lay follower of Verena and will offer no defence of Sigmaritism – though will note negative comments for possible future action by the cult!

Hilde Muntz

Cleric Level 1, ex-Initiate, ex-General Thief, ex-Pickpocket

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	35	3	3	9	40	1	44	35	49	39	42	50

Skills: Cast Spells – Clerical 1, Concealment Urban, Cure Disease, Evaluate, Flee!, Heal Wounds, Palm Object, Pick Pocket, Read/Write – Old Wonder (Reikspiel), Righteous Certainty¹, Scroll Lore, Secret Language – Classical, Secret Language – Thieves' Tongue, Secret Signs – Thieves' Signs, Silent Move Rural, Silent Move Urban, Specialist Weapon – Quarterstaff, Street Fighting, Stubborn Determination², Theology

Magic Points: 11

Spells³: Cure Hurt, Merciful Compassion, Produce White Dove

Age: 21

Alignment: Neutral

Equipment: Quarterstaff, Robes, Symbol (Shallya), d6 shillings

She carries appropriate grooming, subsistence and spare clothing items.

¹ See **Warpstone 10** or **Corrupting Influence** for details.

² See **Warpstone 10** or **Corrupting Influence**.

³ Again, these are explained in **Warpstone 10**.

Hilde is an initiate in the Cult of Shallya temple in Wolfenbourg, having been ‘saved’ from a life of crime. Hilde is very loyal to the cult, but retains many of her beliefs from her earlier experiences. She dislikes the rich because of their wealth and, particularly, their callousness to those less fortunate than themselves. These beliefs led her to the Black Cloak Lurkers Below, although she is an idealist amongst pragmatists in this group and has been forced to flee the city of Wolfenbourg. She is a friend of Christina Asper, the witch-hunter, to who she is rather off-hand at times because she does not understand the depth of her own feelings in the relationship and has not taken their friendship seriously. The exact nature of this relationship is deliberately vague to allow the GM to develop in line with the needs of the campaign. She is travelling with the PCs partially in payment of a debt she likely owes them, but mostly as she has nowhere else to go and is hopeful that the journey will offer her an opportunity to reevaluate her future during the adventure. In addition, Hilde has advanced in level from the first part of the adventure; this is at least in part artificially done to make her more useful to the party, but also reflects her growing confidence in her faith and her beliefs in social justice. She and Christina must expect some severe disagreement in beliefs to surface along the road.

Christina Asper, Witch-Hunter

“Victory needs no explanation, defeat allows none. Means are justified by the end.”

Assassin, ex-Bounty Hunter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	64	43	4	4	10	51	3	42	56	54	56	52	44

Skills: Concealment – Rural, Concealment – Urban, Marksmanship, Public Speaking, Ride – Horse, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon – Fist Weapon, Specialist Weapon – Throwing Knife, Strike Mighty Blow

Age: 25

Alignment: Lawful

Equipment: Crossbow with ammunition, Helmet (1 AP head), Horse with Saddle and Harness, Manacles, Religious Symbol (Solkan), Shield (1 AP head/body/arms/legs), Sleeved Mail Shirt over Leather Jacket (2/1 AP body/arms) with padded leather leggings (0/1 AP legs), Sword, 65 GCs

She carries appropriate grooming, subsistence and spare clothing items.

Description: Christina looks younger than her 25 years, or would if she did not appear so grim and serious. The look reflects her character and she is studiously pedantic and correct. She has a deep hatred of Chaos, though never discusses it. She proudly wears

the 'uniform' of a witch-hunter, although technically she has left the Order to follow Hilde. Christina has a more human side, though she tends to see this as a weakness and holds it in contempt. Despite her best efforts, she has a close friendship with Hilde Muntz. Whilst she recognises that Hilde is far less serious in the relationship, this does not affect her feelings. and is the reason that she is accompanying the PCs. In agreeing to join with the party, she has deserted her Order and is technically an outcast. She grieves about this along the road, and is still unsure of exactly why she agreed to do this. She is given to moods of desperation about it, that only Hilde can seem to remove. Christina is also likely to be antagonistic to certain party members if she feels manipulated into joining the party.

Christina is an obvious source of information for parts of this campaign concerning Magnus Greel and his appearance in Kulm. However, she knows very little since she has been in western Ostland for the past year. She can offer general comments on the recent expulsions as described in **A Private War**, but is unaware of the reasons for the destruction of Brizban nor the apparent extra-legal methods employed. She knows of Greel vaguely, but will be unwilling to offer too much detail. He was always enthusiastic, but not viciously so ... for a witch-hunter! Obviously GMs can develop this whole area of the campaign into an adventure or alternative campaign background in itself. This was one of the undercurrents that I used with players after the completion of **Homeward Bound** and might be written up at some later date.

APPENDIX C

THE MEDICAL UNION

There is little need to outline the characters of the Union here, since they will not be met and the general nature of the Union was outlined in **A Private War**.

The Medical Union is a highly successful cell of Nurgle cultists, though they would reject this assertion completely. Their basic premise is that in order to understand disease one has to study it in detail. More, they are convinced that disease can be used as a means to fight infection, and create a form of *positive disease* which offers beneficial symptoms to the sufferer. This is a very persuasive doctrine, and the Cult has been successful in inveigling itself into senior positions within many institutions concerned with healing. Of course, the authorities would not see the matter in this way, and the Union members would undoubtedly be burned for heresy. They are, however, protected by their social positions, their web of grateful patients (now followers) and their secrecy.

The principles of their belief involve the Shallyan doctrines of healing, but without the pity and compassion. They believe that Shallya is an aspect of Nurgle, restricted by compassion. They seek to develop the absolute certainties of medicine. Unfortunately, the mass of humanity is irrelevant within their conceptual framework. Of course, they are willing to extend some of their work, as cover, as a means of obtaining useful recruits and to earn money to further their work.

Given the nature of Chaos, their virtues of cleanliness and scientific method are not without cost.

The members of the Union involved here are as follows:

Professor Udo Stradovski
Gunther Zischer
Avitakohl Debretin
Yelena Petrenko
Six Nameless Hirelings

Complete details of the Union and the NPCs will follow in **Homeward Bound**.

APPENDIX D

Random Road Encounters

Much of the adventure is spent travelling along the roads and countryside of Kislev. The adventure itself is concerned with the static points of the campaign, those definitive situations in which the adventurers are purposefully travelling. However, not everything in life is planned and random encounters have a part to play in the lives of our heroes. A general synopsis on the nature of travel within the Old World can be found in **Corrupting Influence**, but the following can be used to spice up the adventure as PCs travel along these Kislevite roads.

Road Wardens

Like many other things in the PCs' lives, Empire road wardens are an organisation that they will regard with new respect once they have been to Kislev. Within this nation, there is little realistic control or regulation of the policing of roads and collection of tolls. Compared with Kislevite road wardens, those within The Empire are a paragon of virtue. In theory, the same situation exists in both; in reality there is little central control of the road network and tolls are collected by whoever feels like it.

Official road wardens acting as legal agents of authority do exist. **Imperial Kislevite** wardens employed directly by the Tsar and who police the roads, enforce his laws and collect tolls, might be encountered. More likely in terms of legalised wardens are those of **local boyars** who operate within their own domains in a similar manner to the Tsar's own wardens. The Governor utilises his **Compagnie des Recrue** for this purpose. However, since merchants and nobles are mostly excused toll payment, and the roads are in a dilapidated state, there is little motive to patrol the roadways legally. **Independent (private) companies** are allowed to police and charge for private roads, though since Garderike has no route worth the investment this is not explored here.

Outlaws or bandits are however by far the most likely group to be encountered. In short anyone capable of forcing a road user to pay through force of arms is quite likely to be found prowling the road network. These are simply robbers, though might also be controlled by local boyars or stewards as a means of supplementing their income. However, they are equally likely to be political renegades, local peasants on the make or runaway slaves.

Outlaws

Should the GM feel the need to have the PCs run foul of some random human outlaws engaged in robbery and pillage, there are a few known groups within this area. The PCs should be familiar with Jurgen Muntz, who whilst not a bandit is certainly an outlaw from The Empire. He is best used as a figure of rumour, and placed safely on the move to the east. Mindaugas Mindowe is another figure that the PCs might be aware of via rumours. His is simply a title adopted by a group of reasonably organised run-away

slaves and peasants, and has no particular political overtones. On the other hand, The Children of Miska do lay claim to more noble motives, seeing themselves as a Gospodar resistance organisation. However, they are also little more (at this time) than a ragbag of serfs preying on travellers and others that they can rob and kill. Miska the Slaughterer is a legendary figure for Gospodars, being the daughter of Boris Ursa and their first Khan-Queen. She is also said to have been a great ice wizard, and in some stories invented the magic after a powerful elemental lord fell in love with her and taught her how to control his followers. She is said to have used his infatuation with her to gain his powers and then slay him.

Road Markers

Like roads in The Empire, road markers (in the form of stone tablets on the verge) offer distance and direction information. Unfortunately, most have been removed, erased by time or deliberately defaced. GMs might use such defacing as clues or colour for observant PCs. Typical scrawled comments might include:

Political commentary, offering

- Support for particular nobles or the Tsar, or rants against them
- Support for the Markovich Ukase. This is a sect of the Cult of Shallya outlined in **A Private War** and **Warpstone 10**.
- Support for an outlaw group.

Meaningless (or not) messages

- The nobility are all lizards in human form. I have seen them; our lords are frogmen.
- Miska was a whore, like all Kislevite women.

Slavers

A number of groups are illegally slaving in the region, and the PCs might encounter one of these. This encounter might give too much information away, so if used it is perhaps better to use some opportunists dealing with an agent in Ösel rather than an actual group of Tribesmen and their companions.

APPENDIX E

THE REGION OF KISLEV COLLOQUIALLY KNOWN AS GARDERIKE

The following should be taken as both clarifications to **SRiK** and expansion for the Garderike region. Where details are not given, such as in general racial attitudes, those given in **SRiK** should apply. However, I think that **Something Rotten in Kislev** is a weak work, which is frequently contradictory and omits many necessary details. Since I am trying to remain loyal to official material as much as possible for consistency across GMs, then I have followed it as much as I can. I would, however, strongly recommend Steve Jackson Games' **GURPS: Russia** as a far better, though not perfect, work for background ideas.

Garderike: A Synopsis

The Garderike is a largely uninhabited swathe of Kislev adjacent to The Empire. It consists of a number of independent villages that have practically nothing to do with Kislev from one year to the next. Mostly they pay their taxes, and are left alone. Whilst some are backward, others are the creations of dynamic individuals who have set out to establish themselves as lords of the Kislevite marches. Partially due to simple geography, some of these interact far more with Ostland than their own native Kislev, and have adopted Imperialist customs. Equally, a number of Empire nobles have lands within the borders of Kislev in this region. Many locals speak either *Reikspiel* or an *Ostspiel* patois of the two tongues, which is understandable on an **Intelligence** test. These villages also provide mercenaries to Ostland armies as *Ostreiter* irregular cavalry, and this is a primary source of employment for those with the capital to invest in a horse or willing to join a recruiter for an independent company. In fact, Garderike honours Ostland (far more than the reverse) as its own militias served with those of Ostland sent north in a vain attempt to defend the River Lynsk during the Great Patriotic Chaos War, a noble act upon the part of Ostland that is still honoured.

The area was quite recently a part of The Empire, records showing that not until the invasion of 1900 was the area entirely brought within Kislev. Despite some populist views of the Ungols, some nominally Empire lords actually joined them, or at least made arrangements to be allowed to continue on their lands as Ungol vassals. Indeed, certain Ostermark nobility found this quite easy given their dislike of Talabecland and Talabheim and is to be found still, as overlords of parts of southern Kislev. Count von Wallenstein is typical of more recent Empire nobility who have involved themselves north of the border, having gained his vassals due to an arranged marriage some three generations ago.

Geography and politics thus combine to make Garderike a hybrid community of Kislevites with Empire cultural characteristics.

The main indigenous player within this adventure is the local Voivode (or *Governor*) Dmitri Khuzov, who is the appointee of the Tsar. In return for their tenure, Khuzov offers immigrants cleared land and his protection. Many of the Governor's men are constantly employed with assarts. Given the horrendous difficulties in starting a new farm, in terms of manpower alone, this is a major investment. Since the land is cleared virgin land from the forest, it is highly productive. Immigrant labour is regarded as more productive too. Garderike is thus quite affluent where well managed. Fertility levels can be maintained by clearing new land and allowing the old to lie fallow. Whilst clearance is intensive, it enables higher productivity to be retained, and ensures that more land is available to any increase in population. There is also some importation of additional material from Ostermark in the form of 'Ostermark Black'. Birth rates tend to be higher than death rates in the area since the environment is rather healthier than the enclosed cities, and Khuzov enforces basic rules upon cleanliness and hygiene as part of his Lawful beliefs.

The province is rather misleadingly titled Garderike, although the term is used widely. However, the Voivodate of Garderike applies only to those lands directly belonging to the Tsar and under the control of the Governor.

Garderike: Views from the Rest of the Old World

The Empire: The traditional view of the region is simply as a part of Kislev, with all that entails (and as described within **SRiK**). Given the history of Ostland, Talabecland and Ostermark, these regions vary in their viewpoint within more personal ideologies. For example, Valmir von Raukov views Garderike as a close ally in many ways and seeks closer co-operation amongst the border nobility. Hals von Tasseninck has inherited the view that sees the region in simple terms of Empire and Sigmarite versus Ulrican and Kislevan and uses this to reinforce his own position and convince others of the weakness in von Raukov's position. However, von Raukov does envisage expansion of The Empire – or at least Ostland – through his diplomacy, and border raiders will certainly agree that he is not weak in dealing with invaders. Marcher nobles often hold lands on both sides of the nominal border and tend to be reasonably pragmatic when dealing with cross-border issues; nobility within this adventure typify those who are vassals to both the Emperor and the Tsar. More absolutist positions upon the province tend to be those further away from Kislev. These have tended to influence Count von Wallenstein's establishment of Wolfenbuttel against the Tsar's wishes and are illustrated by his support from Grand Prince von Tasseninck and the opposition of Valmir von Raukov. This issue is detailed in **Homeward Bound**, and (as yet) only a rumour here in this adventure.

Kislev: Like an inverse of the Empire position, some within Kislev see Garderike as suspiciously un-Kislevite in their attitudes with The Empire. The expansion of Empire ideals, particularly the Sigmarite faith, is of great concern to the priesthood and traditionalists, but the bureaucracy tend to view the trade and other benefits as more important. Much of this is, however, being swept away with the 'invasion' of Kislev by Count von Wallenstein that is described within **Homeward Bound**.

Language

It seems to me that **WFRP** and **SRiK** offer contradicting versions of the languages spoken within Kislev. **WFRP** offers a single Slavic dialect. **SRiK** offers variously a Kislevite tongue, but also three dialects based upon racial origin. The following applies within this campaign:

Old Worlder is spoken as a universal common tongue. It is not, however, spoken by everyone within the nation. Those in the east have little use for the language, and its use can be uncommon, replaced by a Dolgan-Hegemony patois. Many peasants have little need for the language, and never learn it; others will pretend that they do not understand the tongue.

WFRP refers to a single Slavic dialect within Kislev. However, **SRiK** offers yet another inconsistency and extends racial versions. Therefore, in PWC I have taken the Slavic dialect as the pure Gospodar version. This has regional variations within the furthest rural provinces, and an Ungol alternative. Few of the aristocracy actually speak Slavic, and those who do will tend to learn the pure version, which offers additional reason for alternative (lower) versions of the tongue by the insolent peasantry. However, the lesser aristocracy have to be more pragmatic and converse with their vassals and are likely to speak the local Slavic dialect. The senior aristocracy will tend to speak Old Worlder and either Norse or Reikspiel as a second language. This is either a heritage (Norse) or a superiority (Reikspiel) affectation.

Within Garderike Old Worlder, Reikspiel and Slavic (Gospodar) are the primary languages. Most will speak the common tongue and one dialect, but many will actually speak all three due to the intermix within the region. However, this does not mean that all will admit to speaking a particular language. Poor villages, in particular, will seek to pretend ignorance in order to attempt to gain advantage from travellers.

Race in the Garderike

This region follows the basic model of racial stereotype described within **SRiK**. The Gospodars form the basic peasant classes, whilst Norscan descendants dominate the aristocracy. Ungols are present, though not in great numbers. However, Garderike has a greater diversity, and whilst this general model is accurate, it does not describe the complete picture. Given its proximity to The Empire, many are either Imperialists or descended directly from Imperialist families. There has been over the centuries a degree of intermixing politically between the Kislevite and Imperialist nobility to the extent that each own lands on the other side of their technically respective borders. In addition, migration of the lower classes has occurred as the Kislevite peasantry seeks their promised land (particularly with their families in Talabheim and Talabecland), and Imperialists seek freedom within the promises of those creating new settlements in the open spaces of Kislev.

Thus, the region consists of a peasantry made up of traditionally ineffectual Gospodar and a purportedly harder working Imperialist class. Nobles are a mixture of Imperialist and Kislevite, the latter containing some Ungol lords who were powerful enough to retain their territories as well as the more normal Norscans. In addition, there are a

number of Kislevites in terms of their culture and nationality, but who are racially Imperialist. The Gospodars within this region also hold to a legend concerning their origins, whereby they originally consisted of ten (some think eleven) clans. Whilst most of Kislev may have forgotten this, they speak of legends concerning the clan that did not succumb to the invaders [variably Ungol and Norscan] but hid. They promised to return and free their fellows at a propitious time. Needless to say that this time has never arrived! This clan is called the Galindrian clan. The Gospodars also occasionally offer prayer to Boris Ursa, the legendary first Tsar who led the Gospodar people west into what is now Kislev, and his daughter Miska the Slaughterer, who succeeded him and was purportedly the founder of Ice Magic. Whilst neither are actually regarded as deities, both are believed to be in a perpetual sleep awaiting the time of desperate need for their Gospodar people. Most Gospodars are cynical to believe that Kislev has offered plenty of such troubles for the pair to react to, if they ever were to do so.

The racial mixture of the region has social implications, the most notable being that Garderike in parts might be mistaken as a part of The Empire. Certainly many of its inhabitants are on good terms with The Empire, trade tends to be with the south rather than the Kislevan hinterland and many of the aristocracy are educated in Altdorf, Middenheim or Nuln. This is not to suggest that the organisation is remotely Imperialist. The Tsar is a popular ruler, and Garderike is quite fervently a supporter of a strong central state. Settlements and other infrastructure suffer the usual Kislevite characteristics, public officials are typically inefficient and corrupt and racial tensions are present, if slightly muted by the unifying effect of a single group of outsiders (those from The Empire) upon which resentment might focus. However, there is little overt racism within the Garderike. The influx of Imperialists has generally led to increased production and a general rise in living standards – removal of a nominally Kislevite noble and replacement with an outsider is far less relevant to the average Gospodar than more food on the table.

Religion

Generally speaking faith is weak, or at least most within the region will accept practically any faith portrayed as part of their basic pantheon. There is little religious intolerance or debate, largely due to a lack of strength in the belief of any particular deity or cause. Ungol influences have faded from the area, despite its centre for their push on Talabheim and Wolfenbürg in the eighteenth century. Garderike follows the beliefs explained in **SRiK**, but has the addition of imported Empire gods. Precise beliefs tend to follow tradition and the ruler of a region, creating two tiers of belief. The various forms of spirit worship remain popular among the Gospodars, who have also tended to accept Imperialist deities. This is partially simple laziness in objection, partially the opportunity to cock a snook at Kislevite overlords, but also that Imperialist missionaries have tended to stress the more liberal aspects of the likes of Verena, Shallya and (even) Sigmar. The majority of Kislevites still retain a strong belief in Ulric, though with certain modifications described later. Taal and Rhya tend to be popular amongst the peasant classes. Imperialist immigrants have tended to remain loyal to their own gods, though Ulric retains a central place to all except a few Sigmarite nobles who find themselves running fiefs within Kislev. As described within the scenario, the province also has a strong Lawful tendency reflecting the faith of the Governor, although the specific tenets are not understood by the peasants (and many others) who simply

worship Law as part of their pantheon – when instructed to do so. Within this context, worship of Dazh, the god of fire and the sun, is officially heavily promoted. Its heavily Lawful leaning, however, has made it less popular than elsewhere. In addition, Dazh's place as god of the home and hearth is one that Gospodars prefer to assign to their traditional Ancient Spirits.

Worship of Ulric within Kislev in general is influenced by the Norscan aristocracy, and their introduction of Olric. Whilst the aristocracy have effectively 'gone native' there is a social affectation amongst the upper classes within the more northern and central parts of the country to still refer to their worship as Olric. However, it is little more than a ceremonial attachment and underlying beliefs are consistent with the rest of Kislev. Within Garderike, Ulric is almost universally referred to, and the belief follows that of The Empire broadly. As the patron deity, however, Ulric is traditionally accorded additional duties as the god of wisdom and law necessary for the ruler of this land. He is called upon by those who judge the law to confirm their judgements and it is still possible to call upon the divine will of Ulric within secular trials and undergo a variety of religious tests (including trial by combat) to assess guilt. However, this position is increasingly under pressure from the bureaucracy seeking rational and codified laws and the imported Verenan faith. The current situation is alluded to within the adventure. Convicted felons are most likely to be indentured or enslaved and provide an income for the judges, boyars or tsar. Convicts can still be sacrificed to Ulric to atone for their crimes should a particularly wealthy region need some sport or to assuage public opinion. Religious courts are independent of the secular system, though theoretically only Ulrican temples have the right to hear most cases. This is a highly contentious area within Kislev and has been fudged for some time; the immigrant religions are continuously pushing their rights upon the weakening administration.

Other deities follow the outlines within **WFRP** and **SRiK**. The Ancient Spirits are universally accorded the appropriate respect. One note of interest is the rise of the worship of Ursun, the Father of Bears. This is an attempt to re-adopt Father Bear as a mainstream religion, predominantly by Gospodar radicals, and has favour amongst some hard-line Ulricans. These see it as a way to minimise the intrusion of Empire deities into Kislev. Within Garderike, the more radical Gospodars have promoted the belief, but with minimal mainstream success – yet. As elsewhere, the attempt to involve the god Tor into religious life has been met with local apathy, primarily since Norscan nobility never indoctrinated this far south.

One addition is a local deity known as the Ant King (in **Old Worlder**), but there are few that have any concept of the deity today and it is generally understood that the spirit was vanquished fighting a chaos invasion (though none are sure which). The only truly alien god is Sigmar, but there is far less history between the church of Ulric and Sigmar than in The Empire and there is thus less antagonism. Where an Imperialist noble has introduced worship of his own god this has been as part of the pantheon and met limited resistance. Indeed, as outlined above, the introduction of the faith has been quite successful due to the relative economic prosperity brought along with it. In any event, there is a much reduced visibility to the Ulric-Sigmar conflict than the PCs will be used to. On the other hand, there are enough conflicts between villages and nobility to keep any mercenary band happy!

Magic

Wizardry has never received the same official censorship as witnessed within The Empire due to the existence of powerful magic using leaders throughout the history of Kislev. Indeed, the daughter of the Tsar is said to be a powerful ice wizard. However, magic within Kislev has suffered with its own problems. The primary problem is that most Kislevite magic stems from the Khan-Queen Mishka the Slaughterer and the days of powerful Gospodar leaders. Since the decline of that race and the rise of Ungol and Norscan peoples, magic has tended to be relegated to a subservient position. Neither Ungols nor Norscans ever really trust magicians, and this left the place of magic within Kislev tenuous. Without an indigenous system to replace it, and with disapproval of the new elites, ice magic suffered for many years. However, modern Kislev has a tendency towards pragmatism given the superiority of its chaotic foes, and wizardry is once more accepted as a useful tool in the war for the survival of Imperial Kislev.

This history has led ordinary people with little understanding of magic, and they tend to fear wizards as both members of the ruling elite and dangerously unpredictable individuals. Rumours concerning magicians are many and varied. It is known that ice magic is linked to the Khan-Queen Miska the Slaughterer, and it is believed that wizards undertake bloody rituals in her honour. Others believe that magic is a symbol of lost Gospodar power. Some politically active Gospodars believe that ice magic is a route to freeing themselves, and are enraged by the wizards' participation in the existing social hierarchy.

The Cult of Ulric has never hidden its dislike of wizardry, arguing that the art is inherently dangerous and corruptible. Their own divine magic is portrayed as suitable for all Kislev's needs. The cult continuously engages in political power-games with wizards and the so-called **College of Ice Magic** that represents and educates most wizards. However, the current Tsar's daughter Jekaterina is a powerful member of the college, and whilst the cult has entrenched itself with the bureaucracy under recent tsars, they are sensibly avoiding enraging the probable next leader of Kislev. One particular bone of contention between the two is that wizards tend to respect the old spirits rather than the new gods. Since their magic is essentially elemental in nature, they offer respect to those representations of their sorcery. In addition, they offer worship to Mishka the Slaughterer and her father Boris Ursa, which the cult regards as both heresy and politically treasonous. Since the cult denies their existence officially, and unofficially regards them simply as ignorant peasants leading other ignorant peasants from centuries ago, they cannot be divine. Worse they were Gospodars, and the existing aristocracy dislikes the idea of powerful Gospodar figures being followed by a powerful military group. Some (male) traditionalists also resent the fact that ice wizardry is more powerful within female wizards, a fact that they find an affront to their manhood!

Slavery

As described in **SRiK** slavery is legal within Garderike, but only within certain parameters. Basically only convicts and other 'criminals' are enslaved although the definition of criminal might be tenuous. Whilst slaves can form a cheap pool of labour,

they lack skills and the motivation to use them well. Therefore Garderike must look elsewhere for its labour, and Imperialist slavers as described within **A Private War** provide an invaluable service.

One of the main problems faced by any Old World noble seeking to establish a new territory is labour. They cannot obtain indentured servants or vassals of other lords, and are restricted to free men who volunteer. Unfortunately, in the Old World there are few free men, and even fewer who would volunteer to colonise a new domain. This leads one option to nobles: illegal labour. Whilst they might personally accept runaway peasants and servants this is fraught with pragmatic and philosophical difficulties. Therefore, nobles rely on slaves and slavers. This is not to say that they engage in what one might traditionally call slaving. It is actually very difficult to obtain unwilling slaves in the civilised regions of The Empire. The slavers regard themselves as merchants transporting people safely to their destination. Whilst such commerce might be illegal, it is usually illegal for reasons other than slavery. There are a number of sources whereby merchants can obtain individuals and ship them to the Garderike.

Immigrants are a prime source of labour. People wishing to start a new life will readily agree to work in a new land. These people might pay the slaver to transport them to a new life, or the noble might pay the merchant to deliver workers – and charge them a tithe of their output in repayment.

Offering a master position to guild journeymen might attract skilled craftsmen, but will ensure guild censure for the noble and his domain.

Outlaws are desperate to create a new life for themselves. Whilst their new ruler is unlikely to inquire too deeply into their background as they are themselves desperate, future crimes will be punished very harshly.

Persecuted individuals, like outlaws, welcome any place where their faith is accepted. The Garderike tends to be extremely cosmopolitan and tolerates most religious beliefs.

Criminals can often be bought, either officially or unofficially. Within The Empire, some criminal offences are punished by enslavement. Otherwise, the sale of criminals can turn a financial burden into a profit, either for the state or an individual.

Mutants are another form of slave, since they have no rights or legal status. Mutants born into society, and whom their parents successfully hide, can be seized without any official interference. Slavers can offer them relocation in the guise of some charitable institution. Whilst mutants are not welcome in any civilised location, they can provide expendable labour for mines and the like, where the life span in a lead or silver mine might be only months.

Settlements

Whilst both Nordland and Ostland tended towards individual homesteads, rather than communities, in Kislev this is not feasible. The large untamed areas are far too dangerous for lone steadings, and the tendency within Kislev is to live in village communities. These are variably located, and have a tendency towards independence

as a unit away from the Tsar's direct domination. Most Kislevite villages operate subsistence economies, and have little surplus or trade. What there is, will be paid in tax to the local official or noble.

The primary item to note about Kislevite settlements is that buildings are almost universally made of Wood. Walls are made of either hewn logs (planed on one side) or planks. These are then filled in to keep out draughts and painted. Floors are usually solid packed earth covered with moss, but might be of wood. Roofs are of turf. A palisade and ditch for defence surround most villages, but they are universally in a state of disrepair where strong central control has not ordered specific maintenance. Buildings are often equally poorly maintained, although once inside are reasonably comfortable. The typical peasant dwelling is a single room dominated by a hearth, which has no chimney or flue. Whilst this helps keep the heat in, it also causes a very heavy atmosphere that many non-Kislevites will struggle to cope with. Dwellings are infested. Most houses have a small corner devoted to local deities (or Ulric in more 'civilised' regions) and visitors are expected to offer some form of devotion upon entering. Richer ones might actually have small icons or advertise their devotion to more modern gods (such as Dazh or Ursun). This can, of course, be politically risky, but is an indication of the house's allegiances to those aware of the background. Communal facilities provide ovens, storage facilities and the like. Wealthier villagers might have two or three rooms for some privacy, but even the local (and poorer) nobility will have little more than this. Domestic animals live inside the houses. Most houses have gardens (of some description) fenced off (to keep animals out) from the otherwise muddy and filthy ground that act as paths between the houses. Sometimes stepping stones are to be found to allow one to step above the refuse, but even where these exist, stones are missing more than present. The stench is noisome. Some details can be found in **Something Rotten in Kislev** [page 16].

Visitors entering villages are liable for tolls and approval of their warrants to travel. However, most villages will simply be happy to charge what they can get, and steal more. Official regulations upon tariffs, taxes, weapon permits and the like are all readily negotiable. They have little interest in the world outside the village, though travelling pedlars are welcome with their tales and news. Some parts of the Garderike are much more efficient and bureaucratic, particularly those under the Governor's direct control. Similarly some Imperialist nobility have a much more rigorous attitude. However, even here laxness and dishonesty undermine the best intentions.

Most settlements fly a flag, or use something similar, to denote their allegiances. Despite the religious tolerance described above, there is a good deal of small scale and localised conflict within Kislev between different classes, different nobles and the two basic nationalities. Such statements of loyalty and obligation are thus used to make identification and loyalty clear.

General Rumours

The following general rumours should be used within the Garderike region for villages and road encounters. Note that most Kislevites are less than forthcoming with information; nor do they normally engage in light banter with tourists or other visitors.

The Children of the Kraken are a bunch of outlaws and terrorists heading eastwards from their origins in Erengard.

The Children of the Kraken originated in villages north of Erengard whose occupants simply disappeared, and were later seen heading eastwards. They have continued to drift slowly eastwards though rarely talk to anyone. They simply seize what they want, and are harried onwards by local nobles wishing rid of them. No one knows where they are headed.

A group of ranger-templars of the Brotherhood of the Bear passed through here last month. They looked like a bunch of poachers to me, dressed in furs and battered chainmail armour.

The Tsar is unwell. He has the consumption. A call has gone out to find his missing daughter, Jekaterina Bokha.

Jekaterina Bokha will never be allowed to rule Kislev. The notion of a female tsar is too similar to the great khan-queens of old.

Zeljko Wroclaw, a travelling preacher, persuaded the burghers of Bolgasgrad to burn their worldly goods as a sign of their piety and devotion to Ulric and in the face of incursions towards the Lynsk.

Government troops are retiring to the Lynsk fortresses in the face of increased incursions by monsters from the Wastes into the Trans-Lynsk colonies.

Migrating trolls are being pushed southwards into the Trans-Lynsk and are now posing a severe danger to the Lynsk. What would scare trolls into moving southwards in such numbers?

Boris Ursa – the *Forever Tzar* – has returned in the east, where he is preparing for his return to rule us all once again. The first Tsar, he promised to rise again from an eternal sleep in Kislev's hour of need.

The Tsar's determination to hold back the monsters from outside Kislev's borders is being hampered by penny-pinching bureaucrats.

Conscription is about to be ordered of fourth and fifth sons and daughters in order to raise the soldiers needed to honour the Wheatland Colony obligations.

The prisons and asylums have been emptied and chained slaves marched off to try and save the Trans-Lynsk. They are calling it the Volunteer Militia. Press gangs are roaming The Dobryion searching to impress anyone without correct documentation.

Bureaucrats are proposing the creation of a population roll to establish the conscription of all but the first born and those deemed to be exempt.

The Empire is preparing to launch an invasion into Kislev. Our border forces won a great victory at their border town of Grenzburg. Keep an eye open for foreign spies. *The informer will then pause, look at the PCs and make her excuses to leave.*

Garderike is to be officially renamed as Tairastadt.

Some Sigmarite priests claim to have discovered evidence of Sigmarite occupation of these lands. It is just a pretext for an invasion.

More Empire peasants are still being imported. They aim to replace us, and shove us up north to fight in the Chaos Wars.

Slaves from The Empire are being imported in ever increasing number.

Kislev is fighting for its survival in the Chaos Wars. Constant fighting up north against invaders has been continuing for centuries. The south simply lets us carry on the struggle alone.

The Sacred Quorum of the Moon's Pain (a sect of the Cult of Mórr, known colloquially as the Black Monks) have recently been seen in Kislev preaching and offering advice to the Tsar. Their new leader, Pavel Rutkin, believes in reforming the bureaucracy and liberalising trade and the legal superstructure. Traditionally, they have remained in their monastery in a mountain hideaway awaiting the end of the world.

The cults of Mórr, Shallya and Verena have been granted the right to hold religious trials without the observance of the Cult of Ulric.

The Cult of Ulric has persuaded the Tsar to refuse the Cult of Verena the right to hear trials under Kislevite law.

Empire soldiers have been moving into Bechafen, capital of the League of Ostermark. They are apparently planning to finally move against the assorted brigands that they have allowed to settle along the north-eastern border there.

The Empire has invaded Kislev, seizing lands to the east. This is part of their attempt to destroy Imperial Kislev. *Clearly such rumours are likely to involve strong anti-Empire sentiment, and might lead PCs into some trouble. However, they can simply claim to be from the Wheatland Colonies, Marienburg or similar other places to avoid this. Few Kislevites would know otherwise. They can even claim to be mercenaries travelling that way in the employ of Tsar Radii.*

The Empire has attacked Voropovno to the east, but been heavily defeated. Naval units are rushing reinforcements down the River Urskoy.

Governor Dmitri Khuzov is called the Iron Governor, as he is so hard upon his enemies.

Governor Dmitri Khuzov is disliked by a nobility that sees him as a bureaucrat from Kislev.

Governor Dmitri Khuzov is disliked by the nobility, who see him as an attempt by the bureaucrats in Kislev to erase their rights to advise the Tsar within the Duma.

Governor Khuzov is hiring Dolgan mercenaries.

Governor Khuzov has requested that the Tsar send him a detachment of the **Sons of Ursa**. These are knights mounted on giant bears, who live in a fortress monastery to the east. What would the Governor want with them?

Governor Khuzov is heavily in debt. He is frequently seeking loans from gnome financiers.

Governor Khuzov has fallen out with the Cult of Ulric. He is trying to import worship of his own, Lawful, deities. His private chaplain is attempting to alter traditional burial practices, claiming that they are 'unclean'.

Governor Khuzov has been called to Petragrad to discuss the deteriorating situation along the border. Kulm and Polotsk are fighting, The Empire has attacked the Imperial Kislev Dragoon Village and I hear that there is trouble along the River Urskoy.

Governor Khuzov is importing soil from Ostermark, claiming that it is superior to our own. First there are people, now soil. What is next?

Soil is being imported and it is pitch black. My cousin told me that he knows someone who works in the Imperial Kislev Excise, and this soil is actually coming from the north. Seems very odd to me.

Why do we need to import soil? Our yields are only marginally down on earlier years.

Mindaugas Mindowe is an outlaw operating within this region. He kills and robs without abandon.

Mindaugas Mindowe is seen as a freedom fighter by some of the peasants. He certainly tends not to kill Gospodars, though he attacks Imperialist peasants as well as the nobility.

The Children of Miska are a group of Gospodar revolutionaries fomenting rebellion.

The Children of Miska are a group of murderers hiding behind claims of being political revolutionaries.

The Children of Miska are a religious cult hiding behind a coterie of wizards and political radicals. They seek the re-establishment of ancient Gospodar religious savagery.

Anarchists are everywhere. They drain the wealth and resolve of Kislev to fight its enemies.

The Revolutionary Armed Forces of Kislev are the largest anarchist group, occupying parts of the west and holding Erengard in a continual siege. They have a fortified secret base and are capable of defeating military forces in formal battles.

Count Vladimir Rosporov has renounced his noble privileges and joined the peoples of Erengard in their fight against their oppressors.

Erengard has appointed Ekaterina Bushinov as commander of their armed forces and given her the task of permanently destroying the Revolutionary Armed Forces of Kislev. She has offered a pact with Castle Alexandronov, which stands to the north, for assistance.

There has been a revolution within Erengard due to the failure of the King and his advisors to defeat the revolutionaries. Ekaterina Bushinov has been elected 'first amongst equals' and has promised to restore peace and stability.

The powerful families of Kuragin and Yevshenko have taken control of Erengard as a means of ensuring the safety of the King. They are backed by centrist elements within the Duma and certain of the Tsar's more hawkish advisors.

Traders are refusing to accept Marienburg Guilders without an independent check on the quality of the coinage. Apparently large amounts of debased coinage has been traded in Erengard and western towns.

Marienburg has attempted to secretly devalue the Guilder to help repay crippling debts, but Kislevan merchants are not as stupid as Bretonni ones!

The traders of Marienburg are playing some funny political game. They are attempting to flood the markets with worthless Guilders in order to bankrupt Empire and Kislevan businesses. I say that both nations should unite to teach those damned moneygrubbers a lesson.

Jurgen Muntz operates within this region, since it is a safe haven from The Empire. He used to be a senior commander in Ostland but deserted. The Governor allows him his protection since he is useful.

The Governor has expelled Jurgen Muntz for invading The Empire. Ostland is preparing for war in retaliation.

Jurgen Muntz was seen moving eastward a few days ago. Apparently there is business in Ostermark. *Another correspondent believes he headed towards Kislev and yet another understands that there is war brewing in The Wheatlands.*

The Ever Victorious Army fighting chaos invaders under the command of the great general Stepin Rasin continues to drive the enemy northwards. Units from Castle Alexandronov are aiding the advance. The Trans-Lynsk has been saved!

The Ever Victorious Army is only ever victorious as it always manages to run away from its enemies fast enough. They are currently cowering in the shadow of Castle Alexandronov.

Stepin Rasin has been recalled in order to use his Ever Victorious Army to destroy the Revolutionary Armed Forces of Kislev.

Stepin Rasin refused to withdraw his Ever Victorious Army in order to destroy the Revolutionary Armed Forces of Kislev. *Reasons vary. Some believe that the war to the north is not going as well as claimed, others that Rasin is unsure of the loyalty of his soldiers should they be asked to kill fellow Kislevites.*

The Tsar's eastern army, the Ever Triumphant Army, has inflicted a serious defeat on Dolgan raiders coming out of the chaotic north.

The Ever Triumphant Army is simply the creation of Tsarist spin-doctors. There is no army in the Colonies, least of all one that ever wins anything!

The Ever Triumphant Army has been destroyed, along with all the Colonies to the east. Chaos is coming. We're doomed I tell you, we're doomed!

Some lunatic has set himself up as the returned Boris Ursa and is amassing Gospodar peasants in a camp just north of Belyevorota Pass, where they are preying upon traffic moving to aid the Colonies. Apparently this so-called 'Forever Tzar' is an ex-militiaman, who was sacked for incompetence.

Sibyrta has reaffirmed its loyalty to the Tsar despite the general collapse of the Trans-Lynsk.

Kidnapping of people seems to be on the rise. The authorities can no longer ignore mysterious disappearances of small groups of travellers. *The blame can be placed on general outlaws, the Governor and a need to sell more people to fund his plans, the Children of the Kraken or possibly at a group of shadowy individuals seen prowling around from the east somewhere.*

I heard tell that a woman escaped from a group of kidnappers. She was from The Empire and said they had been seized by a group of mutants, and were being transported to the east somewhere.

The Jaegerspark in Altdorf is to be closed and has been designated as a site for new housing for the poor. A special section has been granted for housing mutants allowed to live under a new Imperialist edict. Local gossip has it that the Emperor's son is behind the move.

Rumours amongst the Gospodar Kislevites

Some rumours are peculiar to particular groups within Kislev, and are a product of their particular heritage, and socio-economic class. Such rumours will only be available to PCs of the same class, or who are in some way seen as a part of that group. PCs of low social class will have the best opportunity of engaging NPCs for these rumours. It should be noted that the Gospodars very rarely in their history have exhibited a united culture or community leadership. Much of this is revisionist, since their subjugation as the Kislevite underclass has created their only real solidarity in their people's history.

The only certainty is that the evil that we beat back in the Great Patriotic Chaos War is returning and we are all doomed. At least it will end all of our suffering.

The Children of Miska seek to reclaim the lost Gospodar heritage, promoting our own culture, religion and leaders over those who enslave us.

The Children of Miska are a group of religious extremists. Ancient spirits are all well and good, but Ulric has always looked after Kislev and its peoples.

The Galindrians, one of the founding clans, are not extinct but in hiding from the Norscans and other invaders. One day, they will arise from their secret places and free us from our overlords.

Mindaugas Mindowe is a member of the lost Galindrian clan. He works to free us from our oppressors. That is why he is declared an outlaw.

Boris Ursa – the *Forever Tzar* – will return as he promised to free us from the chains of our oppressors. He vowed to rise again from an eternal sleep in Kislev's hour of need, and lead the true Kislevite people – the Gospodars – as we reclaim our heritage.

Boris Ursa has returned and is currently awaiting his people in a camp just north of Belyevorota Pass.

Bureaucrats are proposing the creation of a population roll to establish the conscription of all but the first born and those deemed to be exempt – which will mean just about everyone but us Gospodars.

Gospodar peasants are being forcibly conscripted into militia units that are being sent off to placate demands for support from the Tsar and bribe the northern and eastern colonies into remaining loyal.

If Tsar Bokha is truly dying, Jekaterina Bokha may prove our salvation, since she is a descendant of the great Gospodar khan-queens of old.

The Ungols and Norscans have slain Jekaterina Bokha so that she will not ascend. They know that like the great Gospodar khan-queens of old, she will drive them out of the country.

Erengard's walls are said to be tall and of solid granite, but they are crumbling and broken down in places. The same can be said of Kislev.

Rumours about the Order of the Sword Brethren

These rumours are only available in regions that are even aware of the Order's existence. For ease of play, the GM should take this to mean that they are only available once the PCs have reached Pskoi. Note also that they are referred to as both Brethren and Brothers within these rumours; this is simply a result of the general level of ignorance of ignorance about the Order.

To the north is a group of templars called the Order of the Sword Brethren, who were created after the last Great Patriotic Chaos War.

The Sword Brethren are a totally female order of templars

The Order of Sword Brothers is a totally female order of templars, who hate men. They sometimes seize travellers and do terrible things to them.

The Order of Sword Brothers is an order of Ulrican templars loyal personally to the Tsar, set to defend the province from invasion.

The Order of Sword Brothers are the remnants of an order that was set up on the border in the Taiga, but were destroyed by chaos raiders. All that is left is what was originally meant to be their hospital and supply depot.

The Order of Sword Brothers is a band of hobgoblins who ride on wolves. I have seen them.

The Order of the Sword Brethren does not exist anymore. It faded away due to lack of recruits, and its base was taken over by a group of bandits.

Characteristics and Beliefs of Garderike

Alexandr Njevski: Undoubtedly the most noble of the Kislevite tsars, he is universally adored as both a sophisticated and caring intellectual and a great warrior. Whilst he sought peace at all times, he was also able to defeat those enemies who rose against him. Many Kislevites will swear by him as an oath of truthfulness. His accomplishments are permanently displayed upon the Great Pillar of Victory in Kislev, but he is also a popular figure in art of all types. More, he is regarded as the father of the **Njevski Ispan** organisation.

Bakshi Bazouk: A famed Ungol Kislevite general from the Great Patriotic Chaos War.

Beards: Richer men in the region are currently sporting platted beards as a fashion.

Beer: Some of the Imperialist villages brew beer, but mead and a home-made brew called kvass are the only usually obtainable brews. In addition, vodka is readily available, in very variable quality.

Bones: Non-human bones are thought to be lucky charms. They are polished and worn around the neck. Both Trans-Lynsk and Wheatland settlements have traditionally served this market, although the latter source has been notably less productive over the last decade.

Boris Ursa: Believed to be the first so-called Khan-King of Kislev, he is a legendary figure who brought his Gospodar people westward over the mountains and settled them in modern Kislev. He is believed by many to have entered a permanent sleep, waiting the time of great danger when his people need him. Frequently depicted riding a great bear, he is the father of Mishka the Slaughterer. Few believe the tale, since Kislev has faced so much misery without his appearance. It has been suggested that he is Father Bear; others argue that he rode Father Bear; still others refer to a Grandfather Bear. Modern scholars argue that the Gospodars rarely formed clans under a unified leader and have tended to discount his existence. However, some recent archaeological work in the Colonies has uncovered evidence of a great meeting of the clans that preceded their journey west, and suggests that many were persuaded by one of the khans to follow him to a promised land.

Bread: A staple diet of peasants throughout the Old World, the bread of Garderike falls into two categories. Traditional ergot bread is lumpy and foul, but lasts long periods of time, so is popular with the very poor peasants. However, richer tables serve black bread that is extremely tasty and nourishing, and comes in a circular shape. The Ostland version is based upon Kislevite baking, although they deny it. Bread served to paying customers is usually superior to that eaten by the locals.

Burial: The region follows traditional Ulrican practices, although a few retain the trappings of the Old Faith and the worship of the Ancient Spirits. The dominance of the Cult of Mórr in this context is officially accepted, and priests travel the area confirming burials. They cannot attend all ceremonies due to simple lack of resources, but confirm interim practices by the other cults. The cult has not (yet) attempted to enforce a clampdown on local practices; it simply seeks to convert them to its own ends as part of a long process of conversion. There is some tension between the Ulrican priesthood and the more Empire-orientated Cult of Mórr. Aside from political considerations, Ulricans are quite prepared to cremate their dead, though usually only in unusual situations. The various chaos invasions have given the Kislevites a jaded view of the rights of the dead given the dangers faced by the living. Settlements have cemeteries set aside from living areas, although the elites frequently have family vaults inside town and village walls. Procedures found within Sylvania and Ostermark are usually followed, including binding the dead with ropes, draping in heavy cloth (currently provided free by the Cult of Mórr to encourage burial) and burying face down. Unlike those other regions in Kislev the policies are well policed. Convicts and slaves are buried without their heads.

Drink: Kvass is a popular peasant drink, being a fermented beer (note this disagrees with **SRiK**) with an acquired taste. Garderike does brew Empire beers at villages such as Kulm and Rheiden and there is some importation. Mead is also a popular drink, and vodka is offered in highly variable qualities from home-brewed and some industrial manufacture to an elite drink of the nobility. There has been a move by the nobility to drink imported wines, but this is an expensive affectation.

Food: To keep the PCs mindful of the even fouler place they are now visiting, typical foods available to them, aside from bread, are limited to porridge, cake (unleavened bread), soups, stews, berries (and apples) and vegetables (cabbage, carrot, potatoes). Kislevite dishes include shchi (cabbage soup, a typical peasant food), borshch (beetroot soup), kanyeta (sauerkraut, red cabbage, cauliflower), okpowka (cold soup with kvass, meat and vegetables) and nenbmehm (dumplings filled with meat).. Individual peasants have only hearths (and not ovens), but given the sparseness of habitation produce all their finished baking products communally. Hunting of animals is forbidden, with the exception of vermin (and nobles have a peculiar view upon what is vermin), but is haphazardly enforced within the very inhospitable countryside.

Fuel: Wood is plentiful. The use of charcoal is also common, although the creation of stacks within the forest is a dangerous occupation. The rich tend to use animal fats and oils for lighting. Like elsewhere, the poor are left with animal waste and peat. Coal is available.

Geography: There is little unique to the topography or geography of Garderike compared with Ostland. The whole region is heavily wooded, and settlements are found hacked out of the forest. Villages are surrounded by their own agricultural land,

but dominated by the forest that appears to be looming over the settlements. Roads are simply mud paths through this forest, and in places are actually overgrown by trees or undergrowth. This leaves a constant gloom and impending sense of danger when travelling within the region. There are inconsistencies across the whole WFRP a material concerning exactly where the forest line lies; some have forest ending further to the south. Clearly The Dobryion as the 'bread basket' of Kislev is not wooded, but it seemed to me that since Garderike was a buffer between Kislev and The Empire (socially, economically and militarily) the heavy forestation was more appropriate. This also linked with work that I am doing on the region around OIC (some of which can be found in **Warpstone 17** for those interested). Most importantly the forest allows player paranoia full reign! However, it is clear from the Governor's plans for Garderike that deforestation is continuing apace and by the new WFB date setting of 2520, the boundary might indeed be further south.

Heads: Many buildings throughout Kislev are still built with heads carved into the door frame and/or walls. This is believed to date back to when victors placed the heads of the defeated as trophies to the natural spirits. The practice continues today in areas where such worship persists, but is more commonly used to display icons to Ulric or some other more modern deity.

Heraldry: Two primary heraldic devices within Kislev are the bear and the wolf. Use of the wolf is clearly linked to Ulric, the official national religion. The bear also has a long history and is linked to the nature spirit Father Bear and Boris Ursa who was said to ride a bear, a tradition maintained by the Sons of Ursa. However, the bear is also regarded as something of a Gospodar symbol and thus downgraded by many nobles. It is retained as the symbol of tsarist power. The hawk, linked to Mishka the Slaughterer and (later) wizardry has some users among those of Gospodar, or at least anti-Norscan, heritage. The eagle has been adopted by nobility on both sides of the border and is something of a regional characteristic.

Hunting: This is more a necessity than a sport, and the many wolves, birds and other forest creatures are all hunted for food. However, hunting is also dangerous and generally involves groups of hunters. For this reason, it is only done when the need for meat is great, since it can be a very dangerous and inefficient undertaking. Hunting by certain classes is also illegal, but precisely who is allowed to hunt varies considerably within local domains, and is rarely enforced within the general countryside.

Laws: The primary crime within the province is termed *economic sabotage*. This is a vague concept and difficult to defend, but essentially seeks to root out those who would undermine the Tsar by preventing the daily work of his vassals. A lazy peasant, an Empire spy, an inept guard and a corrupt merchant could all be brought up under the charge. Given the nature of Kislev, the Tsar himself is probably guilty! The two most serious offences within the province, and Kislev itself, concern setting fires (in wooden towns and villages) and stealing horses (which are primary economic resources). Offenders to these laws will find justice is swift and deadly. As stated within the discussion on religion, Ulrican policies still dominate legal practice and these include the right to combat and the concept of the blood price.

Magnus the Pious: Magnus is regarded as a great ally of the people and friend to Kislev. A festival is held on the 16th Nachexen (in the Empire calendar) in his honour,

celebrating the last day of winter and looking to the better days ahead. Garderike stories, however, revolve around Magnus the Orator and Magnus the Administrator. He is regarded as a noble man for over-ruling his own generals and installing the Ungol leader Bakshi Bazouk as commander of the main army that fought its way north to Praag. Also, the greatest respect is for their own militias who had been destroyed (along with allies sent nobly by Ostland) early in the campaign as they vainly tried to hold the frozen River Lynsk as a defence for The Dobryion. A festival of remembrance is held on the 14th Sigmarzeit (Empire calendar).

Mishka the Slaughterer: The daughter of Boris Ursa, she was second ruler of Kislev and its first Khan-Queen. She is a feared and hated figure within The Empire, since it was she that militarily established Imperial Kislev's borders against Empire and dwarf objections. For the same reasons she is a popular figure within Kislev – or would be, except for the fact that the existing elites dislike the idea of a powerful Gospodar figure being officially recognised. Few, therefore, remember Mishka except for her use of Ice Magic. She was the first of the powerful Kislevite sorcerer-queens, and is sometimes portrayed as the founder of the magic school. One story concerns her seducing an elemental into gifting her powers over the elements, whilst another has her seducing a powerful elf wizard. Stories suggesting that she might simply have been intellectually gifted and an excellent practical scholar are far less exciting. Whatever the truth, Kislevite wizards do adopt her as their patron and symbol and offer her what is usually taken to be worship. Her symbol is a giant blue hawk, as she was reputed to have been saved from an ambush by such a hawk when campaigning in mountains to the north, and granted magical powers to the creatures. They served her loyally throughout her life according to legend, one acting as mount and confidant. And, of course, given the nature of most stories about Mishka, lover as well! Intellectually, scholars (including many mages) question her precise role given the lack of evidence of Gospodar unity to create such a powerful single ruler of early Kislev. However, there does exist an unofficial cult to Mishka, with its own priesthood. The cult is technically outlawed, but in reality little is done to attack its members since this would likely stir up trouble amongst Gospodar nationalists.

Money: Kislev has a variety of currencies, but within Garderike, for the sake of simplicity, these are restricted to the Mark and the Noble. Both are based upon a silver standard, though historically of the appropriate weight to the Gold Crown and Silver Shilling respectively. The technical ability to determine the appropriate weight of the Mark has always proved troublesome, but political weakness and economic miscalculation have caused steady devaluation. The sale of a number of Wheatland Colonies (which would otherwise have been evacuated) to Marienburg cartels around 2400 temporarily staved off collapse, and in fact coins from this time are still used today for state payments. Kislevite coins in circulation have nowhere near the appropriate amount of metal content. Officially, the Mark now equates to an Empire Silver Shilling and under Tsar Radii Bokha a variety of local denominations were amalgamated into the Noble and re-aligned to the value of the Penny in 2476. The noble is still referred to in Slavic as the copeck or kopeck, which was the name of one of the withdrawn coins and holds a degree of nostalgia to Gospodars, who believed it was the first Kislev coin named after Kobakh, an early Khan-King. Whilst the devaluation might appear as weakness, this was actually a difficult and important development in attempting to save the Kislevite economy. However by 2512 Kislevite currency has all but collapsed, as the ability of the state to control coinage has disintegrated along with the nation at a time when many; official mint monopolies were created to fund military programs

in the Trans-Lynsk. This campaign coinage is known as a Grivna, and debased to the point that Kislev's northern armies are close to revolt. Hoarding and bartering are the norm and prices are often quoted in foreign currency, particularly that of The Empire, despite official attempts to prevent this. In law, only Kislevite coins are to be accepted in trade, but this is rarely enforced. In trading centres pragmatics make the rule simply untenable if import and (particularly) export is to take place, whilst in rural areas simple economics make the rule unenforceable. Without an exciseman in every village, there is no likelihood of enforcement, and even should there be an exciseman then they are unlikely to be stupid enough not to accept a much more valuable and negotiable foreign alternative where it is offered. Those purchasing items in Kislev can get good value for their money, should they survive the cold, bandits and official bureaucracy which seeks to maintain the Mark and prevent the use of foreign money. Older and regional money does exist, but unless powerful local nobility manages to protect it, it is hoarded or melted down for its superior metal value. The Ungol *Denga* is a gold coin equivalent in weight to a Gold Crown, but rarely seen by 2512. The Wheatland Colonies have so far managed to protect their own *Paltora* and the *Rezana* is retained as a currency to pay off their exchequer debts within some of the northern principalities.

Monsters: The infamous monster of the region is called the **Behinder**. No-one has ever seen the creature since it sneaks up from behind, and has successfully killed all of its victims to date.

Njevski Ispan: These are a group of nationalists who believe in "One Kislev, One Nation, One People". The ispan is an old title of nobility that they have adopted as the equivalent of 'knight' for the leaders of the group. Most of the membership are called honveds, and are simply paid mercenaries who follow out of loyalty to their lords (who happen to be ispans in the group) or for payment. The Njevski Ispan is a rather confused group, without any overall strategy or aim beyond a general aspiration for a powerful Kislev. Members are found within the Duma and Stavka. They see themselves as the personal followers of the tsar, serving his desires (including the ones that he cannot make public). However, in reality they are effectively the personal militia of Vladimir Illyitch Bogdanov, the Tsar's adviser. Garderike is generally seen as a loyal province, though Ösel's intransigence with regard to the Governor is seen as an unhelpful situation.

Permits: As described within the scenario, Kislev is a heavily regulated nation, controlled by the state and the state bureaucracy. Permits are needed for most activities including travel, riding horses, trading, transporting goods, carrying weapons, wearing armour, carrying 'noble' arms and wearing heavy armour. These are also required for each petty administrative area in which travel takes place, although those issued by the Tsar's governors are theoretically universal. At the same time the award of a permit and the penalties for not owning one are entirely negotiable.

River Lynsk: The River Lynsk is the traditional primary line of defence for Kislev from invasion from the north. It protects the heartland of The Dobryion and has always served the nation well. Garrisoning small trading posts along the river is also economically efficient, since it allows the tsar to use low quality garrison soldiers and a small number of elite cavalry and river patrols to guard the length of the river. Bolgasgrad forms one such bastion in this line of defence. (This version of the town obviously contradicts that given within **Something Rotten in Kislev** since it does not seem plausible to me.) The

Lynsk also separates the traditional Motherland from the Trans-Lynsk colonies, now being evacuated in the face of increased raiding from the north in order to defend the far easier Lynsk. For these socio-economic reasons, the River Lynsk is firmly held by all Kislevites to be an immensely important political and religious feature. Even this far to the south, indeed perhaps precisely for this reason, the people of Garderike express a fervent belief in the power of the river. Oaths are frequently sworn by the river as a means of underlining gravity.

Spell Ingredients: Garderike suffers as Ostland, only the availability is worse, and few even bother to forge components. On the positive side, components are easier to obtain here than the rest of Kislev!

Taira Pavlovna: Besides Mishka the Slaughterer, another famous Khan-Queen of old. She is also known as Queen of the Bloodied Peaks.

Weather: Since it adjoins The Empire and is itself a relatively small region, Garderike exhibits similar weather. Whilst snow does fall slightly earlier and longer than in The Empire, this effect is negligible when compared with Ostland. In fact, the most noticeable weather feature is the Erntezeit rainfall, which rapidly turns the poor roadways to mud and is known within Kislev as the *Rasputitsa*.

Governor Khuzov

Governor Dmitri Khuzov is the third in his family to act as governor of this region, and is particularly disliked by many of the aristocracy for this fact; they accuse him of seeking to establish a dynasty. Whilst few can refute the efficiency with which he runs the region, he remains unpopular.

He is a very tall, thin man of about 40 years, with a moustache and short shaven haircut. He is very moderate in all his habits, to the point he might be termed austere. However, he can hold a good table should events require it.

One of the reasons for the apparent prosperity of the region and the ability of the Governor to raise and maintain reasonably well armed military forces is that he, like his forefathers, has invested money with various banking families to good effect. In fact the region is heavily subsidised by these investments. Because of his links with financiers most assume that he is in debt to them; the opposite is true. The Khuzov family is very wealthy with a wide portfolio of investments and many interests spread throughout the Old World.

The Garderike Army

This is not really the place to discuss the Kislevan army, but a short discussion is offered to place the Governor's forces into context. It is my intention to offer a complete analysis at some later stage, probably in what might loosely part four of this campaign,

A Pass Too Far-side. One of my projects is the development of a Kislevan army that transcends the simple presentation in **WFB** and paint up such a force.

The organisation of the Kislevan military is – to put it bluntly – a mess. Over time competition between the tsarist centre, the bureaucracy and powerful elite groups (primarily the nobility) have left the organisation of the army in a shambles. In theory, Kislev's army is controlled directly by the Tsar with him as commander-in-chief. However, muddles and power struggles have left the army a disorganised mass. Whilst the Tsar is commander-in-chief of domestic forces, he does not command forces outside of Kislev who are under the control of the Duma. This includes the Colonial forces, but these are actually under the authority of the Cult of Ulric (with the Tsar as their head of church). However, the CinC simply manages the actual fighting. A bureaucratic position, the Master-General of the Ordinance controls equipment, fortification and barracks. He claims to also control artillery and engineers, but seems only to be in a position of authority over their pay and discipline. Another bureaucratic position, the Board of General Officers, controls clothing but has no authority to enforce its decisions. The Commissariat, elected from the Duma, deals with supplies and transport. The Secretary for War is also an appointee of the Duma and controls pay and discipline – except for artillery and engineers. However, another Duma appointee, the Secretary of State for the Colonies controls the size of the army, both internally and externally. All civilian contractors dealing with the army (food, building, transport etc) are required to deal directly with the Imperial Treasury, which is theoretically directly controlled by the Tsar, but in reality reliant on both Duma and the general bureaucracy for funding. One area in which the Kislevan army can be said to excel is in the Medical Department. In itself, this is another bureaucratic shambles, but in practice the army is served by the Order of the Exaltation of the Teardrop and the secular Compassionate Widows. Both groups provide medical care to the military, which is far ahead of anything available to other armies.

Traditional images of Kislevan soldiers are of heavily armoured cavalry charging gloriously into their enemies and lightly armed skirmishing horsemen continuously harassing an enemy from distance with their accurate archery. Mercenary cavalry and the famed Winged Lancers retain this image. It is, however, a misleading image. Kislev is no longer a nation of horse peoples and nomads. It is a sedentary nation centred in the farmlands of the Dobryion, certain key cities and many smaller urban settlements. Its ruling class – originally Norscans – knows little of cavalry warfare; the bureaucracy is unable to afford it. Today, Kislev depends upon a predominantly infantry force, though retains certain elite horse units. In addition, many of the Ungol boyars in the Trans-Lynsk and Wheatland Colonies retain a more traditional force of mounted retainers.

The Kislev army is, in fact, a very modern one. It depends upon the use of technology to keep its many foes in check and utilises every advantage to deal with its serious disadvantage in numbers. Of course, given the existing state of Kislev financial shortage and mismanagement results in some difference between this theory and reality, but the principle is clear. The most obvious example of this is the widespread use of firearms. At the same time, Kislev forces can appear archaic and disorganised. Whilst modern armies do not need shields due to the existence of plate armour and do not need armour since it is useless against muskets, Kislev armies mostly fight enemies still reliant upon bows, slings and close combat. Therefore, a musketeer in plate armour and with a shield is by no means unusual! It should also be noted that the Kislev military still relies on its traditional feudal system of vassal obligation for much of its army in any given

campaign and these troops are variable in their quality and armament. They equally include peasant levy, armoured knights and Ungol light cavalry.

The following offers some general comments upon Kislev military equipment:

Muskets

The infantry musket is a standard weapon for the Kislevite foot soldier. Horsemen also frequently employ the musket, though they do not necessarily actually fire from horseback. The infantry musket is a large and heavy matchlock, but does not normally require a forked rest for support. Cavalry muskets are lighter jezails. Whilst they are capable of being fired mounted, they are more accurate if fired dismounted. A heavy flintlock rifle is available and occasionally carried by horsemen, who provide a heavier shot.

Some – typically infantry – carry a pistol (or two) as an additional short-range melee weapon. These are fired at hand-to-hand opponents before contact is made.

Gunpowder has been developed to a fine art by Kislevan engineers, who have surpassed dwarf technology through necessity. However, it was not until 2359 that Prince Boydinov of Erengard felt able to formally adopt gunpowder weapons into the Kislev army after centuries of research finally managed to produce a powder that functioned adequately in the cold and wet conditions in which Kislevan matchlockmen frequently fight. Kislevans have developed ‘corned’ gunpowder, rather than the very fine gunpowder used elsewhere. This is less likely to turn into an incombustible lump in wet conditions. However, Kislev still relies on cheaper imports from the dwarfs and The Empire for much of its supplies; forces equipped with the imported gunpowder might find themselves at a disadvantage. Obviously, some dwarfs have claimed that the Kislevans stole the idea of such powder from them (notably Karak Vlag). However, since dwarfs live underground and in (relatively) dry mountainsides there seems little evidence for this. In addition, dwarfs are better armed with the crossbow and its superior punch, at which they are trained and skilled. They also use armour, which makes muskets very difficult to use.

Crossbows

Crossbows are rare, but not unknown. They can prove more regular in certain conditions than muskets, and some generals favour mixing crossbowmen and musketeers within a unit. Crossbows can prove a useful weapon to ill-trained militia, but Kislevan crossbowmen tend to be experienced veterans.

Bows

The bow tends only to be retained by traditional auxiliary units, usually Ungol in culture. However, some soldiers are armed with the bow on the basis that variety gives flexibility. The traditional importance of the horse bow means that most bowmen are mounted, but peasant or levy troops might come with bows. Bows are fired from the chest, not the ear (like longbows).

Pikes

Musketeers are not reliant upon separate infantry for protection whilst reloading, but the need for a force to close into combat is readily apparent. Kislev infantry tend to be armed with polearms. Pikes are not uncommon, but the tendency is to utilise shorter poleaxes and the like. These are excellent in close combat, balancing the need for weapon length with viciousness.

Lance

Cavalry still retain the lance, sometimes in conjunction with a jezail musket. The ideal lance is regarded as a light lance for manoeuvrability, since Kislevan 'knights' rarely engage in direct charges against massed infantry or other cavalry. However, a heavy lance is utilised against 'monsters', particularly trolls. Indeed, no expedition to the Troll Country would be complete without a particularly heavy lance, armed with an explosive head to blow a troll's head off and so slay it without risking damage from its exploding acid stomach. Many lances are fitted with an iron ball (sometimes a spike) to the butt, in order to add weight and move the balance of the weapon; this allows it to be held further up, effectively increasing its reach.

Javelin

Cavalry also utilise the javelin or dart. Few Kislevans believe that one can have too many weapons!

Side Arms

Musketeers tend to favour a hand axe that is useful in mundane tasks as well as combat – chopping firewood and sharpening stakes inter alia. A sword is the standard side arm and some still retain traditional sword and shield as their main fighting style. Officers carry a mace as sign of their office and might wield this in combat.

Armour

As discussed above, 'modern' soldiers have no need for armour since it offers no protection from 'modern' weapons. However, both the conservative nature of the typical Kislevan and the nature of their foes encourage adoption of armour. Troops might wear gambeson, chainmail, platemail or any development of the three. Similarly, despite its encumbrance, some retain horse armour to protect their mounts from traditional missiles. Cost is clearly an issue here, but those that can afford armour will often utilise it. Sometimes armour might be generations old and there is little chance of Kislevan armoured soldiers looking uniform in their assorted equipment, and even less of them looking fashionable in the latest style as might Empire or Bretonnian equivalents.

Shields

As discussed above, ‘modern’ soldiers have no need for a shield since it offers no protection from ‘modern’ weapons. However, a small shield is utilised by most soldiers, foot and mounted, where arrows are likely to be fired upon them. Medium shields are quite popular, but would tend to be carried only by those on horses. A cheap alternative frequently adopted by campaign generals is to issue a large wicker shield to infantry. This is cheap and offers basic protection. However, they are bulky and tend to be unpopular by those expected to carry them large distances. For sieges and local campaigns, such wicker shields are ubiquitous. Indeed, larger pavises will usually be utilised, and these are often employed by the poorer infantry unable to afford any protection – after all, a large shield is very useful for cowering behind!

Helmets

As discussed above, ‘modern’ soldiers have no need for a helmet since it offers no protection from ‘modern’ weapons. However, whilst most soldiers might normally not be supplied with one, most would ensure that an open bascinet was available to them. Equally, if facing bowmen or crossbowmen, a visor would be added or a sallet worn instead. Use of a fully enclosed helmet is certainly not unknown.

Horses

Kislev forces make no attempt to standardise horses, primarily due to a lack of large horses for heavier cavalry. Parts of Kislev are renowned for the quality of their horses, but they tend to breed smaller, wiry horses; even here, many are sold to The Empire. Therefore, Kislev cavalry are mounted on an assortment of horses in terms of both size and quality. This is especially true for the Governor, who has found great difficulty in obtaining horses. Equally, horse furniture is variable. Ungols remain primary horse warriors, but Gospodars tend to form the mass of heavier armed ‘men at arms’ expected to charge an enemy.

Domestic Forces

Governor Khuzov has two main indigenous military forces under his control, the People’s Army and the Citizen’s Militia.

People’s Army is the standing army. Whilst small, it is quite well trained and reasonably competent. It is predominantly an infantry force due to the expense of maintaining cavalry. A sizeable part of the force uses muskets (**Streltsi**), although powder is often in short supply.

Citizen’s Militia is a para-military force, primarily responsible for internal security. It is not literally a militia, since few Kislevite rulers would trust their own people with arms, but consists of part-time soldiers who derive from trusted classes and families. Normally these would derive from the middle classes, but Kislev has only a minimal middle class and these are more likely to be members of noble households, the bureaucracy and

even the priesthood. The militia is essentially an infantry force, and again musket use is quite popular since it is simpler to learn how to use than a bow and easier to maintain. Those who have horses frequently use them as a source of income by renting them to independent companies seeking service as mercenaries in The Empire, and have no intention of risking them in active service themselves.

Noble retinues also form part of the army, but the dislike of many of the nobility for what they regard as a bureaucrat makes it very unlikely that they would serve within the Garderike army. These retinues contain the household troops, retainers and local militia that are maintained by each individual baron or boyar.

If all else fails, and in the face of total war, the Governor is entitled to call up the **Sbor Soldatov**. This is literally a “Gather of the Soldiery” and consists of every man, woman and child. The last time that this was needed was in The Great Patriotic Chaos War.

Mercenary Units

The Governor’s domestic forces are predominantly infantry due to the costs of retaining cavalry and the tendency of Kislevite horsemen to serve as mercenaries abroad for better pay and conditions. This has meant that he has had to be inventive when completing his army. The following can be found in the entourage of Dmitri Khuzov in order to spice up campaigns:

Garde te Voet: A unit of Marienburg crossbowmen who are extremely useful given the paucity of Kislevites who use the weapon. They are exiles from that city, many of them being descendants of citizens who left with the overthrow of imperial suzerainty. Quite what they are doing here, and why the Graukappen (The Empire’s secret service; further details can be found in **Warpstone 11**) have funded them is open to speculation. PCs will most certainly not be encouraged to investigate.

Compagnie des Recrues: A unit of nominally Bretonnian mercenaries under the command of Jean le Maingre. A *roturier*, he commanded the Compagnies Franches, an independent garrison company. However, since he was not of appropriate noble stock he was dismissed in one of the regular political reformations in the region. He offered his troops the opportunity to join him, which many accepted, and they formed the self-styled Compagnie des Recrues. After a number of years, Jean accepted the offer of Dmitri Khuzov to join him and took his company with him. However, the years of campaigning and since, have left few of the original Bretonnian soldiery. Despite the fact that the unit is mostly a mixture of Imperialists and Kislevites, they are still dressed as Bretonnian troops and commanded in the Breton dialect. Whilst they fight as infantry, they ride horses for mobility and also act as a local police and road warden force. The tolls that they collect are a source of their income.

Hobgoblin Wolfriders: Khan Krum and his troops provide the most reliable of the region’s cavalry. Necessarily kept as a secret from all except the Governor’s most trusted advisors, Khan Krum came out of the east together with a number of his people and the lieutenants (or *bolyars*) Asparukh and Tervel. They are of the Utigur, Kutrigur and Onogur clans respectively and have led a mixture of their people to a new life. Based in a camp at Pliska, they are protected from discovery due to tales of plague spread about the village.

Military Equipment

The following equipment is issued to all soldiers serving in the Governor's army according to the Kislevite military manual, *The Strategikon*. Like all manuals, the reality of military service is usually very different. Since Kislev found itself under the ridership of a single divinely determined Tsar, but who had little direct control over his vassals, many such standard agreements were made to determine the rights and obligations of all parties. The *Strategikon* is widely regarded as a magnificent work on raising and maintaining troops, on campaigning and on battlefield tactics. It is a sad irony that it is the handbook of the Kislevite national army, who although having many excellent fighters and some excellent regiments, is on the whole incompetently managed and has not assembled as a single army in living memory. The Empire and Bretonnia treat the book as required reading for their military.

Being a Lawful leader, troops in the Garderike are equipped to this standard. Some of it is general purpose and common-sense, other items are typical dungeoneering equipment. They tend to be issued in most campaigns, as experience shows that most enemies have some form of underground refuge as a last resort in this part of the world. Any PCs agreeing to serve in any official role, temporary or otherwise, will be provided with the following for the duration of their service.

Backpack
Belt pouch (large)
Sack (small)
Chalk
Flint and steel
Torches (6)
Candle
Oil flask (sealed)
Lantern (one per 10 men)
Grappling hook (one per 10 men)
Rope (single 30' loop)
Pitons (5)
Piton hammer
Scroll case (waterproof)
Blanket
Perfume (cheap)
Soot (in small tin)
Waterskin
One day's rations

Normal distribution for equipment is as follows, and NCOs do check equipment before, and during, campaign.

In backpack: blanket, scroll case, oil flask, sack, torches, rations, pitons
In belt pouch: candle, flint and steel, single piton
Hanging on back: waterskin, rope, grappling hook
On belt: piton hammer

Most of the equipment should be self-evident to adventurers. The scroll case is for carrying important papers, and for the placing of loot. It comes with a little wool wadding to prevent any rattling. The purpose of campaign is not to amass treasure, but valuable items can be placed in here; official policy is that troops remain mobile, and any large treasures are stashed and returned for when the enemy is defeated. It should also be noted that as employees of the government, all treasure found on campaign is the property of the government, and all soldiers are checked after campaign and expected to hand over their loot. Failure to do so, is regarded as economic sabotage. Most soldiers are well-enough paid and scared of the repercussions not to risk an act of theft, but simply tend to ignore treasure on campaign as they have no stake in it. This has led to a number of thieves following the army in the hope of picking up easy money. However, it is the duty of the Citizen's Militia to amass any battlefield loot, and process it correctly; they are empowered to immediately execute looters or deserters, which they do with relish.

The perfume is to cover trails where monsters track via smell. The aim is to overpower their delicate olfactory senses with this cheap and potent stink. Many soldiers dump this as unnecessary, and claim to have used it when inspected.

The chalk is used to mark simple messages, concerning directions or terrain characteristics. A series of codes will be determined to ensure that there is a level of security for the information, at the GMs discretion. GMs should also remember that most on campaign cannot read or write, and so symbols are kept very simple.

Torches are carried for the purpose of light, self-evidently. Lanterns tend to be regarded as too complicated and cumbersome, but one is seen as a useful more permanent source of light. Lanterns are held by veterans, who can be assumed not to drop a lantern or spill oil on themselves (or others) at desperate moments.

APPENDIX F

THE ORDER OF THE SWORD BRETHREN

The Order is actually made up of three originally separate groups, each holding one seat on the so-called Sword Council.

Crystal Sisterhood

The Crystal Sisterhood has existed here for as long as they, or anyone else, can remember, but have long since lost their origination and purpose. This has left them in a very weak position, and open to their subsequent absorption by richer and more numerous immigrants. However, a sect is still maintained and they hold one of the three council seats. The Order is a Templar Order, but they have little real understanding of their own religious beliefs. They simply repeat the forms, ceremonies and rituals that have been inherited from the past. This castle was simply one of a number of parts of their Order, their core being within what are now Tribesmen-held lands. For this reason the Sisterhood are open to Professor Stradovski's approaches – even though they do not trust him. They give the name of their goddess as Kalith. Their symbol is that of the sword across a circle. Many years ago they were allied to the Tribesmen, but this alliance broke down, though none can recall the reasons. However, only since the arrival of the later groups was warfare enjoined (or so they believe) between the two groups. Whilst the Order was never an exclusively female one, it was always matriarchal. Today, however, it is purely a female organisation, another reason for its current state. It is also the most traditional, members engaging in many now meaningless acts of worship and behaviour. Their general theology revolves around the sword as the taker of life and the wind as the giver of life, but Kalith's exact role in this is not clear.

Sisters of Sigmar

The Sisters of Sigmar are a sect of the Cult of Sigmar (details can be found in **The Enemy Within** and **Warpstone 15**), though their origin is now shrouded in history. They were discussed in **A Private War**, but need some revision here. It was established there that two groups escaped the purge. The first fled to Ostland where they managed to gain the unofficial protection of the Grand Prince, a liberal Sigmarite and friend to the Abbess at that time. Clearly he could not openly ignore the Grand Theogonist, and so he agreed to establish the cult as a small hospitaller order in the marcher regions where they established two safe places for travellers as coaching inns, and offered local peasants spiritual and mundane aid. This group was forgotten, until the establishment of a templar order at Grenzburg. However, times were different and under Magnus the cult was more interested in unification and expansion than dissension, and these sisters were welcomed back within the faith. However, as witnessed in **A Private War**, certain factions still held (and hold) the group in suspicion. However, they are far removed from their original status and are little more than a provincial rural sect of the cult, whose membership is no longer the daughters of nobility, but of farmers and peasants. Most of

the wealth they hid after their expulsion has been used over the centuries to fund their works.

The second group, who fled into Kislev, were considerably more powerful and consisted of a highly organised group under a sub-prioress. Whilst these might have fled The Empire, they did not desert their faith, nor were they poor. In fact, they went on to form an important group of warriors within Kislev when they arrived here in 2002. Being a predominantly female order, the Crystal Sisterhood offered them protection and – ultimately – a home. In turn, the Sisters provided the finance to construct stone parts to the castle, finance agricultural development and buy fealty from local peasants to work them. Of course, the Sisters soon dominated the castle, although technically the leaders of each group co-ruled by agreement. However, to the local Kislevites, the Sisters were an alien religion and foreigners whose homeland had been at war with their own. Therefore, the Sisters were constrained to accept the duality and operate within the boundaries agreed with their hosts. The sword remains their emblem rather than the hammer, but by 2200 they had managed to change the symbol of the Order to that of a sword within a Sigmarian octagon.

Shallyan Templars

The concept of the Templar career is completely alien to the fundamental precepts of the cult and its doctrine. It is quite clear that no Templars of Shallya exist. Of course, there are stories from Magnus the Pious' great crusade of a number of infected soldiers who offered themselves to the goddess in either the hope of salvation or simple revenge, and formed a company who slew the followers of Nurgle in her name. Such deliberate killing did not sit well with the followers of Shallya, but others record them as fearless soldiers and brave souls who dared to face their malady. It is even rumoured that a grateful Kislevite lord granted land to such a group if they would maintain a permanent guard for his northern border against any future incursion. Of course, this tale comes from the same nation that claims that the forces of Chaos are returning. Not even the notorious Markov would accept the concept of a martial Shallyan order of templars. Would he...? Since fictitious characters cannot serve a career, Templars of Shallya would not serve the Templar career.

Such is the most intelligent stories likely to be heard concerning Templars of Shallya, but in fact they do exist – to some extent. During the Chaos Incursions and the crusade of Magnus the Pious, some fighters were infected by chaos and yet rather than kill themselves, sought to obtain a purposeful death fighting chaos. Even after the war was officially over, many remained rooting out the last remnants of the chaos armies, who were hiding in forests and the vast plains of Kislev. Seeing these fierce fighters, buoyed with the enthusiasm of victory, the tsar even awarded the Order of the Sword Brethren, as they called themselves, lands in the far north to hold against future incursions and protect the Trans-Lynsk colonies. Haughtiness and pride led to the death of Trabzon, as explained in the story that the PCs have heard. However, there is more to the story.

Quite how the events came about is uncertain, but the Count von Pirkheimer came across the Order of Sword Brethren on his march northwards. Such a noble cause enthused the Order who offered to join him. However, a powerful thrust by a champion of Nurgle broke into the unprotected Dobryion and threatened great damage. Despite

being heavily outnumbered, the group moved to intercept the chaotics. Some stories suggest that they were joined by the Tribesmen, others that the latter simply attacked the chaotics without an alliance. Whatever, the Tsar granted them lands and exemptions in thanks – though mostly this was irrelevant as they had no interaction with tsars and only paid nominal homage with an annual gift.

Despite this aid, the chaotics had powerful magicks and a daemon to aid them. Victory looked certain, as they slowly advanced against the Count's superior tactical withdrawal. Drawing up for a last stand, the allies realised that they were doomed. It is unclear exactly why, and by who, Viydagg was summoned (though it was likely the Crystal Sisterhood through some archaic ritual that they barely understood), but the creature appeared. To The Empire soldiers, this was the incarnation of Shallya and with their goddess to aid them, the group annihilated the chaotics. However, many were slain and others infected. Still, the group won great praise and many plaudits and was widely honoured. Local militia flocked to their banner, and many determined to continue the fight in service of their god here and in Trabzon. Thus, the third and most numerous group joined the Order. They returned the Order's symbol to its original form, not wishing to be seen as a Sigmarite order.

Precisely what happened is now lost forever. What is clear is that the leaders of the Crystal Sisterhood all perished in the battle, and their part in the summoning (if indeed it was them) was unrecorded. The appearance of an Imperialist god must have been the result of the humility of the Empire knights. However, the defeated Nurgle cultists appear to have had the last laugh for both the Count and the Viydagg were apparently infected. The latter badly wounded was captured by the Count and imprisoned in Standing Stone Island with the connivance of the then Boyar. However, it might have been that they were originally seeking to aid the creature. Whatever, the corruption slowly spread through many of the knights, including the Count who created the Medical Union on his return to The Empire. Whilst he retained an interest in the Order, his descendants gradually lost interest in this outpost and sought to spread their creed in a more civilised region. What became of the vanquished 'demon' was not known. The full implications of these events are to be revealed in **Homeward Bound**, but certain events are now becoming clearer.

Most of this story is now forgotten. The appearance of 'Shallya' on the battlefield was never particularly believable and is now almost forgotten. The existence of the shrine on the island was only for a select few, and was sealed when the Count left the region after the death of the Boyar. Experimentation had meant that he knew how to bind the 'god' without the apparatus in the temple, and in fact the latter being offered worship and souls was most pleased with the arrangement. As for the Professor, his ancestor was also a leader of the cult, a fact that the current Count overlooked, and had left his descendants details of the source of the Union's power. Realising his predicament, the Professor's aim was always to usurp power by gaining support within the order and utilise the island's shrine. As proof, all he needed were the materials left at the shrine, which he now has.

The Order Today

The Order is now impoverished with minimal agricultural holdings and little wealth. The heady days of the Sisters and Trabzon are long gone. They are, to some extent, little more than a group of bandits. They have in the last two years moved into the slavery business, warring with the Tribesmen for the privilege. They even undertake a little piracy. However, the Order is split along the following lines:

The Crystal Sisterhood opposes current activities as being non-traditional and holds an (almost) irrational fear of the new. This is despite the fact that they favour expansion into Tribesmen lands, since they hope to regain their heritage. They have recently served as mercenaries for Tsar Bokha in the north and prefer fighting chaos as a more noble cause. They are vehemently opposed to Professor Stradovski and seek a means of preventing his actions. However, they have not the power of arms to do so. They are unsure of the precise reasons for their objections, but 'know' that the actions are 'wrong'.

The Sigmarite Sisters are relatively ambivalent, but tend to side with their Empire colleagues out of habit and have little sympathy for Kislevite sufferings. However, a growing minority of the Sisterhood is Gospodar who dislike this policy. They are minded to follow this line over the matter of the Professor, since he appears to represent an Empire deity.

The Shallyan Templars are nominally followers of the Shallya-Viydagg belief and believe in the superiority of themselves over 'the rabble'. They see the need to prosecute the current activities in order to fund their Order. However, since they are the only group to offer a place for men, this makes them the most numerous. They are also the least precise in their beliefs, which makes them the most flexible to pursue their short-term (financial) interests rather than theological ones. A few recall the actual purpose of the group. They retain contact with the Medical Union, but the Union regards them as an irrelevant outpost. They have unreservedly welcomed the Professor and his group and are seeking support of the others to his plan.

Tesak Zupa, Templar (Crystal Sisterhood)

"This is the way in which it has always been done."

Assassin, ex-Bounty Hunter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	63	4	5	12	54	3	48	59	44	46	55	49

Skills: Disarm, Dodge Blow, Read/ Write – Slavic, Ride – Horse, Secret Language – Battle Tongue, Secret Signs – Templar, Strike Mighty Blow, Strike to Stun

Age: 35

Alignment: Lawful

Equipment: Crossbow with ammunition, Full Plate Armour over Leather (2/1 AP body/ arms/legs), Horseman's Flail, Religious Symbol (Arianka), Lance, Shield (1 AP head/ body/arms/legs), Sword, Warhorse with Saddle and Harness

Description: Tesák Zupa is leader of the Crystal Sisterhood faction. She is relatively young and very naïve, steadfast in her straightforward beliefs in the need for tradition and permanence. She is used to the company of females, and feels happiest in their company. Men make her feel uneasy, as she finds it difficult to understand their ways of thinking.

Typical Crystal Sisterhood Templar

"By your command."

Assassin, ex-Bounty Hunter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	54	4	4	10	51	3	46	42	40	50	51	44

Skills: Disarm, Dodge Blow, Read/ Write – Old Worlder (Slavic), Ride – Horse, Secret Language – Battle Tongue, Secret Signs – Templar, Strike Mighty Blow, Strike to Stun

Alignment: Lawful

Equipment: Crossbow with ammunition, Full Plate Armour over Leather (2/1 AP body/ arms/legs), Horseman's Flail, Religious Symbol (Arianka), Lance, Shield (1 AP head/ body/arms/legs), Sword, Warhorse with Saddle and Harness

Alignment: Lawful

Description: Various. All members of the Sisterhood dye their hair blonde and grow it long, shunning the use of helmets. Members of this faction wear the symbol of the sword crossed through an open ring.

Hanna Krauss, Templar (Sisters of Sigmar)

Merchant, ex-Trader, ex-Initiate

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	43	4	4	9	41	1	38	66	54	56	52	54

Skills: Blather, Evaluate, Haggle, Law, Magical Sense, Numismatics, Read/Write – Old Worlder (Reikspiel, Slavic), Ride – Horse, Secret Language – Guilder, Scroll Lore, Speak Additional Language (Dialect) – Slavic, Super Numerate, Theology

Age: 45

Alignment: Neutral

Description: Hanna Krauss is leader of the Sisters and in such a high position within the Order simply on the basis of her financial and business acumen. From hiring out the Order to arranging the planting of crops, she has managed to keep it from collapsing in financial ruin. She deals with traders in Ösel and elsewhere, and has a reputation for being very sharp. Theologically, politically and militarily she is much weaker – but none in the Order mind too much.

Stefaniya Maretskaya

Mercenary Sergeant, ex-Mercenary, ex-Bodyguard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	50	4	4	10	45	2	39	39	39	39	39	39

Skills: Animal Care, Consumer Alcohol, Disarm, Dodge Blow, Gamble, Ride – Horse, Secret Language – Battle Tongue, Specialist Weapon – Fist Weapon, Street Fighting, Strike Mighty Blow, Strike to Stun

Alignment: Neutral

Equipment: Crossbow with ammunition, Helmet (1 AP head), Horse with Saddle and Harness, Religious Symbol (Sigmar), Sleeved Mail Shirt (1 AP body/arms) with leather leggings (1/0 AP legs), Shield (1 AP head/body/arms/legs), Sword

Description: A Gospodar-Kislevite who has been listening to rather too many folk tales, she has been manipulated by the Professor into believing that he seeks to restore an Ancient Spirit to its rightful place.

Typical Sister of Sigmar Templar

Cleric Level 1, ex-Initiate

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	35	3	3	9	44	1	.44	35	32	43	42	45

Skills: Arcane Language – Magick, Cast Spells – Clerical 1, Meditate, Public Speaking, Read/Write – Old Wordler (Reikspiel/ Slavic), Righteous Certainty, Scroll Lore, Secret Language – Classical, Stubborn Determination, Theology

Magic Points: 10

Spells: Due to their existence outside of the official church, they are unable to cast spells.

Alignment: Neutral

Description: Increasingly, they are Gospodars and have a less than enthusiastic support to the more Imperialist aspirations of the hierarchy. This includes supporting itinerant professors. Use the symbol of a sword across an open hexagon.

Soladya Lavrov, Templar (Shallyan Templars)

Assassin, ex-Bounty Hunter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	60	60	4	4	14	60	4	55	50	44	52	53	54

Skills: Concealment – Rural, Concealment – Urban, Marksmanship, Public Speaking, Ride – Horse, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon – Fist Weapon, Specialist Weapon – Throwing Knife, Strike Mighty Blow

Age: 38

Alignment: Neutral

Equipment: Crossbow with ammunition, Helmet (1 AP head), Horse with Saddle and Harness, Manacles, Religious Symbol (Shallya-Viydagg), Shield (1 AP head/body/arms/legs), Sleeved Mail Shirt over Leather Jacket (2/1 AP body/arms) with padded leather leggings (0/1 AP legs), Sword

Description: A Norscan-Kislevite, he exudes the proud (arrogant) manner of the ruling elite but is also a pragmatist and popular due to his 'hands on' approach. He is not too important to saddle or water his own horse for example. This view is tempered by his authoritarian (ruthless) tendencies on occasion.

Boris Savvina

Cleric Level 1, ex-Initiate

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	32	25	3	3	7	40	1	34	35	39	42	44	46

Skills: Cast Spells – Clerical 1, Cure Disease, Heal Wounds, Read/Write – Old Worlder (Slavic), Righteous Certainty, Scroll Lore, Secret Language – Classical, Specialist Weapon – Quarterstaff, Street Fighting, Stubborn Determination, Theology

Magic Points: 11

Spells: Cure Hurt, Merciful Compassion, Produce White Dove Alignment: Neutral

Equipment: Quarterstaff, Robes, Symbol (Shallya), d6 shillings

Description: Arriving last year, he felt that he had found a safe haven from the persecution of those followers of the Markovich Ukase by extremist members of the Duma and Kislevite armed forces. However, he has become increasingly concerned at what he has found in the castle – an order of Shallyans whose martial creed scares even the most excessive thoughts he might have on the rich and decadent within Kislev. It is also very clear that either the group has no theological doctrine or it is a perverted one. What should he do?

Typical Shallyan Templar

Mercenary, ex-Bodyguard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	46	4	3	7	37	2	29	39	30	36	35	29

Skills: Animal Care, Disarm, Dodge Blow, Ride – Horse, Secret Language – Battle Tongue, Specialist Weapon – Fist Weapon, Street Fighting, Strike Mighty Blow, Strike to Stun

Alignment: Neutral

Equipment: Crossbow with ammunition, Helmet (1 AP head), Horse with Saddle and Harness, Religious Symbol (Shallya-Viydag), Sleeved Mail Shirt (1 AP body/arms) with leather leggings (1/0 AP legs), Shield (1 AP head/body/arms/legs), Sword

Description: A mixed group of traditional mercenaries, those interested in religion and purely self-interested scum. They use the symbol of the sword across an open circle.

General Retainer

Outrider

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	43	4	3	9	45	1	30	30	45	46	36	23

Skills: Animal Care, Concealment – Rural, Follow Trail, Orientation, Ride – Horse, Secret Language – Ranger, Secret Signs – Scout, Secret Signs – Woodsman, Silent Move Rural, Sixth Sense, Specialist Weapon Skill – Lasso

Alignment: Lawful or Neutral

Equipment: Crossbow with ammunition, Helmet (1 AP head), Horse with Saddle and Harness, Religious Symbol (varies), Rope – 10 yards, Shield (1 AP head/body/arms/legs), Sleeved Mail Shirt over Leather Jacket (2/1 AP body/arms) with padded leather leggings (1/0 AP legs), Sword

Background: The Order retains a few skilled followers amongst its general ranks, able to scout and hunt. Mostly, they keep an eye on the Tribesmen and lead the various forays of the Order. The symbol of members of the Crystal Sisterhood and Shallyan Templars is that of the sword across an open circle, whilst the Sigmarite Sisters use a sword across an open hexagon.

APPENDIX G

The Tribesmen

It is difficult to determine exactly how much should be stated here about the so-called Tribesmen since they are more of a background context than a definite enemy (or ally) that the PCs will come into contact with. They should have very little to do with these people. At the same time, GMs need to be aware of some of the background to aid playing them, and the views of their neighbours towards them. However, it should be noted that having played **WFRP** since 1987 I have what is now a very unofficial perspective on the game-world and one that I have no desire to enforce on anyone who wishes to run this game. However, within my own campaign, some of these events, and in this case our Tribesmen here, do have some link to this.

In order to understand their story, it is necessary to understand the nature of the Old World when it was much younger. Since this is far from canon I will not elaborate with dates, but present the story as a series of motivations and events. In the earliest days of humanity's existence, they were clearly very primitive in comparison with the dwarfs and elves and were awed by their neighbour's sophistication. Whilst the dwarfs had a tendency to take advantage of this naivete in trade, the elves were much more aware of their responsibility towards this new race. Though long gone and with only the vaguest of recollections towards their own creators, the elves had a racial memory of the slann and the need to follow their masters' plans. Naturally a good race, the elves adopted humanity as their children in many places, though were also perceived as strict and uncaring by some of the new race who rebelliously left to set up their own civilisations. The dwarfs were afraid that the elves were seeking to establish humanity as a subject race to further their own self interests. In a sense this was true, but as the successors to the slann, the elves were more intent on keeping humanity from the lures of chaos as well as arming them to fight these invaders. Of course, the Dwarf-Elf Wars shattered this dream completely. However, some groups were located outside the primary sphere of these (and later) wars and others were especially important to the plan. When the elves finally fled the Old World completely, many opposed the strategy, others stayed and some left their human allies motivated towards tasks linked to the strategy. The great empire of Tylos, an elven title and one that gives the modern name to Tilea, was a product of elf interaction, as witnessed by both its majesty and their arrogance. The steadfastness needed in such communities engendered some social engineering, including the adoption of Lawful gods to ensure commitment to the purpose. The Tribesmen of Garderike area group descended from such a background.

The term Tribesmen adopted within the text is not a term used by either these people or their neighbours. It is the term adopted in the text as a translation into the Old Worlder of various given names and a series of less than flattering terms. GMs might like to use alternatives instead at their choice. The name is a generic title for these people since rumours around who exactly they are vary even amongst the few within the region who know of their existence. To the Gospodar clans, for example, they are usually referred to as the Galindrians since the Gospodars believe them to be a 'lost' clan of their own people. This is untrue. To most other peoples of the region, they are simply a bunch of bloodthirsty bandits.

The truth behind the people now referred to as the 'Tribesmen' is a sad one, lost in early history. It begins (as outlined above) in the early years of the Old World when the elves still dwelt there. The Tribesmen are, in fact, remnants from high elf colonies to be found within Kislev. Whilst at their height, the high elves established a number of trading colonies throughout the Old World. However, once they determined to retreat from the land after their war with the dwarfs most colonies were deserted, later to be occupied by local humans. In the north, however, there had been less pressure upon the high elves, at least in part due to local dwarf commanders being less than keen to prosecute a war that they did not agree with. It was the habit of the colonies to employ humans for many of the more mundane tasks under a complicated social system that later (human and dwarf) historians will (deliberately) misinterpret as a form of slavery. Certainly, those who lived in the system did not regard themselves as slaves, and they remained remarkably loyal throughout the ages. When the decision was taken to evacuate, some humans were released from their employ, other returned to Ulthuan, whilst some remained as masters of the previous elf cities and acted as landlords for the elf merchants, hoping for their return.

The people under discussion here were actually left as a garrison, rather than a true colony as were others. They have survived only due to their historically powerful forces (now sadly declined), canny politics and their dwellings being heavily fortified and located within a region of complex hills and valleys. They survived into 2512IC primarily due to the patronage of the tsars, although they are a pale reflection of their ancestors and are now little more than bogeymen known simply as 'Tribesmen'. They were originally called the Torthrains, their home being Tor Elthrai to the elves, but this was later corrupted to (in **Old Worlder**) Torchains or Torjans.

The history of the Torchains is also linked to a bloody betrayal that will only be hinted at here, since it is not necessary to the campaign. Whilst humans worshipped elf gods, the elves were neither selfless nor simplistically 'good' in their approach to their human allies. Whilst many genuinely regarded humans as adopted children, others recognised a greater need and foresaw some of the cataclysmic future to come. To that end, certain communities such as the Torthrain were indoctrinated into highly Lawful aspects of elven deities. Whilst (what humans converted into) Alluminas was an early favourite, the needs of the elf strategy (and their greater good) ultimately led to the adoption of simplistic Solkan and Arianka. The idea was that these two deities would provide a social structure that would survive the centuries motivated to the aim of their culture's sole function. Sadly, this was not to be. A great falling out of Arianka and Solkan, the disappearance of the former and a massive civil war broke the Torthrains as a major power in the region, and similarly affected other elf colonies. Sadly, the elves were in no position to directly heal the rift or aid their servants and this degeneration continued. Today the Torthrains retain little understanding of their task, but simply rigidly conform to a (bastardised) historical precedent.

The Torjans are motivated to their single duty to defend Tor Elthrai and do not allow themselves to be side-tracked. Torjans are a Caucasian people, have long dark hair and are clean-shaven. They wear a white tunic decorated with lines around the fringes and sandals. In battle they use a sword, and most carry spear. They utilise large square, '8'-shaped or circular hide shields. Elite soldiers still wear full bronze dendra plate or a bronze plate cuirass, although this is mostly very old and inherited. They have no cavalry and very few horses, but will utilise four horse chariots carrying rider, armoured

Spearman, bowman and standard bearer on occasion. The Torjans are archetypal Lawful people and remain almost unchanged down the ages, each generation steadfastly following the actions of their fathers even when their purpose is lost. The Torjans means of subsistence is highly limited by their neighbours, but they retain some historic wealth with which they can trade. Most notably, their lands are a rich source of various ores for the production of bronze. They also retain intensive terrace farming, and a complete disinterest in anything other than their duty.

The Tribesmen are known to the Tsar, but are of little interest to him. They are regarded as savages and barbarians from another age, but there is no incentive to act against them. Indeed, in accordance with their Lawful beliefs, they are one of his few vassals to pay regularly and on time. In addition, their homeland would be difficult to invade even if an army could be raised against an internal enemy. It is unlikely that PCs will approach Kislev for details of these people, and even if they should there are no definitive records that describe their exact location. It is an uninhabited wasteland, which no one else requires, has never opposed the Tsar and submits an annual toll to the exchequer. If only all his subjects were so accommodating!

Their homeland is not a place that the PCs are likely to visit, but is the scene for the longest running civil war in the Old World. Elements of those faithful to Arianka are still to be found living underground in small subsistence communities. They continue the war on a formal basis. Every week heralds from both sides read grievances that neither understands, call upon the others to surrender and put forward a hero to fight. These fights are now formulaic and rarely result in death. The most relevant part of this for the campaign is that the Arianka loyalists are all 'beastmen' in the broadest sense and some are met by the PCs during their visit to the shrine. They wear kilts and linen cuirasses, some have shields and spears and are adorned by the sword through circle motif.

Two statues dominate the Torjanshome, both carved into the rock side. The first is that of what appears to be a large toad or similar lizard creature. Once of awesome beauty, time has pitted and worn it. The second is a very brutal personification of Solkan, but appears to have been altered at some time as it once would appear to have been in two parts (rather like Janus), but the second has been destroyed. Interestingly underground, the same statue is mirrored here, but in this case the extant part of the statue appears to be that of Arianka (technically it would appear to be Rigg, but no PC is likely to recognise this). The other major characteristic of the region is a giant ossuary.

As for the great secret that these people are guarding. This is entirely up to individual GMs. As a meta-campaign device, a link to Arianka's imprisonment is clearly a plausible possibility. However, since it bears no relevance to this campaign, then there is no intention of stating more here than is necessary to allow GMs to develop possible dealings with these people to their own needs.

APPENDIX H

Kislev: The Inconsistencies

Introduction

To my mind **Something Rotten in Kislev** has a variety of glaring errors and minor inconsistencies that make it very difficult to use the material as given within itself, and with other ‘official’ material. Since I have tried to remain consistent with official material as much as possible in publishing this campaign I offer the following as my notes to explain my reasoning. Some of the changes that have been made were necessary as the official material was contradictory, some because it was vague and so I needed to make a decision of interpretation and some was just plain silly. In other places, there were simple omissions – most obviously, how can one write **SRiK** and not even mention the currency that PCs will have to use? I will not even mention the structural issues, such as the fact that the campaign simply cannot be run with dwarf PCs. The following is an attempt to explain and justify some of my reasoning. I also apologise if it appears like a rant, but I found **SRiK** so contradictory and infuriating in trying to use as a basis for writing up Kislev that it deserves a tongue-lashing!

Kislev

The timeline changes the official use of Kislev’s name to the Confederated States of Imperial Kislev under Igor from the Confederacy of Kislevan States. This is all that is proffered upon the actual name of the country. I have assumed that the use of ‘Imperial Kislev’ is still retained, but we have a sourcebook that does not even tell us the proper name of the country! You may find in various places some variability in the title used to name ‘Imperial Kislev’; this is to underscore political expediencies. I have used this much more in my own game following on from **Homeward Bound** and which is set in Kislev.

It is important to realise the size of Kislev; it is very small. Whilst much of the source material might reflect Russia within the real world, the nation itself is actually very small indeed. For example, Bolgasgrad is only 200 miles from Kislev, which is less than 7 days’ travel. As presented, there are three diverse regional cultures within this very small territory and an absolute ruler whose only heartland settlement that we are aware of (Bolgasgrad) is in open revolt. This is not a very likely situation. Within this campaign, my simplest solution has been to stress heavily the difficulty of travel and the parlous state of the roads. Poor communication suggests limited travelling opportunities, which at least offers some credence to the position that we are presented with in terms of the collapse of central control and the ethnic and cultural diversity. As can be noted from other parts of this adventure, I have also tended to disregard much of **SRiK**. This need not affect those campaigns where GMs adopt **SRiK** since the scenario is set in Garderike a border march adjacent to The Empire and the differences encountered can simply be seen as regional diversity.

It is important that GMs realise both the small size of Kislev and the immense variety within it. Given the position in **SRiK** only The Dobryion can be realistically defined as Imperial Kislev and it has a rough size of 450 x 300 miles. Within this we have a number of different social, religious and cultural systems (Kingships such as Praag and Principalities such as Bolgasgrad for example), three different races (Norscans, Ungols and Gospodars) each speaking a different language and possibly the Dolgans, and a number of other species (hobgoblins, chaos dwarfs, trolls and beastmen) who at the least would seem to rely upon The Dobryion for food. Criticism can be suspended on the basis that this is ‘colour’ for what is a fantasy environment. However, GMs need to consider this very close interaction whilst at the same time that they suspend their disbelief that such close cultures do not integrate into a multicultural mix.

The realities of such a mix are also not represented. In theory, the northern parts of the country ought to reflect the Norscan heritage of the area and yet of the three named cities, two adopt the suffix ‘grad’ and the third is ‘Praag’. What is worse, is that there has been no apparent attempt by the new (Norscan) nobility to adopt names for the country. Slavic styles are retained, and in ‘unofficial’ GW material, certain Gospodars are still glorified within towns such as Tairagrad. In my own campaign, I have utilised this as a deliberate policy by the ruling elites, as an attempt to play down their own racial difference from the Gospodars and foster a notion of a single Kislevan identity. The fact that this then disagrees with their retained separate language is simply left as one of those contradictions between an ‘official’ policy of integration and the reality that most of the nobility wish to maintain their difference and pride in their heritage.

The precise borders of Kislev are also inconsistent, and have been largely ignored here. I have adopted the Empire – Kislev border as portrayed in the **SRiK** map, though this *seems* to disagree with the text and map in **WFRP, WA: The Empire** and the **TEW** map. It is also unclear as to exactly which branch of the River Talabec forms the boundary, an issue that I have utilised in the border warfare that is developed in the next part of the campaign. Since the precise boundaries offered in **Warhammer Armies: The Empire** [p7] do not appear to contradict the vaguer delineation within **TEW: SoB** [p18] it seems plausible to adopt these in this case. In a similar vein, the map in **SRiK** places ‘Berghafen’ at the location of Bechafen, a situation further muddled by the fact that the later Hogshead poster and GM screen map moves the location of Bechafen. Again, these are basic editing errors that I think are not acceptable. However, I have attempted to explain them in a manner that makes all maps correct (of sorts) in **Homeward Bound** as I explained within the text above.

Timeline

The timeline given is inconsistent with what happens within the text. For example, it states that the Farside Colonies are abandoned in 2400, and yet they are still given upon the map and implicit in their existence on the PCs’ trip to Chernozavtra. In any event, the timeline states the last colony was abandoned in 2400, whilst Chernozavtra was still occupied in 2478 – indeed it was not refounded until after the 2400 alleged abandonment. I have retained the Wheatlands (Farside) Colonies, utilising them as another region of far-flung Kislev in internal and external difficulties. Bolgasgrad is stated as a Trans-Lynsk Colony, whilst it is clearly south of the Lynsk and so not Trans at all.

Kislevite

The term Kislevan is used variously and inconsistently in **SRiK** alongside **WFRP**'s Kislevite. This can be simply ignored as another error in the work, or used as a terminology issue. Kislevite might be the **Old Worlder** - **Reikspiel** term, whilst Kislevan is the **Old Worlder** - **Slavic** alternative.

The Tsar

There are a number of inconsistencies concerning the portrayal of Tsar Radii Bokha, who is seen as both the darling of the military (who 'elected' him), and an incompetent strategist losing battles, his Wheatlands Colonies and Bolgasgrad due to a lack of military competence and investment. According to **SRiK**, he is in his fifties. However, even if he were 59, this would have made him only 21 when he became Tsar, hardly an age at which to be seen as such a popular figure with the military.

Titles

I have taken the **WFRP** text to mean that all border lords are called baron (if Imperialist) or boyar (if Kislevite) within Kislev. **SRiK** does not adopt this since Bolgasgrad, a mere border trading post, is given as a principality. Kislev is made up of a number of vassal kingdoms, colonies and states according to **WFRP** all under the direct rule of the tsar. In this campaign, both Erengard and Praag are taken to be kingdoms and everywhere else within the text is under the rule of either a baron, a boyar or a bureaucrat of the tsar (the governor). However, it seems plausible that some regions to the north and west might retain their Norscan titles alongside their cultural contacts and Prince-ships can be retained as semi-honorary titles. A recent Inferno story has referred to 'Electors' ruling settlements. This is clearly simple unfamiliarity by the author with the game-world in which he is writing; however, there is nothing to stop some Kislevites adopting the term as an affectation, aping Empire sophistication.

Power

The following is my own development of the power hierarchies within Kislev. The Tsar is an absolute ruler, although both Erengard and Praag retain the title of Kingdoms and some territories are still Principalities. All of the Tsar's direct vassals are members of the Duma, a legislative assembly whose purpose is to advise the Tsar. This is technically superior to the bureaucracy, but the Tsar often relies more heavily upon his governors and stewards who administer his personal territories. There is also the Stavka, which is technically a council of war (and is descended from Ungol rule). Whilst this has no power within the judicial and feudal framework, the Tsar often relies upon the advice of his generals on the basis that they are politically neutral – or that they are very dangerous, given their control of his army! Since **SRiK** portrays him as a military-elected Tsar, his reliance on the Stavka reflects his debt to them. Finally, at any given time an array of advisors and experts are on hand to offer council to the Tsar. These are members of the bureaucracy, theoretically sanctioned by the Duma to assist the Tsar in mundane matters of state. In reality, patronage and favouritism mixed with political

intrigue ensure that the court is an extremely complicated and corrupt mechanism of control.

Gospodars

According to page 10, the Gospodars “have never had a coherent cultural identity” and yet the timeline tells us in 1500 IC that missionaries give them one. This seems to be both contradictory and ludicrous. Personally, I think that Boris Ursa must have created some form of centralised control to manage a unified migration and be remembered by his people over 800 years later. That this might have been limited to his own (and his daughter’s) power of charisma I can accept. That they were taught it by a bunch of missionaries – particularly once the unified migration was underway – I cannot. In any event, for gaming purposes, Boris Ursa provides a very useful figure for GMs to use as a figure for Gospodar nationalism as outlined in the campaign. I find it very difficult to believe that monastic missions would follow the same model as that of the Whigs for the British Empire, if anything so rational were even being proposed! By this, I am reflecting the attempt of the time, with the best of intentions, to make everyone ‘English’ around the (supposed) superior English virtues of justice, fair play and ‘civilisation’. There is neither the time nor the religious philosophy to suggest that missions at this time would be interested – or able – to engage in such cultural domination. Worse, it might be concluded that an innate bigotry is being professed here, that sedentary cultures are the only civilised ones, and only they can bring the ‘one true’ social and moral fibre to nomadic barbarians. It is far more likely that the missions would be pleading for their existence by offering agricultural technology and other skills; why these could not be learned from the east (or indigenously) remains unclear. What exactly did the Gospodars eat for 1500 years and why did no-one think to farm the (presumably) abundant *Wheatlands* prior to Imperial Kislev?

Bolgasgrad

I have concerns about the rebellion of Bolgasgrad under such a powerful figure as Sulring Durgul so close to Kislev. Undead, powerful immortals, new chaos gods and a complete revolution do not fit so close to a major trade route, a port and the capital in my view. The campaign as presented is also impossible to play with a PC follower (or worse, cleric) of Mórr, though no mention is ever made of this. Imagine the poor player who set out with ‘Mistaken Identity’ only to be finished off here. Within this campaign, Bolgasgrad is not in open revolt at this time. The events can be better moved to the north of Praag or eastwards over the mountains in my view. Better still, ignore Durgul completely and utilise the other ideas *in the manner of a low fantasy game*.

Bolgasgrad, according to the maps, is south of the River Lynsk and thus in The Dobryion (the heartland of Kislev) and not a Trans-Lynsk colony as described. In addition, situated where it is, the town must perforce have docking facilities for local traders and its own use. As it is on the River Lynsk, its purpose is to form one of the relatively cheap bastions guarding Kislev from invasion from the north. The evacuation of the Trans-Lynsk in the face of increased chaos activity is precisely due to the easier options offered by defending such a natural boundary as the River Lynsk. To evacuate this defence line would be madness, since nothing could then stop invasion, short of a

permanent field army. Docks would also allow part of the garrison to form a river navy and patrol by boat, ensuring that chaos does not cross the river, policing for pirates and collecting tolls for the Tsar in order to maintain the garrison. In my view the River Lynsk would be not only the safest, easiest and cheapest line of defence, but would also have mythic status within Kislev. This would include associated nature spirits. To allow Bolgasgrad to fall into the state described, then become independent and finally be ‘taken over’ by a necromancer and the undead seems ludicrous to me. If the River Lynsk falls, Kislev is undefendable and its agricultural (and economic) heartland ripe for plundering.

Drinks

SRiK even fails in such apparently simple areas as drinks. It does not mention the apparently obvious vodka, but presents “kvas” as the common drink of the peasant, a spirit. The problem with this is that I do not understand why this was used. In real life, the drink is kvass, which is indeed a peasant drink, but is a fermented beer and not a spirit. If a spirit is intended why not simply use vodka (or votka is better) or some humorous perversion of a modern manufacturer? In addition, mead would be a common drink, and this is not even mentioned. Further, the picture on page 16 clearly shows the peasants drinking from a large communal jug, utilising mugs and a large ‘wine’ bottle. Why?

So, there are a number of issues:

Why create ‘kvas’?

If you mean kvass, then what is the point of changing its spelling and meaning by making it a spirit?

If you mean a spirit, why not simply use vodka/vodka?

Why show pictures of peasants drinking what looks like ale, if you mean spirits? Why not mention mead and other drinks – so that GMs can offer these to PCs?

As can be seen in the characteristics described earlier, I have adopted the real world kvass, but those insisting on conformity to **SRiK** could consider two drinks, kvas and kvass in **Slavic**, with which to thoroughly confuse PCs who can see no pronunciation difference between either. Equally, kvass might simply be a Garderike speciality.

Language

The Slavic language is difficult to place within the framework offered by **WFRP** and apparently contradicted by **SRiK**. My second play-test group managed to enter Kislev with no Slavic or Slavic-speaking NPC. The questions that they asked were the extent to which they could understand Slavic, assuming that it was rooted in Old Worlder, and insisting that they could copy the letters of written Slavic onto parchment for later translation. I was not convinced of either issue. I have in **Warpstone 19** discussed at length the problems of language in **WFRP**, but it seemed to me that for gaming purposes it was fair that the PCs, having missed opportunities to obtain Slavic speakers, would be limited to those Kislevites who admitted to speaking Old Worlder. Equally, any attempt to copy letters down would be subject to a test of intelligence modified by the ability to read and write. I have explained language in more depth the section upon Garderike culture (Appendix E), but repeat the issues here as another **SRiK**

contradiction to be resolved. If **SRiK** is correct and certain of the Kislevan peoples speak a language not based upon Old Worlder, then what is it based upon and how do Kislevans converse with each other? A nation that has existed for over one millennium and has no common language is very peculiar indeed, since language is one of the basic aspects of a national identity. This also contradicts with **WFRP** that provides **Old Worlder** as a base tongue for all Old World languages – a passable fudge for gaming purposes.

The Kislev of All Quiet in Kislev

There are a number of rumours and implications within this adventure for Kislev in general. It is not my purpose to 'define' Kislev nor to set out a definitive alternative to **SRiK** as it is really the duty of each GM to develop their own campaigns in an appropriate manner for their own games. However, the following offers some outline ideas for developing the themes raised throughout the adventure.

Whilst the position facing Kislev is grim, it is less drastic than presented in **SRiK**. Since Bolgasgrad remains (more or less) loyal, the Tsar's enemies have not breached the River Lynsk and therefore The Dobryion is still defended by the Lynsk fortresses and mobile field units. This still offers plentiful opportunities for anarchy within the traditional state of Imperial Kislev, in the Trans-Lynsk and the Wheatland Colonies. After all, the fortresses and field units portrayed here are hardly inspiring! Thus we retain the overall image of a highly precarious situation for the nation, but at the same time retain the idea that it is a nation. I have utilised these ideas within my own game, and set a major part of the post-**Homeward Bound** action in the Wheatland Colonies. Suffice to say here, at the moment the Colonies face a very difficult situation. Some are direct vassals of the Tsar Bokha, others are Marienburg investments and some are (nominally) independent. All feel the chill after being 'deserted' by Imperial Kislev and allowed to fend for themselves. Goblins and orcs are a constant menace, and some suspect a secret power is assisting these creatures. This I intend to be chaos dwarfs, who are relatively small in number and so seek to use others to progress their interests – before they step in at the end to reap the rewards. Whilst most fear the Hobgoblin Hegemony, the hobgoblins are known to be (relatively) honest and some more precarious Colonies are believed to have taken service with the Khan as a means of preserving their existing social and economic positions. To others this is a traitorous or heretical act and religious figures are stirring up trouble. Other characters in the region, including Dolgans, centaurs and previously unknown (in official material) peoples, will have to wait until then.

The situation in Erengard is heavily overstated by the rumours, and is not something that I intended to develop here since it is not necessary. The King of Erengard is absent from the Black Library novel **Star of Erengard**, and I have no idea if this is current GW policy towards the city. If it is, then it stinks! Unless a GM is seeking a fairly cataclysmic event within Kislev, I would suggest that stories of revolution be exaggerated beyond the point of reason. My working model is that the King has had to grant concessions to the petit bourgeois in order to steady the economic and political climate. These take the form of trade, taxation and political rewards for helping him to maintain law and order; hardly revolutionary, but this is erosion of centralist power towards the merchant classes. The current rising star is Bushinov, probably a guild leader rather than a military person, provided that she can solve the Revolutionary

Armed Forces problem ... and provided that she isn't behind it! The Revolutionary Armed Forces are basically a paper tiger, whose success is based more upon the incompetence of their enemies rather than their own power. I would expect any near competent official force to rout them quite easily, although clearing them out of every bolthole is likely to be much harder and more expensive. No doubt some form of accommodation will be made.

The transfer of power from the Tsar to the Ice Queen, Katerin, is a central part of any future for Kislev, but is (once again) beyond the remit of my adventure. I have used the ideas behind a new Khan-Queen, a rise of the Gospodars and the like here, since these are all strong themes that add colour to Kislev. However, for the purposes of this adventure, then they are nothing more.

Other Useful Sources

Citadel Journal 14

Citadel Journal 15

Citadel Journal 16

Citadel Journal 20, pages 7-15

White Dwarf 146, page 45

White Dwarf 147, pages 28, 40, 48

APPENDIX J

A Private War: Notes and Queries

I was upset with myself for some of the typos that managed to sneak through into the final version of **A Private War**. Because this was purely my own work I had to proof read the copy myself, which is always a mistake. Whilst errors are inevitable, especially without the resources to employ an editor, I can only apologise for the mistakes especially as I had (honest) read the master version through three times. Some of the following are corrections to these, but most are issues that I have since revisited, have occurred in my later games of the campaign or been raised by readers of **A Private War** (and are attributed). These will be incorporate into any future reprint of **A Private War** but are offered here in the meantime. I will similarly include any similar feedback of this work into the next printing, so please keep comments coming.

Any particular reason for the spelling of ‘serjeant’? [Øyvind Wiestad]

Simply that it is the ‘official’ spelling in the Middenheim book.

Page 3: “Whilst this is the standard of service our heroes can generally expect...” – there is a not missing in there, right? [Arne Dam]

Yes, there is. Our heroes should not expect pleasant treatment further on in the adventure!

The number of NPCs has raised some issues, one of which is expanded upon below.

The simplest way to deal with the NPCs if you do not like them is to delete them, or cut down their number. I like the NPCs for a number of reasons, but primarily as it allows me to feed colour and background material to the PCs. It is also a method of fudging issues should they miss the obvious or get into difficulties. Finally, the NPCs have a range of skills that might help the PCs, but attitudes that go with those skills. Negotiating with these NPCs should be part of the fun of adventuring. NPCs are people too! I was probably influenced to some extent by the small number of players that I had in each play-test, but NPCs offer me as GM an additional source of enjoyment.

You give a fortnight’s wages as 112/-. At 8/- per day, that should be 128/-. [Arne Dam]

Correct. That is an error. The Old World week has eight days, and not seven.

I could not find the date when Stradovski left Middenheim. It should have gone in the Guild of Legalists’ entry. [Arne Dam]

Perhaps, but dates are only really of relevance once the PCs get to Beeckerhoven. He left on 3rd Nachexen.

The profile for the doorman and thugs (page 14) should have been at least one page later. [Øyvind Wiestad]

This was a printing issue, but one that I should have picked up.

On page 21, it says that the Hanged Highwayman is only 20 miles from Beeckerhoven. That should be Ulric's Vision. [Arne Dam]

That was caused by the publication of the 'official' Fox and Crown Inn after the work was written, but before I published. I re-ordered my own inns to conform. I obviously missed the knock on effect in the text here. You are absolutely correct.

The footnote on page 27 concerning Melmoth's book of Khaine is cut off.

I have no idea what happened here, but happened at the printing stage. I have determined not to use footnotes in future. They are simply too difficult to set up within the text, and are also too difficult to read. The full text is as follows:

The introduction deals with the theology of Khaine and his origin, embracing the notion that the god is the son of Ulric and a demon pretending to be Rhya. Whilst Ulric was forced to accept paternity and that his bastard son was a staunch enemy of the Chaos, he forever favoured Mórr and made him guardian of the dead. Growing jealous, Khaine finds that he is able to steal souls for his own kingdom, a mad, demon-filled place. The second section deals with poisons (and the **Prepare Poison** skill) and purports to offer means of avoiding being poisoned (the **Immunity to Poison** skill) – the latter is flawed and dangerous. The main section considers the nature of undeath and the psychology of being dead. There is also an incomplete essay describing a greater demon called Nagash who managed to steal souls from Mórr's Peace with foul sorcery. It describes this process and offers some arguments concerning the relationship of Nagash with Khaine. After the demon's defeat, the captured souls fled back through the Black Gate to the safety of Mórr. This provides a basis for the skill **Identify Undead** and also a **Cool** test to avoid developing a phobia about death or the undead. The final section provides details of ceremonies to the god, and incomplete (and erroneous) notes upon how to attain the status of mummy, vampire and liche. It offers advice on the hate, fanaticism and power necessary to attain priesthood. It also describes the casting of ritual spells, with notes upon components and **Arcane Language - Necromancy**. GMs should refer to **Pour La Gloire d'Ulric** for appropriate spells. Reading the book provides the background for the **Theology (Khaine)** skill. However, anyone reading this book must pass a **Cool** test or suffer from the minor disorder of Nightmares. GMs should develop the effects of any disorders as they see fit. Needless to say, possession of this tome is an offence of heresy, membership of a proscribed cult, murder and necromancy – at least!

According to A Private War, Beeckerhoven has an eastern gate leading to Salzenmund. Salzenmund is to the west. [Arne Dam]

This is a mistake that I missed in both the play-test and in editing. I will blame my players for not noticing! Clearly, the gate is on the west and should be a western gate.

Torben Pieknich (page 30) – you a Liverpool fan?! – is not mentioned much in the text. Is he evil as well? Will he have any information for the players or take part in this ghoulish business? [Øyvind Wiestad]

I am not a Liverpool fan, but there are a few football (soccer) puns scattered around and you guessed the source of the name. In fact my team preference will be made clear to those ‘in the know’ by examination of the coat of arms of the human Engineers’ Guild in a forthcoming issue of Warpstone. There is a trivia question for you! Torben is (clearly) in on the situation, though whether through fear or self-interest is a GM call. He will readily help the ghouls.

The Winter Wolf, page 31, paragraph one, line three ends in ‘a’.

Should read “a Kelnore tower”. This was another printing issue.

If the PCs go to Salzenmund or otherwise wait for the templars, the adventure changes quite a bit. Given their fighting might and political clout, PCs will be trying all they can to stick with them. [Toby Pilling]

No scenario can cover all eventualities, and APW tries to cover most. The situation did not occur in either playtest. If the PCs fall for the ruse and end up in Salzenmund, then I think they have been very poor, and deserve all that might happen. What happens in the Salzenmund ruse is covered in the text, and the general templar timeline is described. PCs should be *chasing* the Professor and not waiting for the templars, since time is of the essence. In any case, GMs should already have generated lots of bad feeling between the PCs and templars, and the party should be aiming to put one over on them rather than relying upon them to hold their hands. If the PCs do wait, then again it suggests that the GM has not been sufficiently unfriendly. Remember that the templars think that the PCs are scum, and the Sigmarites will probably particularly detest them. Finally, the Verenan templar is there to prod the PCs onwards, and he and the cart – along with the supplies – can leave the PCs should all else really fail.

Karl von Kolditz or Klaus von Kolditz (page 38/39)? I assume that this is just a small oversight, and that it’s actually the same person, Klaus? There are at least two mentions of Karl on page 39. [Øyvind Wiestad]

All should be Klaus.

The road from Ferlangen to Wolfenbürg is very straight. Why? Roads in The Empire are not like Roman roads. [Alfred Nunez]

It is simply a plank road driven through the forest, aiming for the most direct path as offering the cheapest solution. Since it is aiming directly for the mountains, orientation is not a problem and it skirts the base for most of its route as well. It might not be literally straight, but in order to provide the route as cheaply as possible, the straight line was intended. It is also worth noting that the rest places are further apart on this road, than on official roads too. Again, simply cost efficiency in that rest places make no money and so there is no incentive to force travellers to stop at (profit-making) inns regularly. Whether a traveller can actually make each night stop is not a problem that the roadbuilders worry about. In play-testing, this was the stretch that had PCs starting the earliest and reaching the stop the latest. Particularly devious GMs can simply force their

PCs to rest by the roadside – not that they will be much discomforted compared with the official stops.

The description of the Wolfenburg walls seems to contradict Empire in Flames. A Private War describes modern defences whilst Empire in Flames mentions old and decrepit ones.

The whole section upon the Battle of Wolfenburg does not make any sense to me. The military rationale of the position just does not hang together. In addition, we know that Wolfenburg has been an important bastion for The Empire, and I was a little tired of the lazy repetitions that anything provincial must be inadequate. Therefore, I was happy to ignore that section in the needs of my own development of Ostland. However, the **Empire in Flames** version can still be seen as valid within its own terms from two perspectives. Firstly, since Yorri has been wrong about everything else, he can easily be mistaken about the state of the walls. His distrust of the provincials can be extended to their fortifications, especially as – to a layman – the squat walls might look undefendable since they are easier to scale. The people of Wolfenburg might worry about a defeat, but they might worry even more about a long siege and bombardment. They might be glad to be rid of ‘their’ army, especially if Ar-Ulric has managed to get messages to them guaranteeing that a victorious Ulrican army would not enter the city. Secondly, the PCs approach from the north and the Ulrican siege, and later battle, is primarily aimed at the southern section of the city. It is likely that the walls are primarily fortified on the northern side, both as the likeliest direction of attack and also to defend the citadel first and foremost. It is also true to say, that despite the positive characteristics mentioned in **A Private War**, defending the city is always going to be difficult, given the long lengths of wall and limited strongpoints (towers). There has been some attempt to utilise overlapping arcs of fire, but stretches of the wall are very exposed. Perhaps Yorri is correct after all.

What is the story behind the half orcs searching for a Prince of Khypris? [Toby Pilling] Are half-orcs ‘legal’/acceptable in The Empire? [Øyvind Wiestad]

There are many examples of such ‘colour’ within all three parts without any definitive explanation. The idea is to offer GMs plot hooks to develop as they wish – or not. Khypris is in my view sadly neglected. Despite appearing in Plague Daemon there has been no effort to place it in the Border Princes within other fan material for no reason that I can deduce and this is a nod to it. With reference to half orcs, I never made it clear that the three were anything other than humans when playing the game and so they would not be treated as ‘goblinoids’. I have always thought that ghouls and goblinoids are sadly neglected in WFRP. I developed The Forest Inn to portray the decline of a community into ghouldom through poverty rather than malice. Goblinoids, it seems to me, are actually allies in the face of chaos, since they are affected similarly to dwarfs, elves and humans. Of course, most goblinoids are never likely to realise their long-term interests or transcend their genetics, nor would dwarfs (in particular) overcome their racial bigotry. However, if half-goblinoids exist then they might be able to act as intermediaries – or more likely as manipulators – between the two (or at least with the more pragmatic humans). **All Quiet in Kislev** develops the idea of hobgoblins along these lines, and the three half-orcs mentioned in the plot line within Wolfenburg are simply a nod to the possibility of an intelligent goblinoid chieftain (or shaman behind the throne) capable of recognising the true menace in the world. Whilst it is only inferred here, many human lords in the Colonies to the east, faced by

the desertion of their Tsar, have sworn fealty to the hobgoblins in order to protect them from their enemies – in my current campaign. The concept of humans as willing vassals of hobgoblins is in my view plausible and consistent. Alliances with goblinoids are not completely impossible, though are highly unlikely and need to be kept unique to avoid becoming a cliché. Here, should the GM so wish, we simply have an orc chieftain who wishes to add legitimacy to his tenure and also obtain agreements (if not actual alliances) with neighbouring humans for non-aggression pacts so that they might all put their resources into defending themselves from other (mutual) enemies. I have written a campaign set in the Wheatland Colonies that expands upon human-hobgoblin relations and the Hegemony. It is my intention to publish it somewhere – one day!

How does a caravanserai work? Is the unloading of caravans done here? Is it a sort of coaching inn, in the sense that it provides accommodation and food/beer for drivers and guards? What are the costs? [Øyvind Wiestad]

It is essentially a compound for convoys at which all these things take place. In my campaign, guild labour basically monopolises the unpacking of shipments from outside carts (left in the caravanserai) to internal ones allowed inside the towns and cities. Charges are not terribly relevant, but conform to normal campaign standards for expenditure.

Tolls: Is not ‘a crown a leg’ a bit expensive to enter a city (or in some cases exit)? That means 2GC for a man and 4GC for a horse, or am I getting this all wrong? I usually only charge 10/- for towns and 1GC for cities per person but my players never have much money. Exactly what expenses will be reimbursed? Tolls are mentioned; does that also include entry to towns and cities? [Øyvind Wiestad]

Crown a leg is the ‘official’ charge. I would completely agree that it is expensive and most people have negotiated discounts through their guilds, residency, overlord etc. Only a stupid PC would likely be expected to actually pay this! My players also rarely have money. I know that I have the right level when they loot a killed enemy for his boots! PCs will get all such expenses reimbursed; indeed, once the novelty wore off, I shelved the tolls as too much paperwork for us and simply accepted that the money would be reimbursed. Mind you, that did not stop me putting a sting in the tail – but that is in **Homeward Bound**!

My PCs captured one of the apprentices, Hugo from the Minter’s. Now what I am wondering is how much he knew about Elfrieda’s business. He was charmed to help her with her theft from Manfred so he will know about that scheme, but does he know about the Medical Union? The same question holds true for the other apprentice. [Arne Dam]

Like all cults, I would suggest a very fragmented structure. **APW** states that Elfrieda was principally an ally of Stradovski and only then Medical Union. Only she would have any real idea of what was going on, and she would not know any other members of the Union; Stradovski is her contact. The apprentices are very unimportant members, but they will clearly be aware of some of the unsavoury and highly illegal things with bodies and the like at the base. This will encourage them to fight, flee or talk as they know that they will hang. As in all things, if you want to do things differently or drop hints about the Union, then that is fine.

The background player information is quite good, though I feel that I have to restrict some of this information to my players. I will ‘censor’ certain parts for my group, as I feel there is too much there that I want at least initially hidden from my players, especially information that is not obviously connected to their occupations (I’ve pre-generated characters for them). [Øyvind Wiestad]

An alternative version goes out to subscribers in **Warpstone 20** and I think that a ‘dumbed down’ version as an alternative is also a good idea. If anyone wishes to submit amended or alternative guides, I am happy to reproduce them in **Homeward Bound**. One of the (many) basic omissions from official material that Hogshead failed to supply is a serious outline for players. This was one effort, given some of the assumptions that I make about the world in writing the campaign. After all, this was originally written for my players and me.

Do criers walk around crying out their information or are they usually found on central places, markets, plazas etc? [Øyvind Wiestad]

Both. ‘Official’ criers have set times in certain locations, but they also wander the streets. I would always fudge this so that my players do not miss the notices! Private criers are employed as needed by their employers.

Travel Permits: I have never used this idea before, but like it very much and will use it from now on. Do you use it in all your WFRP adventures, will the PCs for instance need a permit to travel between, say, Nuln and Altdorf? How do you handle it? Price, where to get it etc, how important is it, how serious are the consequences of not having one, who can demand to see your permit? [Øyvind Wiestad]

I use permits in all adventures, but here the situation is essentially fudged as the PCs have their warrant. It is a useful method of controlling PC armament, and I use permits on all aspects of life – armour, (war) horses etc. Permits (or warrants) are excellent rewards, cheap and yet very useful. As for penalties, these would vary but are quite severe. To be honest, my players are so indoctrinated for the need, that a punishment has never been necessary – they know it would be serious. It is also a useful opportunity for forgers or similarly ‘illegal’ classes to have their uses. Any legitimate authority can request to see a permit, but as many do not read this is only a cursory examination of seal. Costs etc is something that depends upon the game that a GM runs. Where feudal order remains strong (such as rural areas) warrants would not tend to be for sale, but where bureaucracies and merchant-nobility are to be found (urban), anything has a price.

Weapon Permits: Do you use permits for weapons in the same manner as travel permits? Again, could you let me in on how you handle it? [Øyvind Wiestad]

As I state above, I use permits for most things.

APPENDIX K

Dreams and Omens

Dreams and omens can form an important part of any WFRP games as messages from the gods, used as the **Divination** skill or simply developed as part of an insanity. The following can be taken 'off the shelf' by GMs as extra colour. Whilst they are all related to the campaign in some way, they reflect the needs of my own game and are geared to my own interpretation of the early years of human establishment and the elven inheritance of the slann's mission. They should be used with care. GMs should also place more appropriate dreams within these, specific to both the campaign in general and their own PCs as needed.

Armies march in step across a large plain with mountains in the background. They are lovely, the sun glints off burnished armour and banners of many colours fly from raised standards. As you edge closer, you cannot see faces as they are enclosed in helmets, but these must be truly beautiful creatures. They wear what appear to be leather skirts, metal cuirasses and plumed helmets, though what you take to be their leaders wear large plumes that hang around their shoulders, much as long hair does. The soldiers appear to be both male and female humans ... and the vaguest hint that there is something else about their build that you ought to realise.

The same armies move forward but this time they are clearly ready for battle, using lowered pikes in a well managed phalanx. Their enemies fail before this armoured might as men and elves ... that is it, some of these soldiers are men and others are elves fighting unified together in the same uniforms. Wait, their leader is a female, a beautiful woman wielding a two-handed sword – and she is human!

Elves and men are marching together across a very rugged landscape. They wear chainmail and carry oval shields, painted red and inscribed with a vine leaf. They carry javelins and swords. These do not appear to be the same soldiers as those before; something intangible is different. There is perhaps not the same confidence or freedom of movement? Their equipment is not so glorious, but perhaps that is because the sun is not shining?

A female warrior fights surrounded by hideous beasts. She wears a golden cuirass, leather kilt and carries a spear and shield. Enemies fall before her, but there are so many. But, wait! A male figure appears dressed in dendra plate and with a large two-handed sword. He hacks his way towards her and together they must surely be victorious. As the woman slays the last creature, the man turns towards her and cruelly strikes her down. He leers maniacally as he stoops over her, foot on her back and hand under her chin. His sword comes down and you awake.

Human soldiers in a phalanx march forwards towards a horde of beastmen, who break upon their raised pikes. The men wear linen cuirasses, a few have helmets and less have greaves (and some only one). Each has a shield, mostly quite small, but some with larger ones. Whilst they are still impressive, your earlier dreams have led you to expect

better from your dream-warriors. Still, the beastmen are no match for the drilled phalanx that cuts through the enemy swathe.

As before a phalanx advances against beastmen. The warriors are still unevenly equipped, though recognisably to a similar standard as you have seen before. However, their enemies appear to be less intimidated and are swirling away from the advancing unit, and around its sides. Here lighter armed figures, men and women, attempt to hold the flanks but they are gradually beaten away. As the beastmen close in on the flanks, the phalanx begins to disintegrate as men try to react to the new threat. However, some elect to flee, and this trickle becomes a stream and then a total rout. The unpleasant end is curtailed by your awakening.

A small troop of humans slowly descends down a rocky hillside. You can see women, wearing cuirasses and armed with shield and spear carefully picking their way. They are accompanied by a number of dogs. Your dream shifts perspective and you see a group of men in ambush for them. They wear bronze cuirasses and white tunics. Some carry small shields and have larger shields in the shape of '8' lying besides them. Archers knock arrows. Then you see the women again, closer this time. Your attention is immediately drawn to their dogs, which are – on closer inspection – not dogs, but some sort of bipedal dog creature. Surely, they are beastmen! One stops and sniffs, then lets out a warning in a language that you do not understand. The ambush is sprung, but too early. As you stir awake, your lasting memory is the voice of the creature ... but in your wakeful state you are unable to recall what so disturbed you.

You see a number of small bipedal beastmen, almost like dogs, scouring a battlefield. The mangled dead are human and beastmen. They must be looting, but they seem to be looking for something. They come across the body of a very beautiful woman in silver cuirass and skirt armour and greaves. They paw at her, but your initial horror is replaced by wonder, as they seem to be trying to revive her. They appear to be successful and they raise her up to carry her away. One of the group retrieves a large sword and follows.

The now familiar dogmen are sitting around a fire conversing. You suddenly realise what occurred to you before about their conversation; it is melodic and beautiful, not gruff and coarse. As they sit there, a number of men appear behind them, dressed in full dendra armour, and surround them. A brief fight follows, but the dogmen are surrounded. You notice that the dogmen wear leather jerkins inscribed with the heraldic device of a sword through a circle. The vision moves forward and the tied dogmen sit, bound, in front of what appears to be a high priest before a fire. He with draws a hot knife and advances towards the first dogmen. What is he doing? You awake with a scream as he proceeds to cut out the tongue of the dogman and throw it into the fire.

A number of branded and chained dogmen work on a head that has been carved into a rock face. They are chiselling away at what appears to be the face of a beautiful woman with long hair. One turns around and refuses to work. As a man raises a whip to the creature, the dogman hurls himself off the face into certain death. Soon, the whips of their tormentors driving them on, the dogmen complete the obliteration of the face. You see that they have tears in their eyes.

APPENDIX L

ARMOUR ILLUSTRATION PLAYER HANDOUT

The following is intended to give you some idea of what the items look like.

Dendra plate is like this, though your sets are tailored to female proportions. Both sets have arm bracers as well, and one is longer, covering the legs in addition.



It would look something like this when worn, though one set continues to the ankles, rather than has leggings as here:



The shield is of the same shape and size as this figure's and made of bronze. The spear is also equivalent.



APPENDIX M

Garderike Map

The Garderike map has always presented mapmakers with a number of problems implicit within their craft when unstable political forces are at work. The origins of maps of the region can easily be discerned by the titles accorded to the various features upon them. For example, Kislevan maps will simply be titled using the correct Slavic title ‘Voivodate of Garderike’. Those that give a fuller detail might include, as does this one, the national title – Confederated States of Imperial Kislev. The use of the term ‘Imperial’ strongly implies a tsarist political leaning of some form, as many prefer simply ‘Confederated States of Kislev’ or ‘Confederacy of Kislevan States’. The map also continues the misleading, but common, use of the name Garderike for the entire region. Technically, the Voivodate of Garderike applies only to those lands directly belonging to the Tsar and under the control of the Governor. Confusingly, however, the title is used in its wider scope for the purposes of defining Imperial Kislev taxation regions.

The map pictured was accompanied by the following note, which shows us something of the issue in terms of references to the date and a request for clarification upon the names.

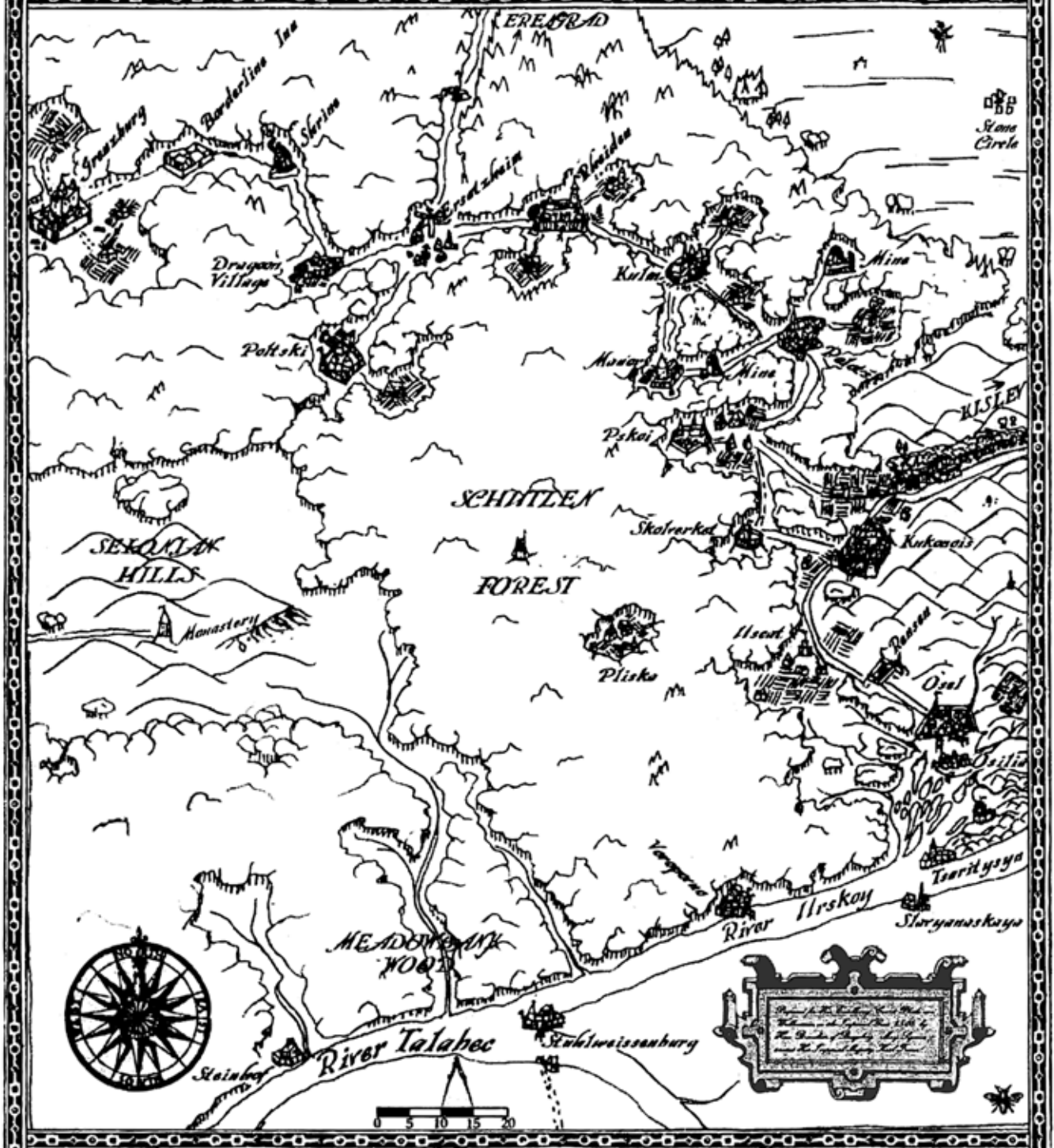
“To Magda Rygel, Master of the Scrolls for His Excellency Count Pleskai von Wallenstein, I enclose the finalised draft of the map you requested in the Imperial Year 2511. The map is based upon a survey by Imperialist engineers, notes from a travelling group of ‘adventurers’ and two Kislevan scrolls in my possession, one named simply ‘The Garderike Voivodate’, whilst the other is concerned with ‘The southern voivodates and boyardoms of the Confederated States of Imperial Kislev’. Given the events of last year, I would welcome instruction upon the correct title for this definitive work and conformation that the naming of the locations is appropriate to the needs of His Excellency. I have adopted those recommended by my own Guild as of this time, but I remain your humble and respectful servant, ready to carry out your will in this matter. Kurt Brombeer, Mapmaker of Bergsburg.”

Given Kurt’s clear understanding of the situation it is still surprising that he titled the map using the Kislevan norm, because he must have been aware that von Wallenstein’s vassalage to the Tsar was not something he broadcast and that many Sigmarites saw Garderike as part of The Empire. The fact that he titled the towns and villages as he did was praiseworthy from an academic perspective, but far from pragmatic. The power of his own Guild is perhaps indicated by his selection of such traditional names. Even this can be very meaningful, because, as will be seen in **Homeward Bound**, even such an apparently minor village as Stühlweissenburg was variously also named Bechafen (approximately 2510-12 on secret maps, and 2512-13), New Bechafen (maybe 2512-13) and Wolfenbuttel (2513 onwards) depending upon who was referring to it. That Kurt recognises the political minefield he is in is clear in the obsequiousness of his final sentence!

The Border Holdings of Count von Wallenstein, also known as the



ardderike



Beware!



Would YOU trust this man?

HOMeward BOUND



By Tim Eccles

Being a Supplement for Warhammer Fantasy Role Play
Completely Un-Official

Part Three of the Private Wars Campaign

CREDITS:

Conceived, written and designed by: Tim Eccles

Map: Ryan Wileman

Thank You to Andrew Holt for general help with this work and to Gerald Udowiczenko for maintaining the website. A particular thank you to the dark knight of the twisted moon for his helpful feedback upon the first edition, and which helped to tidy up this second edition.

Playtesting: Gary Hobbs, Rainier Madruga, Paul Meskill, Mark Moores, Gav Taylor, Ryan Wileman.

Acknowledgement is also due to the Internet Bergsberg project for a number of Professor Stradovski's books. Rather than invent more on the same theme, I utilised those developed there. Since Bergsberg is a possible route home for the PCs, this site and the city are definitely worth your support.

First edition ©2003. Second edition ©2004.

This book continues a long tradition of fan writing for role-playing products, and in no way challenges ownership of any and all trademark and copyright ownership. Warhammer FRP, its mechanics and terms are owned by Games Workshop Ltd. The work was originally offered to Hogshead Publishing. This work is copyright the author, Tim Eccles. ©2001. However, permission is given for free use of the work, subject to normal considerations and international copyright law upon quotation and with appropriate reference to the author.

This work is entirely fictional and is a piece of fantasy fiction. Any similarities to real persons, living or dead, are entirely coincidental.

Copyright Statement

The Private Wars Campaign is completely unofficial. All relevant trademarks and copyrights are used without permission and in no way meant to challenge ownership to them by Games Workshop. **PWC** fully recognises said copyright and trademark ownership. This is simply a fanzine written by a fan for other fans. It is priced to be non-profit making. In fact, if it broke even I would be ecstatic. Fan writing has been a part of RPGing since its inception, and this continues the tradition. The book will not make money. Equally, there is no desire to start some form of rebellion against 'the Man' as someone has asked. **PWC** is not aimed at materially affecting GW. After all, no one is going to buy **PWC** instead of a Hogshead or Games Workshop product, even if there were such a thing! There is no axe to grind. More, I do not subscribe to the 'Big Bad GW' Theory either. I might have been as disappointed as anyone else when they dropped WFRP, but their recent support of marginal games shows them as true hobbyists to my mind. I would have been delighted to have **PWC** officially produced. Initially, **PWC** was submitted to Hogshead as a sourcebook, and rejected with the comment that they were interested in adventures and not sourcebooks. The adventure, which is a chase, was specifically devised to attempt to satisfy that requirement. It was submitted in that form and also rejected. So, the proposal was rejected as both a sourcebook and an adventure. I also offered the manuscript for free at a Warpstone get-together generously hosted by James Wallis and the Warpstone John's. Three rejections clearly (to my mind) were a clear indication of the lack of interest in the proposal. From that my only prospect of disseminating it was Warpstone magazine (and which I did consider, but for which it was too big), the Internet (for which I have no relevant skills or interests) or to self-publish (and try and minimise my losses on the production).

In summary, this project is nothing more than a fanzine for Warhammer FRP. It is not a political statement of any kind. It is not-for-profit and therefore no different than any other of thousands of fan efforts in assorted guises in the public domain.

This unofficial PDF version was made without the author's permission.
For non-commercial use only.

HOMeward BOUND



By Tim Eccles

Part Three of the Private Wars Campaign

Warhammer Fantasy Role Play

Introduction

This volume forms the third – and final – part of my **Private Wars Campaign**. It is necessary to complete the earlier sections of the campaign in order to progress orderly to this one.

I would also like to take this opportunity to all those who have followed me on this journey. A sizeable slice of sales for both **AQIK** and this work were on a pre-sell basis, whereby gamers gave me money on trust that the result would be worthwhile. My sincere thanks go out to you all. At times, when responding to a half dozen emails on the minutiae of some strand of the campaign or my third trip to the Post Office in one day or the fact that over a two month period I actually went to that same P.O. every single day, I did sometimes wonder what on earth I was doing. But it has been a brilliant trip, been great fun meeting a few of you and emailing with others, and I hope that the campaign has been (and that this is) as much fun for you as it has been for me. I think that the three parts have been excellent value for money, and from your support it seems that you do too. Thank you! I will be offering a final, fourth, part to this trilogy in the finest traditions of modern works of fantasy! It will be part sourcebook and part campaign and is set in the Kislevan Farside Colonies. Due to personal commitments, I will not be detailing the entire campaign, but offering an outline of events and giving you the background and adventure sketches to flesh it out for yourselves. It is called **A Pass Too Far-side**. However, the campaign does genuinely end here, inasmuch as Professor Stradovski will finally be run to ground. This is all you need to complete the campaign.

What Now?

One point worth noting is that I have offered a number of the encounters in this supplement as options, rather than a definite statement of progression. As ever GMs should select what they like, and ignore the rest. This is particularly relevant in this final part of the trilogy, which is in danger of being overstocked. This is primarily as a result of separate play-tests that demanded different things in different places. I decided to include them all here for the sake of completeness. One encounter in particular is simple fudge, necessary to provide the players with a chance to complete the adventure. Cull the items to need.

There are also some notes in the background that might play a little loose with some historical events and interpretations of the High Elves and their involvement in the Old World. This should not be known by the players and is not in any way necessary to play out the campaign. I have included the background for completeness. I like my interpretation, and I do not think that it contradicts anything within WFRP. I am told that it might disagree with some of GW's WFB material or at least with other WFRPers' interpretations of them. If that is the case, so be it. I have tried to offer an interesting game with resonance throughout society and into the past. I do not think that what GW wrote a decade ago should interfere with this for the sake of it, and I – obviously – like what I did here. More importantly it worked well in two play tests that pulled my original information in two different directions – one was a secular historian and the other a priest with his own theological interpretations.

Continuity

There should not be any major continuity issues. Either the PCs continue upon the Professor's trail here, or they do not. One issue is whether PCs are mounted or on foot. The scenario assumes that they are on foot and will work passage on a river boat convoy. It is not necessary for them to do so, though the GM will need to work out the journey to Bechafen for their own particular needs.

This part of the campaign begins with the PCs outside of Tsaritsyn, whilst they were left on the eastern banks of the Ösel basin. This is simply because there are so many ways in which the campaign could have developed that it is left to individual GMs to arrange for the transport. For example, perhaps in the nature of my own games, the PCs fell foul of the Boyar in Ösel and thus were unable to return there. Whilst in one game, they had managed to keep their cart and horses, they realised that they would be unable to afford to ship them down the river and decided to sell them to the Sisters. **All Quiet in Kislev** sketches out a number of these possibilities. The Iron Crown has been trading in Ösilia and is thus able to offer transport (with limited space) to PCs thrown up on a marshy islet or to those PCs who have managed to remain respectable travellers, at the docks.

As before, since the game was predominantly written (and played) before the publication of **Realms of Sorcery**, I have retained use of the original **WFRP** magic rules. GMs should alter to taste.

Goodbye Kislev

Although the PCs are unaware of the fact, they are heading back towards The Empire, since the Professor is now returning there on the final leg of his plan. However, the PCs need to discover this for themselves and obtain passage in pursuit. **AQIK** left them in the Ösel Basin.



THE OSEL BASIN



- A - Rudinshtein Manor
- B - Standing Stone Island
- C - Nademsky's Island
- D - Boyar's Island
- E - Stayuta
- F - Shrine
- G - Popov House
- H - Merchant Houses
- I - Cetatae Alba
- J - Abandoned Shrine
- K - Horse Farms



LEGEND

- Forest
- Bank/Island
- Sandbank or Reeds
- Submerged Sandbank
- Track/Road



Tsaritsyn

The gatehouse flies the flag of a gold stag rampant upon a blue background, the heraldic device of Boyar Yury Vasladovitch. This might cause the PCs some concern if they ran afoul of the boyar earlier. They need not be concerned, though the GM might like them a moment's worry. However, the post is effectively a place free of all law except making money. All are welcome, and only the most basic laws are enforced – and these by a lynch mob mentality. At the same time, the boyar is clearly more important than the PCs might have realised.

A moat and wooden palisade surround the village. As before maintenance is clearly not seen as important, although most of the buildings and the wall are painted in various gaudy colours. Boats pull up onto the shore or the bank as best they can, and there is little apparent organisation. Approximately eight boats are currently moored to the bank. Some locals make a living loading and unloading, and can be seen hanging around. However, if they have the crew most captains do not trust these helpful casuals, and use their own people. Most villagers work in surrounding fields for food during their stay and to trade with the merchants.

The nominal leader of the community is the halfling Silby Crumbleberry, a dour and uncommunicative individual. He appears to have had all feeling drained out of him and is very bitter to all and sundry. He runs the local inn and manages the toll lock. Jovial PCs will find their food is particularly awful and might notice that their drinks appear to have been spat in. If a floorplan is needed, then use **WFRP** page 331 but replace the lock gates with a boom should it be necessary.

Local Rumours

The merchants in town are obviously a supply of tales from Kislev that the GM might like to introduce. Other, more local, rumours include:

Count Pleskai von Wallenstein has renounced his fealty to the Tsar and been joined by many local landowners in declaring his lands north of the Lower Talabec to be part of Ostland and The Empire. A new town has been built to consolidate this claim.

Grand Prince von Tasseninck is seeking to solidify his support by a successful campaign against Kislev, which will both seal his own power and diminish those within Ostland seen as suspect Kislevites.

Count Pleskai von Wallenstein has upset Grand Prince von Tasseninck with his seizure of Kislevite lands, since this puts Ostland in a precarious position. The Count always preferred von Raukov anyway, and this simply reinforces his opposition.

Count Pleskai von Wallenstein has been secretly working with Grand Prince von Tasseninck and Chancellor Dachs of Ostermark in his seizure of Kislevite lands. They seek to form an alliance against Kislevite interests, those of von Raukov and his supporters and finally settle with Talabecland.

Chancellor Dachs of the League of Ostermark has been called to explain his actions with Count von Wallenstein to his overlord Gustav von Krieglitz.

A number of outlaw groups occasionally operate around here, including the renegades of Mindaugas Mindowe, the Children of Miska and a number of assorted anarchist groups.

Lone traffic by river can be dangerous, as outlaws regularly attack easy targets around here. Travel by foot is worse than dangerous.

Do not visit Slavyanaskaya. It is a dangerous place and funny things happen to those who interfere over there. Two locals who used to trade with the village both ended up dead of indeterminate causes. The only evidence of foul play was a three fingered scratch found on their front doors. Leave those across the way to themselves. *Further investigation of the rumour will ascertain that the two dead traders were guilty of short dealing, but not of any serious misdemeanour. Local opinion is that they did not deserve to be killed, but that someone 'across the way' wished to make a point.*

A number of human and animal skulls were found in the possession of a traveller last week. He was Gregori Kuznetsova, a pedlar known locally, and claimed to have been offered 1 GC a head to meet with a merchant due here. The pedlar was chased out of the village, only just escaping with his life. The items were thrown in the river. No merchant has admitted wanting to buy skulls. There's a surprise! The pedlar is known to have been an agent for Clovis Korte and Hosdopar Cherkassov (a merchant due here in about 6 months). Korte will deny he would buy such items, but he does actually have a trade with some hedge wizards who utilise skulls in their rituals in Ostermark and Sylvania.

Local Action

At some stage in their stay at the inn, an extremely ill and dishevelled old beggar will come into the inn. Silby Crumbleberry will immediately swear at him and kick him out of the inn (literally). The inn's clientele will look away shamefacedly, but any PCs watching the event will see that the old man appears to be genuinely in tears and a truly pathetic case. A successful observe test will spot that he wears a Brotherhood of the Bear armband (which the PCs should recognise from their exploits in Kislev). Good PCs should intervene, but must placate Silby by buying for the old man. He will offer to pay them, and has two pouches of money. Unfortunately, both are effectively worthless and his is a very sad tale. The man's name is Buzenkov and he fought as an auxiliary for the Brotherhood in its battles along the River Lynsk. After 25 years he received a payoff and land. Unfortunately, the payment was in a northern campaign coinage and proved so debased that it was effectively worthless. His land was to the south of here. Two years ago, Count von Wallenstein evicted him and a number of other veterans on the basis that they were actually settled on land granted to him by some earlier tsar. He was paid off in coins minted especially for the purpose, which also proved worthless. No-one has proven interested in supporting the cause of the destitute and they were all driven away by the count's bounty hunters. Therefore, he has twice been swindled and also been illegally evicted. Oh dear, how sad, never mind and welcome to the Old World, mate. *In*

*one play test, the PCs decided to take pity upon him and employed him as their servant, nicknaming him Jeeveski. For this reason, his statistics are provided here. Since they did a noble thing, I decided to give him the **Heal Wounds** skill, which is both plausible in a soldier and useful to keep them moving without the need to stop continually for medical attention.*

Buzenkov

Servant (in play test), ex-Soldier, ex-Farmer, ex-Beggar

M	WS	BS	S	T	W	I	A	Dex	Ld	hit	Cl	WP	Fel
4	42	35	3	4	9	33	2	31	38	28	22	26	24

Age: 55 (looks 105)

Skills: Animal Care, Begging, Concealment Rural, Disarm, Dodge Blow, Drive Cart, Heal Wounds, Ride – Horse, Secret Language – Battle Tongue, Silent Move – Rural, Street Fighting, Strike Mighty Blow

Equipment: Tattered clothes, 200 ostmarks, D20 copeck, D20 grivna

Finding the Professor

Whilst the Professor is not here, it should not prove difficult to find his direction of travel on spreading a little coin or drink. He hired one of the resting merchant boats for a large sum of coin (and had also offered to others) to take him south. It was The River Queen, captained by Jost Massmunster whose destination was Talabheim, though the Professor was only discussing travelling to Bechafen. PCs can follow, but will need to negotiate passage on a boat or travel by the side of the river. The merchants are planning on meeting up with The River Queen again at Bechafen.

Following the Professor

Most locals will strongly advise the PCs against continuing by horse or foot, as the journey is very dangerous. Indeed, the boats currently in town are awaiting stragglers from up north and Ösel before continuing their journey southwards. Travel has become more dangerous this year, and they are also concerned about rumours of war to the south. Most are also looking to hire additional muscle, as a number of Kislevite crew has determined to leave rather than face war in the south. Needless to say, the merchants do not have a very high opinion of such cowards in particular or Kislevites in general.

- **By Land**

Should the PCs insist on travelling by land, or be on horse, then they are in great danger from local fauna. Beastmen do live in the area, and whilst usually too sensible to attack boats or settlements, those travelling on foot are seen as easy prey. In addition, the Black Scratch, a peripheral group if the party travel by river, is likely to take action against the party. Travelling in small numbers in the border marches is very dangerous; reflect this in the events encountered.

- **By Boat**

Obtaining a berth is actually quite simple. The merchants resting here are primarily doing so for security reasons, although some are using the stopover to continue some trading opportunities. PCs are excellent (and cheap) extra security, and will be readily accepted into the convoy. If any have boating skills, they might even be able to earn some extra coin since the merchants have found it difficult to obtain extra help due to rumours of war to the south. Those who could do so have deserted. Two were also lost in a bar fight in Kislev. The merchants cannot transport horses, as they are all quite full already; in any case, transporting horses should be prohibitively expensive for a bunch of adventurers. PCs wishing to sell their horses will not get a very good price; very few can afford horses in the village, and none need any. Since horses are a monopoly in the region, it would also be dangerous trading for them.

It is important that the traders remain here for a day or so, in order to help build relationships with the PCs, whilst at the same time not holding them up too much so that they elect to walk or ride.

The merchants are awaiting their last member, the House of Njevski, which has been delayed upriver, and are carrying out some final trading. One of the usual sellers has yet to appear. This will be explained later. The following boats are here:

The Iron Crown, captained by Conrad Reitz who the PCs might have already met should he have picked them up earlier as their means of arriving here. His is a large river boat, currently short of crew due to two desertions in Ösilia. He is carrying furs, mead, honey, printed pornography and one passenger. This is the peddler Yuri Liubshin, but he has convinced no one. After all, how can a pedlar afford the passage? In reality, he is a spy for the Tsar, seeking to undermine Empire success in their Bechafen expansion. Reitz also carries an apprentice, Marius Scheydt, who acts as the unofficial secretary for the whole convoy. He is terribly helpful, pleasant and quite efficient. It would be useful if the PCs became friendly with him. His crew is Matthieu and Giya, both overworked due to the need for one or two additional crewmen.

The Kraken, captained by Geiler Holbein who is a Marienburger. His is a medium river boat carrying furs, vodka, herbs and a large breed of hunting dog obtained from Dolgan traders. These he hopes will find a good price from Empire nobles, but the din has driven away his crew, and he is left with only Paulus. Marius often travels with him to help out, but Holbein desperately needs two extra crew.

The Fair Dealing, captained by Fedor Myer an Imperialist from Altdorf. His is a medium river boat carrying vodka, furs and mail. His crew is Oswald and Vitautius, who will happily accept an additional hand. There are also two passengers. These are the bounty hunter Christof Gassel and his prisoner Alfred Kant, a very dishevelled ex-member of Magnus Greel's band who was captured in the village of Kanishka (to the east of Garderike). Christof wants him alive so that he can sell the right to touch and beat him up to the inns along his travels.

The Thuringian, captained by Christa Schenk who is an Imperialist from Talabheim (though she constantly insults the town over a beer or two). Hers is a medium river boat carrying furs, herbs and beeswax. She is particularly happy to be almost out of Kislev, since she is also carrying contraband coin, which she will melt down within The Empire for its metal content. She has been trading for a year with some Wheatland Colonies and was paid in their local coin, the paltora. The last thing that she needed was some bureaucrat to insist that it be converted into marks. She has also managed to obtain some long extinct coins as well, including the denga, bela and nogata. All these are worth far more than their nominal face value. Whilst the other merchants are quite friendly towards her, their crews are generally suspicious of a female captain and she always has difficulties obtaining crew. She currently has Vera, a runaway slave, and Omurtag, who is rumoured to be a half-orc by the others and heartily disliked. Whilst she would appreciate another hand, she is equally wary given her cargo.

The Winged Lancer, captained by Erik Kuravlev who is a Norscan-Kislevite originally from Bolgasgrad. His is a medium river boat carrying furs, tanned leather, stolen jewellery and some looted antiques. The latter, and a small consignment of (purportedly) Ungol bones, make him wary of strangers. The boat's crew is Hendrick, Helmuth and Rap. He also has one passenger. This is Berndt Heuvelmans, a Professor from the University of Nuln on his way home from a year's expedition in Kislev into the pursuit of unknown species. He is completely unaware of the local political and economic situation, and is returning after a fruitless search in order to obtain more funding. Once his cash ran out, the local agent in Kislev explained quite clearly where his interests lay. Berndt is very friendly and absent-minded. He is good company, has a plethora of stories and will not ridicule any PC story, no matter how fanciful. In fact, he will offer to allow them to join him on his next expedition should they offer him interesting tales. GMs can use him to add depth to the various monsters that PCs might have met or heard tales of.

The Urskoy Express, captained by Erhard Weydhart who is an Imperialist from Talabheim. His is a small river boat carrying mail, honey, colours (for the Ostermark dyers) and some furs regularly from Ösilia to Bechafen. He has a full complement of Theodor and Jurgen. Jurgen deals in a small amount of drugs he imports from Kislev and pays the captain a small commission.

The Bull's Eye, captained by Rizard Kopp who is from Wolfenberg. His is a medium river boat carrying furs, parchment, hide, beeswax and Holger Hintz, a mercenary looking for employment in Bechafen (to be on the winning side, as he says). He has a full complement of Rolf, Nicholas and Ulrich.

The Kerestes, captained by Lothar Falkensteiner who is an Imperialist from Bechafen. His is a large river boat carrying furs, oil and passengers. Lothar's trip was a disaster, until he managed to obtain some passengers who could more than pay for their passage. He is quite aware that they are not who they seem, but has been well paid to mind his own business. His crew is Alexander and Volker, the others being paid off to make room for the Telechkina 'retainers'. His passengers are nominally Aleksander and Inna Telechkina and their five retainers – Iya, Capela, Armin, Georg and Ruy. In reality, Aleksander is a prisoner in the hold, and Aleksander and the retainers are outlaws fleeing Kislev. 'Aleksander' is very uncouth, though most of the merchants expect this of a Kislevite noble, but also cannot resist forcing himself upon his 'sister' – much to the disgust of the Imperialists. They will often be overheard discussing the depraved Kislevite, though they do feel sorry for the sister. Unless GMs wish to develop this as an adventure, Inna is far too fearful for her brother's safety to seek help and this will become yet another sad tale in the Old World that passes our heroes by.

.At some point, the House of Njevski will appear and the merchants will set off the following day. Clovis Korte captains the House of Njevski, which is a small river boat carrying lace, ink and curios from the east. The ship also has two passengers, the gnome Rygel van Aelst and his human bodyguard Elga Bremer. The crew is Lettel and Veit.

Slavyanaskaya

This small outpost is located on the opposite bank of the River Urskoy to Tsaritsyn, and of little relevance to the scenario. It is actually an Imperial Kislevite watch post and toll booth, but given the prosperity of Tsaritsyn has little purpose. Here are located the local detachment of knyazates, or Imperial Kislevite river wardens. Traders do not stop there, and over the decades the boyar has made it quite clear to the local bureaucrat that he will militarily force the issue if the post attempts to interfere with his trade and own collection of tolls. The local soldiery has degenerated into little more than local bandits and is held in very low esteem. The only apparent source of income for the small village that ekes out a living is some slavery, minor piracy and a lucrative trade in flora. To the east of the village are located some quite rare herbs and similar plants for magic and alchemical ingredients, which are jealously guarded. These are sold to merchants arriving in Tsaritsyn travelling north or south, and ironically add additional money to the boyar's coffers as the Tsar's men pay a trading licence. The post flies a very tattered flag of a rampant bear wearing a crown. A chaika boat is pulled up upon the shore, though it is barely seaworthy due to lack of use or maintenance. Chaika boats are Imperial Kislevite river patrol boats.

In fact, the post has been taken over by agents for the Black Scratch, a local skaven nest. Visitors will notice a number of beggars around the village, around whom the local peasants seem particularly fearful. These are the local agents and police of the skaven, and villagers know not to offend them. The knyazates, under the command of Uruk Széckler, are also (knowingly or otherwise) under the command of the skaven. So too is a local hedge wizard, Sven Sokolova, who is under the tutelage of the local skaven seer.

The merchant Christa Schenk deals with the local druid, Ambrosius Barsky, for herbs and plants. His are particularly fine and contain some rare species. However, he has yet to appear at the arranged meeting place. Therefore, she is keen to find him and will seek the PCs' aid in locating him. The locals are unaware of his location, though the local Black Scratch people do not wish to have strangers snooping around, and will be particularly unhelpful. However, Christa does know of a standing stone near which the druid can often be found, and hopes to find him there.

Ambrosius is highly dangerous to the group, though is currently unaware of the skaven infestation as he rarely visits. However, he has always been necessary due to the fact that merchants trade here primarily for his herbs, the location of which he has held secret. The skaven have been following him for some time now, and have decided that they know the locations of his plants. Whilst they might not be able to grow them as well, Ambrosius is too risky. Therefore, a plan has been enacted to dispose of him, and protect his sources for the skaven and their agents. Bloodsedge was introduced into the area of forest that Ambrosius culls his plants from, and backed up by skaven and giant rats they determined to destroy the druid on his annual visit to, the area to harvest his crop. Sadly for them, Ambrosius recognised the bloodsedge and retreated to his home to ponder the problem. He has been aware of the presence of strangers for some time, but now he is really worried. Who can he turn to?

The druid will readily find Christa and the PCs at the standing stone, a worn slab standing about 8' high and overgrown with moss. Some carving appears to be quite recent, and is a warning in Secret Signs – Druidic. Ambrosius appears particularly dishevelled and worn (even for a druid living in the open), suggesting that all is not well with him. His initial plan will be to lead them to his supplies (saying that he had forgotten the time), and thus engage them directly with his enemies. Christa is surprised at being led directly to his secret place, but not immediately suspicious. If the PCs are, Ambrosius will be open with them and seek to hire them all to help him out. In any case, once they are well within the forest, and probably lost, Ambrosius will tell them the truth and seek their willing help. The actual combat is left to the GM to cater to the particular party. The bloodsedge are of little difficulty as the druid can point them out, allowing the PCs to destroy them individually. Fire is strongly opposed by Ambrosius and Christa as it will destroy the flowers and herbs in the environs, but ultimately the druid wants the bloodsedge gone. At some stage during the combat the skaven will release a number of giant rats into the fray, whilst those watching will snipe from the trees, primarily trying to kill Ambrosius. Christa and the PCs are rewarded with a large supply of various herbs. Clearly Ambrosius will try and persuade the PCs and Christa to further investigate the matter, since this is clearly not the end of the matter. However, whilst Christa wishes to protect her supplies, she has a schedule to keep and the PCs need to continue after the Professor. Should Ambrosius manage to persuade them, whether they succeed in discovering a small nest of outlying Black Scratch skaven is left to individual GMs to determine in the light of their players' actions. In any event, the Black Scratch will likely want to make a point to any intrusion against them, such as the careful assassination of one of Christa's crew at night. This might appear as a drowning, but with a large scratch located on the prow of the boat.

Down the River Urskoy

This stretch of river is quite safe, and the journey should be uneventful from a navigation and sailing perspective. A variety of fish can be found in the river, and some of the crew will engage in a spot of fishing. The Black Scratch outlaws monitor river traffic, but are unlikely to hinder the passage of such a large convoy, which of course is precisely the reason for the merchants travelling together.

Voropovno

This village has become the new border post for the Kislev-Empire frontier, and is consequently highly paranoid and extremely anti-Empire in its feelings. A number of mercenaries have moved to the town, and locals are improving the palisade and clearing the surrounding ditch. A chaika boat is moored away from the town and will move to intercept any river travellers.

The merchants Myer and Kuravlev are to meet up with tomb robbers in order to buy certain valuable items and historical curios. One of the merchant's contacts has been arrested in Pestchanka for tomb robbing and implicated both the merchants. The entire convoy is thus impounded as part of the investigation. However, unless the GM wishes to play out a trip to the village and the investigation, this is simply an opportunity for the local Kislevite commander to obtain bribes from the merchants to allow them to continue their journey unmolested. Other merchants will do minor business, but this is basically a taxation and military outpost. A number of rumours are circulating about Bechafen to the south and the likelihood of war. In particular, speculation is rife that a unit of Winged Lancers or the Brotherhood of the Bear templars will be sent here.

A number of shrines to all polytheistic deities are found in the village and are being spruced up as part of a general patriotic zeal; there is a lot of cleaning up to do! All the Kislevan gods are here; even the likes of Shallya and Verena are currently relegated to the unpatriotic.

Anyone near the river in the early morning will witness the daily ritual whereby the locals urinate and defecate into the river in order to send the detritus down river to Bechafen.

Pestchanka

This village is not on the PCs' route, but is the location of the arrest of a tomb robber who deals with the merchants Myer and Kuravlev.

River Bank

As the party nears Bechafen, they will notice that the banks have been cleared of forest upon the eastern bank. Charcoalers can be seen along the riverbank engaged in what seems to be an almost industrial scale production of charcoal. This is actually a strategy of the Count's in order to clear away forest, stockpile fuel and produce a saleable commodity. Two battered old barges are available to carry removed product into Bechafen. On the western bank, a much more picturesque scene is found. The forest looks pretty as it gives way to grass meadow rolling down to the riverbank. Many flowers, including rare orchids and the like, can be seen. On the bank itself a variety of mosses, lichens and fungi grow in various spots and small boats ply the length of the bank farming this bounty.

Bechafen

Background

Bechafen is the result of political, financial and military planning by Count Pleskai von Wallenstein. Originally this site was the village of Stühlweissenburg, a village fief of the count's which he ruled under the suzerainty of the Kislevite tsar. However, he was determined to expand his own power and that of The Empire into what he regarded as the rightful Empire lands beyond the River Talabec. To this end he hatched a complex plot with Chancellor Dachs, Grand Prince von Tasseninck and key local landholders. Using finance from the van Aelst gnomes, the Grand Alliance were apparently involved in developing Bechafen, the capital of the League of Ostermark, as all instructions and shipments were marked to Bechafen. In reality, this was a front and the trio referred amongst themselves to the real Bechafen as Berghafen and this location as Bechafen in order to consolidate their cover. For those GMs familiar with the development and subsequent naming of the tank, this is exactly the same scenario. The plan was successful, and the infrastructure of the small village was slowly developed until Pflugzeit 2511 when the full plan was put into effect. Many of the local nobility were favoured to the plan, since they were offered additional lands in the new territories. Similarly, many guilds were keen to involve themselves and guarantee work for their members and recognition by the count in this new town. Of course, some were losers. Many small local landowners, all Kislevite, were evicted from their lands on nebulous legalities and with worthless payments in specially debased coinage. The Merchants Guild also found that the count had dealt with many specialist guilds that undermined their power. His interest was in manufacture and the creation of an immediate community, and not middlemen trading and carrying goods from one location to another. The Merchants Guild was also quite powerful and tsarist in its affiliation, and so needed trimming.

Many locals were also enthused over the winter by the travelling preacher Luthor Huss, who stayed in the region for two months. He also inflamed the gentry against the local Ulrican church and senior nobility.

The town will be described as Bechafen within this section, although the locals variously call it Bechafen, New Bechafen, Berghafen and even Newtown. A few still refer to it as Stühlweissenburg, which is still technically the correct name. However, the town will ultimately be referred to as Wolfenbittel.

Description

Bechafen is still a town under construction, although twelve months of intense activity find the actual town itself substantially complete. The most obvious lack is a town wall, but there is a ring of ditches fed by the Rivers Talabec and Urskoy and protected by earthen ramparts. Fields stretch to the north and east, though most of the agriculture that is taking place currently requires a journey south across the River Talabec to what is regarded as safer land. The town flies the von Wallenstein standard, a white eagle on a red background. There are no gates as such, but wooden trestles provide access across the ditches. Two Ostermark soldiers (one ogre and one human), in purple and yellow and with the Ostermark cockatrice stitched on their tunic, guard each of these. The dock is similarly guarded, as the boats are actually distanced from the city by another moat. A ferry serves to transport to and from the south, across the River Talabec.

To most ordinary people, the series of ditches, ramparts and moats look like a very makeshift defence, done on the cheap. This might be partially true, but anyone with an engineering or military background will notice that this is a very well designed defence in depth. The trestles effectively limit the crossing points, the northern ramparts are very steep (almost sheer) and the ramparts are thick and well buttressed against artillery fire. The various strongpoints and a number of forlorn hope control the high ground and each of these is covered by the firing arc of a number of others. These earthen defences are very well designed and will provide a severe test to any army, provided that there is an army to defend them. In fact, this is the only weakness in the defensive plan since, unlike stone walls, it is impossible to simply cower behind them. These defences are intended to be used – and used aggressively against any foe.

A number of ogres can be found in the town in various official roles. They are quite respectable and socially well mannered, wearing the League uniform. Mercenaries and bounty hunters are also in the town, since Count von Wallenstein employs them as part of the town's defence forces. The bounty hunters are primarily strike breakers, guild wreckers and carry out land seizures and the enclosure of land for the town's needs. Whilst they are all feared, Count von Wallenstein's personal bodyguard is particularly scary: a group of ogres who wear the count's own livery, black and white uniforms with the white eagle on a red background. Many of these are currently located at the Dyers' Compound, to the south, where they are bolstering the (resolve of) the militia. Mercenaries are here to defend the town, and strangers need to be wary as there are daily fears concerning Kislevite spies and armies descending from the north. Kislevites are not terribly popular in town due to current events, and those that are still here will wear their guild insignia clearly to show that they are 'friendlies'. Uskoks are also to be found within the town. They are a group of people from the east, known as river pirates and only barely under the rule of the chancellor. Still, they are good fighters, keeping the Kislevites in check as well as creatures in the mountains.

Most travellers along the river will utilise a Sigmarite flag of convenience, since until Nachexen 2512 all such shipping was granted exemption from all duty and taxation. The tradition is carried on for reasons of diplomacy. Assuming the PCs are with the convoy, all the boats will adopt this practice.

The town is designed from a plan and has been created upon rational principles upon a grid pattern. Since it is not yet complete, sections of the town are still fields – or more accurately muddy swathes – awaiting buildings. It comprises the following sections:

The Old Village: Little remains of the old village of Stühlweissenburg, but the site of the old village contains a number of bijou cottages aimed at the wealthier members of the guilds and lesser nobility who reside in town. A statue to Sigmar was commissioned for this district, and is slightly unusual in that he appears in modern dress, uniformed as an Empire foot officer.

The Docks: Designed to support future trade this area is primarily empty, but consists of a number of jetties and some warehousing. The builders immediately use most goods and so, at this time, there is little need for storage. A boom is stored here, and connects with a small turf fort built upon the other side of the river. It is unlikely the boom will be needed whilst the PCs visit here, but it is obviously to prevent passage along the Urskoy should the town be attacked. Two very old statues are found here, though no one knows of their origin. They are worn smooth in places, but appear to be humanoid figures in breastplate and plumed helmet with large shield and what were once very long spears (though both are now broken). Of particular interest is that they are kilted, rather than wearing trousers. They are very old indeed, and locals believe them to be elves because there used to be a tracery of hieroglyphs visible on the shields. There is no means of ascertaining the truth of any of this, and ‘official’ doctrine now presents them as early Empire settlers prior to Sigmar.

The Nutzen: This is for the senior nobility and major businesses and is clearly a sign of a wealth and permanence. Whilst a number of the buildings are wood, they are built up with plaster. Other buildings are actually brick, including the Count’s own. There is also a sewer for this part of town, built at vast expense and a great deal of time that could have otherwise been spent in finishing above ground areas.

The following sites of interest are noted:

Temples: This is predominantly a Sigmarite town and small shrines to various guises of Sigmar are scattered throughout. At the same time, Ostermark has not deserted its Ulrican beliefs, and two shrines are found. Both Ulric and Sigmar have temples of precisely equal size and shape, constructed of wood. However, whilst a thriving Sigmarite clergy is planning a stone construction as soon as possible, the Ulrican clergy are unsure if they approve the current activity or not. Most Ulricans are pro-Empire, but equally neither do they seek to fight their Ulrican brothers to the north nor establish strong Sigmaritism within Ostermark. On balance, most favour the expansion and some are actually more vehement in their support than many Sigmarites. This is at least in part since the senior priest of Sigmar, Bruno Langenburg, is a liberal interested more in unifying The Empire than notional landgrabs. Smaller temples are dedicated to Mórr, Verena and Myrmidia. Shrines to Shallya, Taal, Rhya and Manaen have also been built.

All the assorted clergy are in part here in order to inform their cults of developments, as all have reservations about this expansion for various reasons; some are theological, but most are pragmatic. Two older shrines have been cleaned and placed adjacent to the temple to Taal. One is of a large ant, standing upon two legs with antenna waving. Locals know little of the meaning behind it and generally ignore it. Some believe it is a Kislevan spirit. The second is of a large and friendly man of portly physique and with a large bushy beard. He wears a large coat with hood, trimmed with fur. This is a small shrine to Biersal, a minor nature god local to the region and regarded by locals as rather capricious and unpleasant. Offerings are usually made to avoid offending him. A number of insects at his feet are said to be his agents of retribution, should he be offended. The Taalites regard both as irrelevant or superstitions and are far from happy at the shrines' location near to them.

Merchants' Guild: There are a number of reasons why the PCs might visit the Merchants Guild, but they will find the premises a rather unimposing wooden structure that (surprisingly) flies a flag of a wolf. This is a small symbol of opposition by the guild, which has suffered heavily through the von Wallenstein expansion. Most of the remaining members are Kislevites, with a few passing merchants. Indeed, as a sign of their fall, they also recognise pedlars, since many of these are also Kislevite. They openly support the striking dyers, since this is one of the few monopolies that they still hold, but will lose if new workers and management are introduced. Their only other source of power is that they still control passing trade, as merchants are members of sister guilds elsewhere. This is the only reason that the guild has not been forcibly closed. Still, members might receive truculent treatment from bystanders who 'happen' to be lounging around outside the building.

Inns: There are currently three inns in town. They are the Emperor Magnus (near the docks), the Emperor Sigismund and the Emperor Sigmar. Note the term 'Emperor' Sigmar is quite rare.

Ferry: The only means of crossing the river to the south bank of the River Talabec is by ferry. The ferry is essentially a raft, pulled by ropes. It is of very sturdy construction, and capable of taking horses and carts. However, most carts and horses are left over on the south bank and loads brought over by porters. The south bank has a number of bonded warehouses and stables, but no actual inns. A cheap hall is made available to merchant convoys should they wish to rest there, but few make use of the flophouse. The porters and other workers on this bank are currently housed in tents. A few shacks are here, and house the ferryman and Stevedore Guild officials.

Defences: As described earlier, the town has no wall but rather relies on a series of constructed ditches that either are (or will become) moats, some topped with earthworks and a palisade. Ultimately, a series of concentric circles will ring the town and the earthworks will be replaced with more permanent materials. A series of strongpoints have already been constructed and these are equipped with a variety of artillery – cannon, bombards and the like of various types. Should PCs inquire about the defences or seek to wander around, they will be politely advised to mind their own business or turn back. Given the current political and military position, paranoia is a rife – probably with some justification. For example, most of the artillery in town are either wooden fakes or so badly rusted that they are not serviceable; they are merely there to appear

to any Kislev force that the town is well defended. The reality is obviously a closely guarded secret.

Local Rumours

A Kislevite army is being amassed to the north in order to attack the town and reclaim these lands. The militia is desperately seeking recruits; they are even taking Kislevans.

The Ever Victorious Army under Stepin Rasin has been recalled to conquer this region and advance beyond the Talabec.

I wonder what the Uskoks to the east are going to make of all this. The last thing that we need is them to start raiding us.

Need a job? The militia is actively recruiting and will accept anyone. I saw them accept a Kislevan woman a couple of days ago. Things must be bad. *This should be used if the PCs are getting nowhere in finding Yelena Petrenko.*

Nagenhof, a town to the south-east, suffered a severe setback when its temple to Mórr burned down one night last month. The priest and his initiate both died in the conflagration. It is a doom that is falling upon the province.

The temple of Verena will support Kislevite petitions concerning their expulsion from this land.

Bruno Langenburg, the leading priest of Sigmar, is a woolly liberal, who opposes expansion.

Many of the dyers are on strike due to complaints about the treatment of their guild and compatriots. A lot of dye workers are Kislevites and members of a labourer union, previously recognised. The price of dyes has soared as a result, but the Count is importing workers from the west to break the strike. In the meantime, some ogre and human bounty hunters are ensuring some production takes place. *This rumour is linked to the disappearance of Marius adventure below.*

Frieda Moescke is seeking to become head of the Merchants Guild “in order to save it”. Boris Cloos and Mainka Schorf are supporting her.

Boris Cloos is opposing the attempt by Frieda Moescke to run the Merchants Guild.

Boris Cloos has employed Petar Kruzic and his Uskok ‘pirates’. We might need all the soldiers that we can find, but we do not need them. Their bracera (a type of boat) is in the docks at the moment.

Baron Rabatta is opening up new land for settlement in the south. He is said to disagree with plans for northern expansions, arguing that there is plenty of land still to farm without the need for war.

Local priests might censure the mass of pornography coming in from the north, but they are not suggesting doing anything to those ‘respectable’ businessmen who import it, just those who buy it. *This rumour is linked to the disappearance of Marius adventure below. PCs might alternatively find such material easy to buy and cheap at only 1 SS per sheet.* A good way of utilising this rumour is for a shady peddler to approach them, “Pssst... wanna buy some porn?”

Gunther Dachs, the Chancellor’s son, has been appointed Captain Major and is here in town commanding Ostermark soldiers. This is a clear political statement of support for this endeavour. What will Ostermark get from it I wonder?

The Free Company of the White Disk has been employed to defend the region for this campaigning season. Whilst they can be trusted not to rob us blind, make sure that you avoid Magritta Stroher. They say that she keeps torture equipment in her bed.

Count von Wallenstein is not actually in the town. He has left command with one of his vassals. Does he know something that we should?

Rat catchers are already reporting large rats seen in the new sewers. Must be something to do with all that rich food and good wine that end up down there.

Rat catchers are refusing to enter parts of the sewers claiming that there is ‘something down there’. *This is primarily aimed at offering a minor lead to Cloos’ plan but GMs might like some creature to have crawled in from the river seeking a warm and comfortable lair. Should the PCs be struggling to find Marius, then being hired to kill the monster might uncover either a dead Uskok or the building work being done by Cloos. Perhaps his builders fled the monster? Perhaps he needs some ‘tactful’ adventurers to kill it so that he can complete the work? Perhaps this has happened and PCs overhear a drunken soldier bragging about it?*

Something was dug up when the workmen were building one of the outer defence ditches. Apparently they uncovered a tunnel or something, but it has all been hushed up.

Talabheim is mobilising for war. They believe that the current expansion will affect them, and are looking to get in a pre-emptive strike against an over-stretched Ostermark.

Talabheim has formed a dual alliance with Kislev in order to keep Ostermark in check. They will both invade this season.

Some renegade witch-hunters have formed some sort of political confederation to the south, describing themselves as Lawful anarchists.

The Count has hired a Bretonnian engineer, Bernard de Gomme, who has designed a material that he calls ‘rockcrete’, which can be worked like Mild, but sets as hard as stone. He is planning to build a complex set of trenches to defend the town from the north.

An alchemist Albrecht Khomme has been hired to build the city's defences from some new wonder material, which he refers to as rockcrete. I hear that he had to flee Kislev as two Trans-Lynsk towns that lie had entrenched fell to raiders when their walls were washed away by rain.

The Count has decided not to defend the town, but to build what he calls a 'firebase' to defend the region from any attack. This will be sited by the river and supplied by boats. The Chancellor's son has written to his father denouncing the plan.

The Chancellor has sent a mercenary engineer, Peter Manteau van Delham, to design the defences. The proposals are for a series of low turf and mud walls, arranged in concentric circles and overlapping triangles, supported by ditches and moats.

I have heard of this engineer, Peter Manteau van Delham, who they have hired. He made his name in Kislev on their northern borders. That might be impressive, but we are The Empire and we do not hide behind earth and mud. We build stone walls and we fight on the open plain.

I saw those cannon when they brought them up the river. Most of them were more ruse than metal. I reckon that they would do more harm to the crew than any enemy.

I work on the docks and unloaded the cannon when they arrived. What I do not understand is where all those out there came from. I mean we unloaded a half dozen at most, but it looks like they have about 20 out there now. Where did they get the scab labour to unload them?

A giant red fire-breathing bull is plaguing settlements to the south. It is the Talabeclanders come to gain revenge. *This is clearly a garbled rumour, since the bull is the symbol of Ostland.*

The town is booming, but there is not much work around for transients. In fact, the only work available is in the local militia. They are hiring anyone, even Kislevites, to break the dyers.

The alchemist Albrecht Manmarten has apparently perfected a means of preserving food permanently. He is actually a merchant who dabbles in the art and owns Barrowmound Foods.

Someone has stolen Altdorf's walls. The way I heard it, is that builders have been taking stone from the walls for a few years. No one noticed, or they were paid not to notice, since no one depends on walls any more. They do not stand up to cannons. Might be true and I also hear that the Chancellor feels that way about defending here. Walls are too expensive, too limiting and don't work. I bet he will be behind his castle walls back down south when the attack comes, though.

The Emperor will be arriving soon upon a flying griffon, leading the Imperial army to support us against the Kislevans. The Emperor is a great fighter, a hero of many battles.

Finding the Professor

The River Queen can be found on the docks quite easily, together with her captain. Jost Massmunster does not know where Professor Stradovski is, but he does know two items of use. Firstly, the group asked about locations where they might purchase horses. Since horses are quite difficult to obtain in Ostermark, he advised that they try at the Merchants' Guild. Secondly, he overheard some arguments between the merchant Gunther Zischer and his 'companion' Yelena Petrenko. It seemed that she was most unhappy at being dragged "halfway across the Old World to some stinking mound." The morning following his arrival the woman (Yelena) turned up trying to find passage south. There was none. About an hour later, the scrawny woman (Avitakohl) also turned up with two of the others, asking if the merchant had seen Yelena, which he said that he had. He has no idea where either of them went from him. It should not prove difficult to find out that the band visited a number of merchants and bought nine horses. The party should be aware that the group numbered ten when they arrived here.

Finding Yelena Petrenko

The PCs should become aware of the loss of one of Professor Stradovski's party and determine to look for her; she is likely to have information about the destination of the renegades. If this is so, then they are competing with Avitakohl and two of the nameless hirelings, who are already endeavouring (without success) to locate them.

After her argument with Gunther, Yelena determined to flee the group on the first night in town. Needless to say, Stradovski was livid and has sent Avitakohl to try and .minimise the danger that she might cause by permanently silencing her. Gunther was far from happy with this, but had little choice. The night of their arrival the group stayed in the Emperor Magnus inn. It was not difficult to slip away late that night where she tried to find passage south in the morning without success.

Yelena is alone and with limited money. The town is also not terribly large. The Emperor Sigismund inn will remember both Yelena and Avitakohl. Yelena was staying there (the next evening, after the majority of the group had left town), when Avitakohl and the others turned up. Yelena had 'mysteriously' disappeared and without paying. The innkeeper was far from happy, but his anger was assuaged by a 5 GC tip and the offer of more if any sighting is reported to Avitakohl at the Emperor Sigmar. The other two inns have been offered similar sums.

As a Kislevite, and a quite attractive woman, Yelena has been fairly noticeable, and either this or PC consideration of what opportunities she has to leave the town or earn money, will lead to the discovery that she joined the local militia who are currently dealing with the dyers' strike. PCs are likely to ask the ferryman about anyone leaving town by this route, and he will certainly remember her, as she is the only Kislevite serving in the militia. Finding her necessitates travelling outside of town to the south where the dying factories are located. The region is quite heavily polluted. Visitors are not particularly welcome at the scene of a number of sit-ins, but Yelena will be remembered, primarily as she deserted the day she joined. It seemed that she would rather fight with her countrymen, and is inside one of the factories. The PCs want to go

in there? Funnily enough, so do the strike-breakers! Yelena actually decided that inside a factory was rather safer hiding than outside with the militia, and she deserted on the first night after earlier negotiating with some of the dyers during an agreed meeting between the two sides. However, having turned her coat and entered the building, she now realises what a mistake she made. The dyers are heavily overmatched with few fighters, and many women and children.

Visiting the Emperor Sigmar

Avitakohl is not staying at the inn (she is too careful for that), but will visit the inn daily in order to check for messages. She always sends one hireling into the inn first to check it out, and will retreat if he returns with news of the party or if he does not within a minute or so. Immediately that Avitakohl spies the PCs, then she will immediately seek to flee realising that their game is up, and that Professor Stradovski needs to be aware that the PCs are on his trail. The hirelings are expendable, and know nothing, but Avitakohl knows that she must escape. There is also a chance that Avitakohl might see the PCs wandering around town; she knows them by sight and description from Cetatea Alba. The three are camped to the south across the river with their horses. They have liberally paid out protection money to the local stevedores, who can be accepted to be minor annoyances should Avitakohl be chased. In particular, the ferry will not return for chasing PC pursuers due to the 'need for repairs'.

The Dyers' Sit-in

PCs seeking Yelena must travel south, crossing by the ferry, and will find the Dyers Compound, as the factories are known locally, about one mile to the south along the bank of the River Talabec. There is a checkpoint along the heavily worn track towards the factories about 50 yards before the factory enclosure is reached. This is manned by an ogre and four humans, who are all attired as members of the Ostermark military. Normally, no one is allowed beyond this point, but PCs utilising their warrant will be allowed to speak to the commander in charge. This is Magritta Stroher, a captain in the Company of the White Disk, who have been employed to bolster the defence of the region for this campaigning season. She is a dour and fierce individual, said by many (outside of her hearing) to torture prisoners for fun. Boris Fettner leads a group of bounty hunters currently employed in dealing with this situation, and members of the Count's elite ogre troops are here also. Both bounty hunters and ogres have a local reputation for viciousness, and are disliked by the Ostermark soldiers and militia (of all races). Fettner's group is primarily human, but also contains two halflings and a dwarf slayer. The latter looks drugged. A small camp for the militia and imported workers surrounds the factories. The workers are mixed Empire and Kislev and look like the poor and desperate that they are.

Since the PCs need Yelena they are going to have to go in and get her. If they have shown their warrant, they will be immediately drafted into the local militia. This is the only way that they are going to manage to break into the first factory, where it is believed Yelena is hiding. PCs really do need to join in, since Yelena's survival chances are very limited otherwise. However, they might wish to object to attacking striking

workers or claim that this is not their business. Stroher will have little patience with legal necessities and is keen on drafting as much military muscle as she can. She will argue (with justification) that the PCs are members of the Empire militia and that they must carry out duties that are reasonably requested of them. More, she herself has a warrant from the Chancellor to draft all military units currently within the region. Finally, she will place the PCs under arrest if they continue to refuse.

Should the PCs manage to side-step Stroher in some way or have noble or similar ranking PCs, then they will be allowed to offer parlay to the besieged. They can then offer Yelena their protection for her assistance. She is ready to accept any deal that will save her hide!

The actual combat should not actually place the PCs in much danger. The strikers are heavily outmatched, particularly as an ogre will lead the attack on one door. The scene obviously plays best if figures are used, and the PCs are actively involved in a separate part of the attack. They can be assigned to a door on their own as a group. The strikers have a couple of archers at first floor windows, but neither the rickety doors nor the desperate defenders with improvised weapons are going to stop the attack. Historians will later refer to this incident as the Dying Massacre, as the militia butchers men, women and children. The part that PCs play in this is, of course, up to them. Insanity points should be awarded liberally according to participation. It should also be noted that only the bounty hunters and Chancellery ogres will seriously press the butchery, although the militia will eventually join in the orgy of looting and other activities best left to individual campaigns to set appropriate to their own natures. In particular, the normal ogres will look appalled and not engage in the slaughter; a good time to reinforce the nature of these ogres and to ask who the monsters are now? The PCs will need to protect Yelena from the slaughter, which will not be difficult so long as they shout an offer to her. Since she is the only armoured individual in the room, she is quite noticeable. She should be placed close to the PCs, to offer them every chance at capturing her. Still should the PCs mess this up, then she should die like the rest of the dyers. Awaiting crossbowmen will cut down those who flee out the back of the building.

There are four factories altogether, and the militia will attack all of them, one after the other. However, after the first two attacks, the dyers will break out and attempt to swim to the other bank realising that they will die. Very few will reach the far bank, as archers pepper them and some militiamen find a boat from somewhere. Again, PCs watching the massacre will need to be awarded insanity points to taste.

Yelena is a wanted criminal by the militia, and PCs will find it extremely hard to protect her from them once the action is over. At the same time, she realises that her information is the only thing that can protect her from a grisly fate and she will demand assurances. This can be used as a means of persuading the PCs to assist the authorities with a 'minor problem' that they might have. *In playtests, this was dealing with the wraith. Or more correctly, managing to escape and inform the authorities that a wraith was present – which is heroism of the WFRP standard. Recognise that one is outmatched and let someone else sort it out!* It needs some diplomatic negotiation to escort Yelena away from the factories. At the same time, their warrant should allow them to do so, assuming that they negotiate well with the NPCs.

What Yelena knows

Yelena does not know the precise destination of the Professor, but she does know a number of things in terms of what happened, and what is being planned.

1. She can detail her own background and relationship to Gunther Zischer. She knows that Gunther was in the debt of the Professor, but nothing more than that.
2. She joined the rebels as she thought that she would be safer there from any attempt by Professor Stradovski to silence her. She knew that Avitakohl was after her and that she could not hide forever. She was far too noticeable in the militia. Unfortunately, she had assumed that the rebels were rather better equipped for a siege!
3. She can confirm what happened in the ‘temple’ under Standing Stone Island. The plaque that was recovered from the Ulricans was used to open a door under the ground. Professor Stradovski knew roughly where it was, and digging around the spot revealed it. They went down, where the same plaque opened a second door. A couple of beetles were in the room and quickly despatched. Stradovski went straight to the altar and removed a plaque from the floor. However, this caused two doors at the rear to open and, from one, a host of undead tumbled out. The group fled, but were not chased out of the depths.
4. She knows little of what happened at either Cetatae Alba or the shrine as she was left outside with the horses. They did discuss some danger being involved and a ‘summoning’, so that she was ordered to remove the horses some distance and go with two of the men and Avitakohl.
5. She knows Avitakohl by first name, and that she and the Professor were intimate, though from what she gathered the scout was a rather pathetic individual who had only been hired recently to the cause.
6. From items that she overheard, the Professor is involved in a longstanding plan, but has other enemies aside from the PCs. She heard him refer to the “Union”.
7. Gunther had become very grim and resolved to help the Professor. He told her that they had no other choice, as they were now the targets of powerful enemies (besides the PCs!). She obviously disagreed, and fled.
8. From what she understood, the Professor had summoned something at the shrine that had been called upon centuries ago and then deserted. He had then instructed it to go to a place that either it or the Professor regarded as ‘home’.
9. Whether this was the ‘home’ or not, the end destination was to be a mound somewhere in Ostermark. She thinks that it was a burial mound, since Gunther explained that many burial mounds were scattered around the region. She has no idea where the mound is, but she did hear that the group were to travel to Kiel and then to Trautenau.

Dealing with Avitakohl

Avitakohl is both intelligent and paranoid, and so likely to avoid capture by the PCs, unless they are particularly devious. She and the two hirelings stay in different locations each night, squatting in empty dwellings, and on entering any building (such as the Emperor Sigmar) she will send one of the hirelings in first in order to scout it out and will hang well back in case of trouble. Should they see too many military types hanging around, she will also suspect the worst and leave at once, possibly risking a hireling to check it out, and meet them at the ferry, where they will be mounted on the south bank expecting the worst. The three have their horses kept near the ferry on the southern side, in case of urgent need. The primary reason that she has been unable to find Yelena is her inability to deal with the Imperialists here (they dislike Kislevites) and general lack of understanding about urban environments and people within them. GMs need to decide exactly how to play Avitakohl, and whether to use this as an opportunity for an ambush or fighting retreat, or a last gasp escape by the scout. It is assumed as a default setting that Avitakohl flees the town, either after the PCs arrive (and she determines that informing the Professor of their pursuers is of greater importance) or barely escaping the PCs as they chase her down to the ferry.

Finding a Friend

The afternoon on the day following their arrival, the PCs will be approached by Captain Reitz, who will explain that Marius is missing. He sent him off in the morning with two contracts, one for himself and one for Christa Schenk concerning transactions with two local merchants. He was also to enquire about finding passengers for the boats with the local Merchants' Guild. The last person to see him was Omurtag who escorted him to the district in which both merchants were found and left him on the corner of the first's boundary wall. Both merchants were here when they came through, and agreed to buy cargo and supply goods on fixed price contracts. Reitz was to sell "printed matter" and be supplied with dyes, whilst Schenk was to sell herbs and also purchase dyes. The two merchants were Boris Cloos (Reitz) and Frieda Moescke (Schenk). Neither merchant has seen Marius. Reitz is concerned for Marius, but also for his sales since the herbs in his hold will not survive any further transport and he is unlikely to obtain such a high price from anyone else. Indeed, this is the cause of the problem. Both merchants agreed to sell dyes on the basis of production levels they expected. However, events have disrupted dye production and neither has managed to obtain dyes at an acceptable price. Worse, Boris Cloos bid for the pornography on the basis that it was scarce, but a veritable flood has been coming in from the north and he stands to lose a small fortune if forced to pay for the goods. Each party to a deal retains a third of the contract, whilst a Merchants Guild notary retains the third. Since Marius has disappeared with his third of the contract, there can be no contract. Both merchants deny entering into any contract or seeing Marius. The local Merchants Guild and notary will 'officially' refuse to comment. Frieda Moescke in fact has not seen Marius, and only realised that he was missing when Reitz asked if she had seen him. It will take good role-playing for her to admit to anything related to the deal as she is hoping not to have to honour the agreement. Equally, it is possible that PCs with an insider knowledge might be able to check details of the contract with the Merchant Guild's notarised third. Both are

unlikely. The Merchants' Guild can also confirm that Marius never visited them. Boris Cloos will outright deny seeing Marius too, and will suggest that Marius might have run off with the documents. He is lying, but PCs will need to prove this.

Omurtag has nothing to tell the PCs, although other crew will suspect him. He actually left Marius in order to visit a local brothel, after Marius had persuaded him to leave him to the job as they discussed the matter at a sausage stall close to Cloos' where they were breakfasting. Inquiries at the sausage stall will lead to the stallholder remembering that Marius went around the corner (in the direction of Cloos' gate) and that he returned about an hour later in the company of another man, an Uskok by the looks of him. He wanted to buy another sausage and asked the other if the docks were on the route to the Emperor Sigmar so that he could take a sausage back for the Captain. He was told not, but they actually could have been. At the inn, the innkeeper will remember that he asked for the whereabouts of a merchant called Stefan Junghams staying there. Before the man could reply that he had no such guest, the Uskok pointed out another man as the merchant. However that man had only just arrived; he looked Kislevite or Uskok too. The three talked for a few minutes, and then left together. They were heading towards the river. The innkeeper will suggest that the PCs talk to Old Rudger about Uskoks as he has been having trouble with them. Old Rudger is actually a young boy of about twelve, who cleans sewers and sells various products he finds there for fuel and other uses. He has been chased off by Uskoks a few times when inside the sewer and he thinks that they are up to no good in there. They access it by the river, but also have another entry that he does not know about, since they do not always use that one. Old Rudger can show the PCs the entry route near the river, but he will not enter with them. He will also warn them that there is 'something' down there that he takes care to avoid and which he believe dragged itself in from the river.

The Uskoks kidnapped Marius and dragged him down into the sewers. From here, there is a connection into Cloos' house that he has added to the originals. It is still not complete, and so he has been scaring the rat catchers away until it is. The precise details of the denouement are left to individual GMs. Those who prefer a combat-orientated option can place a couple of spotters in the sewer to hold up the PCs and lead to a combat inside the house. Less violent games might lead to the PCs sneaking in and confronting Boris Cloos. Primarily he has a reputation to maintain in town, and once caught is quite prepared to deal. Once Marius' notarised third has been recovered, the contract must be honoured. Even if Boris was to refuse to produce his, then an indemnity would have to be paid and his reputation for business would be irreparably harmed.

Visiting the Shrine to Shallya

The shrine is perfectly normal in every way and has no implications of the various deviancies that have been seen by the PCs within the goddess' image. A level one cleric and two initiates serve the shrine, though will rarely be encountered there having much work to do elsewhere. In particular, the cleric is trying to mediate the dyers' dispute and failing miserably. Should the PCs become heavily involved in fighting there, they might encounter her as they return home covered in the blood of their victims. On the other

hand, if as GM you have managed to suitably pauperise the PCs to date, a little mercy for the characters is not implausible. Praying and offering to the shrine might reward the supplicant with minor healing, though this should be made to appear simply quicker natural healing. After all, the PCs are working on behalf of the goddess. Given the nature of the region and the likelihood of war, the cleric might also have a single potion of healing to reward particularly honourable (or devious) PCs. They are unable to deal with the PCs' accumulated financial obligations, of course.

Requesting Assistance from the Authorities

PCs might decide to seek assistance on the strength of their warrants in attempting to find Yelena or capture Avitakohl. This is probably best dealt with by whomever they visit simply not having available manpower. Whilst there are a number of troops in the town, internal security and various civil disturbances mean that the authorities are fully committed. The primary problem with allowing PCs use of the authorities is that this will not only almost certainly guarantee the capture or slaying of Avitakohl, it will do so rather without any dramatic effect. Indeed, should the PCs officially announce themselves, they will probably be immediately drafted into the militia. Here, they will be assigned to the siege at the Dyers Compound, where their Stroher will state that she hopes the PCs are better than the last volunteer that she was sent. Any half-sensible response will elicit the details of Yelena Petrenko's desertion.

What else is happening?

Barrow Uncovered: Whilst excavating a trench for the outer defences a small cavern was uncovered. Two men were sent down and did not return. A better-equipped party of four men, an ogre and a sergeant then followed. None returned. The site has now been closed off and sealed by local clergy until a decision is made about what to do with it. Of course, a party of adventurers entering town is exactly the sort of expendable help that are perfect for such a task! The site is actually a sunken barrow dating from before the time of Sigmar, holding the chief of a nomad tribe living here at that time, and expelled by the Thurini some time later. In my own campaign this was the Samogitian tribe, who dwelt south of the Lynsk and east of modern Erengard. Full details can be found within **Warfare in the Age of Sigmar**, skirmish rules and lists written by myself and Ryan Wileman. For most GMs this information is not relevant.

Quite large it contains very little that has not decayed over time although it would be an archaeologist's dream. There are a large stone coffin (holding the decayed remains of a body), the remains of a number of soldiers dressed in rusted bits of armour (and wearing tarnished Ulrican medallions) lying in lines, a rotted chariot and horse trappings. Also here are a number of clay statues of horsemen and centaurs, all designed wearing full armour and carrying two-handed lances and bows. They appear to be arranged fighting human foot figures and some ogres. However, many have fallen over. This is partly due to the fact that a number of people have run through the arrangement, before falling

over dead. This is what happened to the troops sent in. The reason? Did we mention the wraith of the chieftain, compelled to remain here by a foolish vow to conquer The Empire for his lord. This, of course, might prove a very deadly encounter. The PCs ought to have some magic weapons from **All Quiet in Kislev** and a part of the game should be recognising when one is overmatched and retreating. The others generally failed their Fear tests and panicked, running around as they were picked off. The wraith usually attacks from behind, guarding the exit and allowing the fear that he exudes to drive his enemies deeper.

Dyers' strike: Many dyers are on strike and have been for some months now. Non-dyers are unsure of the exact causes, and care less, but it seems that many are Kislevites whose kin have been badly affected by the land seizures and have not benefited, as have many through the invasion. The village of Stühlweissenburg was always famed for its dying factories, which were located south, across the Lower Talabec to avoid poisoning the village's water and ensure that none were in doubt that they were Empire property. The Dyers Guild, as a subsidiary of the Merchants Guild, is one of those deliberately targeted for removal as part of the integration of the area into The Empire. Their leader, Jerkan Yakovlev, is a wanted criminal. Groups of paramilitaries are involved in defeating the strike by various methods, some of which might spill onto the streets of Bechafen. Mainka Schorf is attempting to take over the dying factories. Schorf is a powerful local businesswoman. She hates guilds and all organised labour groups. Most locals hate her, but respect her as a good citizen of The Empire 'giving it to those Kislevites'. She is reputed to be supporting attempts to destroy the Merchants Guild in order to free up trade.

Religious hysteria: After the visit of Huss last year, the region experienced something of a religious euphoria. A number of travelling preachers appeared spreading a variety of messages. One has located himself in Bechafen, and preaches the coming of what he terms the Ostland Beast. This he describes as a giant metal bull created by the lords of chaos to destroy this settlement and the League for its sins. He can be seen parading with a lighted fire in a metal holder atop his head. GMs might like to cause the PCs some concern by adding to the message that the Beast will be preceded by its harbingers, and as soon as the man spots the PCs he will point at them, scream and flee. Whilst the rantings have been taken by the population as those of a madman, they will immediately react with fear towards the PCs.

Leaving Bechafen

The party should be able to obtain details of the Professor's destination from Yelena. His party is also now in two parts, assuming that Avitakohl makes good her escape which is likely. Whilst it is plausible that the party might be able to give immediate chase, it is difficult to see a situation by which they will either still own their horses or have been able to purchase others. Should they still be mounted, then a chase is indeed on, but Avitakohl should have the edge since she knows where the final destination is, and the PCs do not. She has also bribed the ferry and local stevedores to detain the PCs. The scenario will assume that the PCs have either lost their horses or have sold them and so far been unable to purchase new ones.

Should Yelena die, then the PCs have a problem. In this case, the ferryman can be utilised as remembering some scrap of conversation. To this end, ensure that the ferryman who worked Professor Stradovski's crossing is not available until after the Yelena discovery has been played out. Perhaps he is visiting his sister for a couple of days?

Whilst the party can travel alone through the forest and over the moors, NPCs will strongly advise them against so doing – particularly if they are on foot. At the same time, on horse, they are a very tempting target for thieves. In any event they will need an appropriate ranger career to ensure that they do not become lost, as there are no roads and only the barest of tracks. GMs need to be ready to allow their players the choice of whichever route that they wish. However, the party will be advised to join a group already travelling in their general direction. There are two. Details can be obtained from the Merchants Guild or a local crier hired to call up business.

Bernard Ebertg, captain of the large riverboat Prince Moritz, is setting off the next day, for (Old) Bechafen. This is along the river, by boat and will necessitate the PCs then finding a means of travelling south from there. Asking around, the PCs will be told that this should be straightforward as a road (of sorts) – the Taalweg – serves the route Bechafen to Kiel. The PCs will have to pay for passage, though they can negotiate a subsistence package. The merchant boats in which the group arrived will stay for three days, subject to their discovery of Marius. The PCs will be welcome to join them again, though they are heading to the south and west. However, they can take the PCs to Borkum or Grunwald, from where they could cut across country. Again, the merchants will describe this as very dangerous. The only other boat is the bracers belonging to Petar Kruzic, and the PCs should be unable to afford to hire it if the GM is running the campaign correctly!

Helga Rudiger is setting off the day after for Kiel. She is arranging a land convoy. Again the PCs are likely to have to pay a fee for passage, but this is highly negotiable due to their offering additional protection. This is (clearly?) the best option for the PCs. The convoy is detailed in Appendix B. It carries various oils, soap, dried plants, clothing manufactured from beaver skins, pornography, some Kislevite contraband and spell ingredients. She has a small warehouse in town, where she may be contacted.

Dieter Sinkel is agreeable as to when he is setting off, provided the PCs agree to accompany him at least to Rugenbüttele. He is a March warden hunting a monster that has been terrorising local homesteads around there. This necessitates the PCs travelling alone from there, though they could use the Bechafen to Kiel road with little difficulty.

Avitakohl will follow directly the Professor to Kiel and enquiries en route should ascertain this very easily.

If the PCs are completely lost and hope to find the route simply on the basis of asking the GM, where Professor Stradovski might be headed, the following list is of possible destinations from here:

To the east are Bechafen and the eastern marches, up the River Talabec.

To the west is the Grand Duchy of Talabecland.

To the south-west is Borkum, Grattian and Talabheim, down the River Talabec.

To the south are Menshenfresserhoffen, Kiel, Nagenhof, and Krugenheim. Ultimately, Ostermark borders Sylvania. Somewhere, to the south, is the lost city of Mordheim.

The Journey South

It is assumed that the PCs take the Rudiger caravan. If they do not, then suggestions for the journey are made at the end of this section. The caravan wends its way along without any clear evidence of a track in many places. However, at times remnants of a road are to be found, although no one can tell the PCs who laid it. Interested PCs will note that the surface is made of close fitting blocks of stone and not made in the manner of modern roads. This caravan is one of the few to do the land journey since until the creation of New Bechafen there was little real point. However, more traffic is expected in the future, though the river will clearly be the primary conduit for trade. Still, the Chancellor is keen on opening up the hinterland and encouraging merchants like this to serve the scattered villages and encourage more settlers. Most of the supplies are bound for Kiel, but the merchants will not miss the opportunity to trade with villages they must pass through anyway. Since they will spend approximately two hours in each village as traders and also deal with scattered individuals and hamlets whose representatives will stop them en route, the convoy will manage about 15 miles per day. This coincides with decent resting-places as well. Of course, the PCs may elect to travel further on any given day, but are then at risk from those who prey upon lone travellers. The villages and hamlets en route are unremarkable Empire settlements. The convoy will negotiate local taxation with the authorities as necessary, and the PCs need not worry about this. Road wardens are unlikely on this stretch, since it is not important enough to police and no local authority has the spare manpower to do so. The caravan is too big to be worried by an ad hoc band of opportunists.

Day One

The caravan passes through the village of Tolkewitz and then on to Dolzschen. Here there is a private inn and toll booth, belonging to the local lord. Impoverished, he has converted his manor house into an inn in order to offer hospitality to travellers. All costs are as stated in the rulebook. Professor Stradovski and party rested the night here during their journey, but Avitakohl rode through.

Day Two

Apart from the hamlets of Alt Selon and Unter Selon there is little to interest the party, until just before they reach their evening stopover of Gross Selon. About a mile outside the village are three large obelisks, sited at the base of a small hill. They are heavily overgrown with lichens and seem very old indeed. However hard the PCs scratch away,

they will not be able to find any markings, though the stones have been clearly shaped into more regular forms. The village inn is simply a small barn, currently empty and converted to hold an open fire. Guests are charged normal common room prices and locals will offer food. Professor Stradovski and party did not stay here, but rode through early afternoon, whilst Avitakohl did stay the night.

Day Three

The caravan passes two menhir today, one in the morning and one in the afternoon. Both are largely clear of vegetation. There are carvings upon these, although the spirals and circles are faint and make no sense. However, both are inscribed with what appear to be a number of simple representations of beetles. There is only the one village, Kubel, which the caravan spends the night in. Both Professor Stradovski and Avitakohl rested here. The village also plays host to a travelling theatre company, the Company of Independent Players. They are a very poor company, with a small repertoire and minimal equipment – but make a living serving villages otherwise starved of entertainment. They have spent some time here after having barely escaped an attack by ogres. The players travelled up from Kiel and might be a useful source of information on the town, and might have passed Professor Stradovski and Avitakohl. They have also found a willing audience in workers who are clearing land nearby for Baron Jurisa who has purchased it to settle. Local discussion concerns the purpose of settling such land and concerns about ‘bandit’ raids on farms on the southern periphery. The locals blame the ‘wild’ ogres, but survivors have stated that the bandits are human. The theatre players’ repertoire of bawdy rural comedies has been rather stretched. A small camp for the labourers lies about a mile to the east of the village.

Day Four

There are no villages to rest or deal with here and travel will have proven particularly troublesome. Accidents are most likely to happen today since there is no respite from the undulating terrain and thick undergrowth. The caravan rests at a small shrine to Mórr, of little interest except that to those aware of the theological implications this actually represents his aspect of the god of dreams.

The following encounters are purely optional and should be added to taste. Adventures all too frequently overfill their environment with encounters; at the same time, journeys can be tiresome without something to spice them up for the PCs. GMs should use these to taste.

Ogre Attack

Wandering ‘wild’ ogres are to be found in this region, though most have been driven east or west, and away from human habitation. Still, an attack by a small group of poorly armed and ill-led ogres can frighten a party without really threatening them.

The Shrine

The location of the shrine, particularly given its peculiar aspect, is obviously of some interest. In fact, the shrine is built upon the site to a much earlier holy place to the elf god Sarriel. Little need be made of this, but underneath the existing structure clearly has some promise. Initially, the adventure was not intended to develop this idea but the first playtest group had managed to come this far without magic items – partially through good role-playing, but mostly through stupidity. Therefore, I decided to offer them the opportunity to obtain another item, equally limited as the others and also to introduce some historical interest. This encounter can be ignored.

The shrine is located at the southern edge of a large clearing. There is no apparent reason for the clearing, and the convoy camps at the southern edge near the shrine. Careful examination, with a suitable skill, will discover that stone lies under the topsoil here, rather than earth and a cursory investigation will reveal that it is dressed stone. Little more can be discovered, unless PCs examine the northern edge where a number of undulations are located. Here they will find that the earth has fallen away into a pit, revealing what appear to be a wall and two rooms. Examining the slope and periphery will uncover, on a successful test, trail in and out of the hole by hooves – a heavy creature (or creatures) has passed this way on a number of occasions. At some stage during this, the PCs will disturb the bull, which attacks. This is obviously the bull of rumour in Bechafen, though quite what has sporadically sent it out will remain a mystery.

Mechanical Bull Construct

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	15	35	4	2	30	11	2+1	–	99	10	99	99	–

The bull is constructed of red metal (making it immune to slashing weapons), though is clearly aged and corroded. Symbols adorn its surface, some magical and some chaotic – including the symbol of Khorne. It causes **Terror** in all opponents and can breathe fire as a fireball (though its production system is not what it was and only manages one every turn). On its killing, it will explode in a ball of fire causing an additional fireball attack and a S3 flying shrapnel attack on all within 30' of the explosion. The bull is something of a treasure and salvaged parts are highly saleable; Helga will claim the rights to all bounty, but will offer the PCs a share.

The machine was placed here centuries ago to prevent anyone re-opening this shrine and complex. For game purposes, it is an area that may be developed by the GM to serve any purpose necessary for the campaign. Sarriel links to both elves and dreams, either of which might be campaign devices. Equally, the shrine might have (later) been taken over by dwarfs or tribal humans. The bull itself might have links to the early history of Ostland (and its regional symbol), be linked to events yet to develop or have been placed here by a passing warband.

The two rooms now discovered have little of interest. The floor is of ornately tiled dressed stone, clearly a work of skill and expense. The walls are simple large blocks. The implication of this encounter is that this might lead to an elven complex, if desired. The stone blocks have been placed atop the floor pattern in a manner that cuts across the pattern and is of later work. Breaking down the wall will open up the complex.

The larger room contains a pair of stone posts set into the floor, between which is hung a weapon of some beauty held in suspension by filaments of a silver metal (ithilmar). The posts contain writing in an unknown language; Arcane Language - Arcane Elf.

Falx

This weapon is made of a silver-metal alloy that can be identified appropriately as an alloy of ithilmar.

Normal: Treat as a bastard sword

Magical Abilities: Instability [**WFRP**, p215]

Note that a user must be of human or elf size (or greater) to be able to use the falx in one hand and have a minimum characteristic **Strength** 4. Dwarfs and halflings (and gnomes) must use it two-handed.

Day Five

Today sees the convoy arrive at Menshenfresserhoffen, what is known locally as the gateway to the ogre reservation. The village is an unremarkable mixture of humans and ogres. Architecture is typical of a peasant community, being wood and turf with an assortment of wattle and daub and adobe plaster. The village has no defences and is sparsely populated. Most 'locals' live in small farms scattered around or hunt in the wild for long periods of time, and the village itself serves more as a focus for the community than a true village.

The only unusual sights are the four small recruiting offices for the free companies; two are unadorned, one flies the sign of a hat and the other a cockatrice. The latter is the office of the Chancellery Agency, here to police the region and the ogres on behalf of the province. Another building flies the flag of Talabecland and is the home of the Electoral Agency, here in the role of that of the province's feudal overlord. In reality, this is a minor posting for an out of favour vassal who is quickly shown the reality of the vassalage position. The current incumbent is Baron Thopia, who has actually proven quite popular here since he is a warrior and not a diplomat, and engages in very little diplomacy for his overlord. He can often be found, sparring (and not always losing) with the locals.

There is also a temple to Myrmidia here, and it is this that oversees the ogre janissary licences, which enable an employer to effectively purchase ogre soldiers. Ogres can

be legally sold into service, though this is expensive and needs a legal ceremony. Such soldiers are guaranteed retirement bonuses. The contract is enforced by the *akritoi*, a group of ogre bounty hunters. Professor Stradovski bought two soldiers here. The temple is primarily an administrative building, but has a small shrine. The Cult of Verena shares the premises, and also has a shrine here. There is some friction between the two, as the Verenans are here to ‘monitor’ the janissary contracts. They also oversee some of the mundane contracts taken out here by the other Free Companies. Shrines, including one to the Great Maw, represent other faiths. Stradovski and party made some devotions to the various shrines, though no-one can recall any in particular. He seemed simply to be ‘going through the motions’.

The following identities might prove useful:

Verenan priest: Marcomann, young and fussy, pedantically reviews everything that Decalbus does, much to the latter’s chagrin. Marcomann is a pedant, not actually nasty, but his actions seem to cause offence wherever he goes.

Myrmidian priest: Decalbus, originally from Nuln and from a family who own large areas of land in the south eastern corner of Wissenland, he is an archetypal career priest and a highly patriarchal figure. His silver grey hair and patrician nose improve this image. This is a political posting for a priest out of favour and is resented.

Chancellery Agent: Tisucnik Hermann Cheruscan is currently concerned of stories concerning a renegade ogre, Golgfag, who is purportedly raising volunteers to work independently to the highest bidder, including orcs and worse. He has not the soldiers to find and winkle him out, but will try and hire the PCs. Only the most desperate PCs would even contemplate this. Enough said!

Electoral Agent: Baron Thopia, a large man with curly brown hair and beard

Free Company of the Hat: Helene Paulsen is a local agent.

Independent Agents: Wolf von Schönberg and Maximilian von Egmond-Buren are independent agents representing Free Companies, ogres and some distinguished clients. Alcibiades Alemann is currently here negotiating on behalf of the Red Company of Remas.

Company of Proof-making: Max von Pickenau leads a number of assorted exiled witch-hunters (some from the Ostland purge) and other motley individuals. The basic premise of the group is that without Law, society is nothing. Feeling constantly obstructed by liberals and other weak-willed officials, they have decided to become anarchists to illustrate what happens in the absence of Law. These are a group of Lawful anarchists, plaguing the region with petty crimes to ‘prove’ their point. The authorities have not the force locally to remove them, or any proof of their crimes, but in the medium term they are bound to enrage enough people to silence them. PCs are, of course, a perfect example of what this group despises, and they will not be afraid to show this.

From Menshenfresserhoffen, the caravan travels along the Taalweg, a poorly maintained road of ancient construction. An occasional menhir is located by the side of the road and appears to be used as a shrine by some, judging from the offerings of plants and trinkets.

Day Six

A small shrine to Verena has been placed here, but with no shelter for travellers. There is a cleared site and a fire pit. A crude wooden sign posted next to the fire pit promises food and shelter available for sale at the nearby village of Seuthes, indicated by an arrow. This might appear suspicious, but is simply a small local village attempting to make a little cash out of the few travellers. The caravan knows the village, and uses it regularly. Professor Stradovski and his party stayed here. Stradovski was seen at a small shrine to a local deity, Biersal, remembered as the locals only acknowledge the deity out of necessity.

Day Seven

The caravan passes through (and stops briefly for trade) the hamlets of Durres, Teres and Sitlakes. In the latter two pedlars will make it clear that they do not appreciate the opposition. Professor Stradovski's party passes through all these locations. The caravan spends the night at Sitlakes.

Day Eight

The caravan passes through (and trades with) the hamlets of Meisad and Okram, and the villages of Rhebulas and Saratokas, where the night is spent. Professor Stradovski's party rests a night here too.

Kiel

Kiel can be reached early the next day. The merchants pass through two hamlets, but the PCs are safe to leave them and travel direct now. The only drawback of this is that they will have to pay the Kiel taxes should they enter alone. A group of the Virgin Troop (see below) might be encountered patrolling the environs of Kiel. They are wary of strangers and unfriendly since there have been attack on some farms. They will also charge a road toll. Helga Rudiger will deal with this encounter if the PCs remain with her.

Overview

Kiel would have the visitor believe that it is a quite prosperous town, acting as a hub for a number of local communities. This is not true, as investors have discovered over the ages. Despite its central location in the region, it lacks major trading routes and none have ever actually proven durable even when artificially supported. It is the archetypal provincial town that has seen better days. It has – or had – quite impressive stone town wall, but this has largely been allowed to fall away. Most of the stone has been taken by industrious townsfolk for their own housing. The only notable fortification is what was once a corner tower, and now acts as the home of the local baron. However, much of the town is managed by a council of guilds, and the baron is simply another one of these powerful businessmen. These live in tall, narrow houses (with shops) crammed together

like peas in a pod. A few have chimneys that lazily spew smoke, but most retain thatch roof rather than more expensive stone tile. Aside from the impressive (and stolen) stone in the buildings of such men, the typical abode is much more humble. An assortment of houses, huts and shacks can be found haphazardly placed, almost it might seem in the few places not occupied by piles of rubble. The stench is terrible, even by the normal standards of urban environments. Very few have the luxury of more than the single room, shared with animals. Construction material is wood or turf.

The town is most famous (and that means not at all!) as a tourist attraction for an ancient piece of archaeology that appears to have no function, and a monument started some 800 years ago and never completed. Builders discovered what appeared to be a ditch when excavating for a new development. However, it rapidly became obvious that this was far more than a simple ditch. Its full extent has yet to be discovered, but a straight stretch of about 30 yards has so far been uncovered. This stretch is geometrically perfect and appears to have cut bedrock in a precise 'u'-shape. No one has yet ascertained the merit in excavating more, since it will prove labour and cash intensive. It will also involve destroying parts of the town, and probably some wealthy guildsmen's homes. The citizens use it as a rubbish pit, leaving little actually visible to the curious. The so-called Kiel Monument is a truncated solid tower, originally conceived as a symbol of Talabecland power to represent their omniscient presence over the region. However, the tower was never completed and remained as a high rectangular column awaiting its point. It has survived primarily as locals now regard it as a sign of impotence of the Talabecland domination over them, and local wags refer to it as a representation of the (lack of) virility of that province. Occasionally, plans are drawn up to complete the 'needle' design, but costs are prohibitive and the monument is too useful a political symbol.

Kiel is far less ambivalent to the ogres than those in the north. There has been little need for organised defence or militias here for some time, except against some of the wilder ogres forced to migrate by the steady domestication of the north. Indeed, Kiel is a strong advocate of expelling the Free Companies located further to the east, who it sees as little better than bandits and a likely inhibitor in growth in trade and modernisation that the town hopes for. Of course, if the Companies had established relations with Kiel, there is no doubt that the town's views would have been rather different! It has a local militia, known colloquially as the Virgin Troop, which were originally raised by the residents to protect their womenfolk from rape by rampaging bands in the difficult times surrounding the collapse of local government with the destruction of Mordheim. Their motto is "Building a safe, just and tolerant town" and is worn on an armband and sewn patch under the towns heraldic device; this is the Ostermark cockatrice symbol holding a walled town in its claws.

Local Rumours

There are clearly many rumours about events to the north. Since the PCs have already interacted there, nothing specific is offered here. The usual inaccuracies and scare stories can be used to embellish the facts, as the PCs understand them, as a simple means of adding colour.

Local outlying farmsteads have been attacked by a band of renegades who burn crops, stables and houses and then deliver a message to the frightened inhabitants that this is what happens in the absence of law.

The 'Red Bull' is a group of Ostland bandits terrorising the northern parts of Ostermark.

A crime spree has hit Kiel. A number of violent attacks and robberies have taken place, with no apparent arrests by the authorities. Extortion rackets have been set up by local gangs, previously thought incapable of organising such things.

Adam Cherusci, a merchant with interests in the production of saltpetre, gunpowder, spell components and other advanced manufacture items, is proposing that the town push the League to solve its territorial disputes with Talabecland forcibly. He believes that an eastern confederation, including Ostland and Sylvania, can force Talabecland to recognise its independence and finally demand real respect from the Reikland-centred Empire bureaucrats.

The town is raising a company of mercenaries to fight to the north under instruction from the Chancellor. Why should we pay to send soldiers to fight in someone else's war?

The town is raising a company of mercenaries to fight to the north under instruction from the Chancellor. They are paying so little that none will join, so they will simply arrest a host of undesirables and ship them up north. Good job too – it might solve the crime problem.

The town is raising a company of soldiers to fight to the north under instruction from the Chancellor. Since they will not pay enough, they are proposing to conscript one in ten of the households to provide an able-bodied fighter.

Altdorf has demolished its walls. They are no longer any use against modern weapon; and the stone and space was needed for expansion. Nice to see them recognising what we knew years back.

Town Crier

Located in the main market place, the town's crier calls the following public notices:

The town is raising a force to join the 'noble defenders' of New Bechafen to the north
Payment is 3/- a day. *PCs should be aware this is ludicrously low.*

A reward of 100GCs is offered for information that leads to the recovery of the silver statue known as 'The Arab Soldier' belonging to the 1st Kiel Infantry (Chancellor's Own) Regiment.

GMs should also take the opportunity to draw attention to the statue (see below) located in the square.

Finding the Professor

It is (unsurprisingly) not difficult to find locals who will remember a party that contains two ogres and the other motley assortment of Stradovski and his companions. They stayed at 'The Manor', a rundown Four Seasons coaching inn now in private hands. Some of the pewter-ware still retains the company's coat of arms (and should have been disposed of long ago). The smell of body odour, ale and stale food is overwhelming. It should also be quite simple to discover that the group bought a large amount of provisions – enough for approximately two months (without the ogres!). They also enquired for mining supplies, from where they bought simple climbing equipment and the masks that miners use to help breathe and keep out dust and grit. PCs can also purchase these, but will be charged 1 GC per mask.

What else is happening?

Canal: Actually, this is simply a rubble-filled trench, with very little visible. However, it is a perfectly regular trench cut into bedrock that is covered at both ends by buildings and ground – in other words, its extent is unknown. Locals are completely disinterested. GMs are advised to describe it as a perfectly uniform trench, rather than a canal.

Crime Wave: There is a crime wave in the town at the moment. Robberies, muggings and assaults of all type are causing consternation to the ordinary town burghers. The Virgin Troopers have been mobilised and patrol the streets, but with little apparent effect. Locals blame many different groups – young rakes, non-humans, 'immigrants' and strangers of all types – and PCs need to be careful.

Pornography: A number of civic leaders are concerned at the influx of pornography, not of the subject matter itself but of the fact that someone appears to have mastered cheap printing with serious economic and social repercussions. *PCs travelling with the convoy (since it is carrying such material) and from Kislev (thought to be the source) might find themselves quizzed by a local dignitary over a few drinks on this matter.*

Pull it down: Two soldiers can be seen guarding – a very loose description given their inefficiency – a statue of Drannus dominating Kiel's primary market place. The statue is in the style of statues of Sigmar, but is clearly of a different figure, a noble warrior though a little shifty when one looks closely. His beard is a little weedy, his eyes a touch close together and he has no topknot. It appears that, probably for reasons of political expediency in the face of events to the north, the League has decided that the Thurini tribe rather than the Fennone one dominated it. This makes Drannus, the leader of the Fennones at the time of Sigmar, an impostor – or an invader. Either way, his statue has to go. Unfortunately, this has caused some disagreement. Firstly, the Sylvanians have objected to such treatment of their great leader. Secondly, the League have found it remarkably difficult to find academics (of note) to support their claim. This has little effect in principle, but unfortunately it is a long agreed Empire law that vandalism of religious statuary is heresy (as well as a number of more mundane crimes), and (no surprise here) all statues of figures from the time of Sigmar are deemed to be religious for the purposes of the Act. Worse still, the nominal elector has also flexed his political muscle with the argument that north west Ostermark is hereditary Talabec tribal land,

and so any replacement statue should be of Krugar. Aside from acting as a little bit of colour, this scenario serves the needs of the authorities, who are in need, of course, of demolition experts working in secret. After all, how can someone accuse them of heresy if some foolish anarchists take it upon themselves to destroy the statue? PCs can earn some spending money (tailor the fee to taste) and will be provided with a simple bomb to destroy the statue. Since the two guards are disinterested and not expecting trouble, scaring them off should be very easy. *In playtest, this was ludicrously easy due to lucky 'silent move' tests and incompetent 'listen' tests by the guards. Having taken ground floor rooms at the inn on the square corner, they simply lit the fuse, told the guards to run and fled themselves, appearing from their room as the explosion 'awoke' them.*

Theft of the Silver Mess Statue: The silver statue known as 'The Arab Soldier' belonging to the 1st Kiel Infantry (Chancellor's Own) Regiment has been stolen. Used as ornamentation for the officers, the precise origins of the statue are unclear, but local regiment tradition claims that it was brought back by crusaders. What is not in any doubt is that it has been stolen. The statue is of an Arab infantryman with spear and shield, mounted upon an ivory plinth.

Towards their Doom

Travel

The PCs will find a well-worn path towards Trautenau, rutted with cart tracks and clearly impassable during the winter. Two hamlets (Ottilocac and Dissellhof) are on the track; both nestled close to Kiel. Locals will whisper dark things of the area that the PCs are travelling towards, without actually being able to enunciate their feelings.

Ambush

The remains of a shell keep form the usual resting spot for travellers, as any at Kiel can inform the PCs. It is also the spot for an ambush by Avitakohl, the two hired ogres and two of the Professor's hired thugs. The group will camp here awaiting the PCs. Avitakohl will be watching for the PCs and return to set the trap.

Two points are worth noting. If somehow Avitakohl and/or the two thugs were killed earlier, then Professor Stradovski will have to re-think his plans and hire more mercenaries at Menshenfresserhoffen. GMs need to deal with this if it should arrive. It is also plausible, though unlikely, that PCs will choose an unusual approach or surprise Avitakohl. She will have ranged some way ahead to watch for the group, north of Kiel, and awaited their leaving the town. She is an accomplished scout, but if the party bypass her, then they might surprise the ogres and thugs.

The group will leave the keep, and steal into the forest to wait until dark. PCs with appropriate tracking skills might notice that people were here recently, that the fire pit

is still warm and that ogres and horses were present (if a **Follow Trail** is attempted). Following into the forest simply leads the PCs directly into a trap, and saves the bad guys having to assault their camp. Otherwise the group will attack in the middle of the night, seeking to kill and destroy as much as they can. This includes driving off any horses, which are likely to bolt from the ogres in any event – this may also distract the ogres as horse flesh is a delicacy long refused them. *Speaking as a GM, if your PCs still have horses by this stage, then you are doing something very wrong! All playtest groups were always destitute, having been drowned, robbed and generally harried out of their possessions continually! Obtaining even a suit of armour became a celebrated feat in itself.*

Avitakohl is not suicidal, but will push the attack as long as it has momentum. Initially, the ogres will charge and the humans will fire their missile weapons at the first visible target. Avitakohl will continue to fire, but the thugs will (unless the PCs have somehow managed to incapacitate an ogre) join the ogres in hand-to-hand fighting. Once one ogre is down, the humans will seek to retreat. The ogres are both expendable – though being left to die will certainly enrage them to change sides, or at least strike at their erstwhile allies. The humans' horses are tied inside the forest, and should be reachable by Avitakohl. Since the thugs know very little, she may leave them anyway – after all, it is imperative that, having destroyed the PCs' ability to travel fast, they do not then capture new horses. GMs should use Avitakohl as the attack co-ordinator, whose primary aim is to slow down the PCs by 'expending' the resources that she has and ensuring that they do not capture the horses. At the same time, lucky or able PCs might be able to do so.

The journey from here to Trautenau is uneventful, passing through two small villages of little merit. However, both have stockade and ditch, and are maintained (if not well).

Trautenau

A small village, clearly once much larger than it is today, is dominated by an old castle. Like the village, this has seen better days and still appears to have old siege damage that has not been repaired. It is also very old fashioned, as any engineer could easily ascertain.

Trautenau Castle flies the Talabecland colours (red and yellow) and a flag quartered into the Talabecland griffon and a cockatrice with clipped wings. This is the flag of the local overlord, Baron Trautenau-Nebelsfeur. Inscribed over the gate is the motto "I will hold what we have held". It was here that Empire forces fought an inconclusive battle with Kislevite invaders in 1899IC that directly led to the treaty between Gregory I Dissell and the invaders. Although history (and both Ostlanders and Ostermarkers) regard this as a traitorous act, by accepting the suzerainty of the Kislevite princes Gregory (arguably) prevented his holdings from being razed and managed to stabilise the frontier. The Baron is very defensive of his ancestors.

The village has an inn, albeit little more than a barn that serves home-made brew. Flop space is available, and it will be cleaned carefully. The villagers are proud folk, albeit

impoverished. They talk of the days when the village was powerful, though no one can either remember this or when it was. A general topic of discussion, although now worn out, is that the forest has gone rather quiet in recent days – rather like the quiet before a storm. *This is linked to the arrival of the viydagg after its release from the temple in All Quiet in Kislev.*

Questions about Professor Stradovski will not receive a straightforward answer. PCs should be able to learn of his passage, but will first need to convince the villager that it is an innocent question – or bribe the right person (though being proud this is not simple). The Professor and his party arrived in the late afternoon and directly up to the castle. The following afternoon, Frederickus (the Baron's castellan) came down into the village to organise six villagers and three militia, ten days' food and an assortment of tools, to leave the following morning. The day after, they left early morning, heading east, but no one knows exactly where they went. They have not yet returned. General questioning will reveal the existence of a number of barrows in the environs, most of them to the east. The Baron's own priestess, Ellen Lauschenberg, an Ulrican, prevents the locals visiting the sites – but of their own visiting priests only the priest to Mórr reinforces this message. Local folklore has the largest site an excellent place for marriage proposal, as it is said to assure healthy children. The smallest is said to ensure that pregnancy will not result from intercourse and is known as a place frequented by those of loose morals. No one knows of their origins, although most have some garbled view of it being either Kislevite invaders or Empire defenders from the invasions around 1900IC. The villagers remain loyal to the Old Faith spirits in some form, though they are very wary of admitting to this. However, Anna-lise Vogel is a local servant to what she describes as the spirit of the wulfen. The point for PCs is that she can offer healing to them and knows something of Biersal, Old Father Earth, the barrows and has visited the ruins under which the temple is located. There is a village priest, Rudolf Herzog, but he is an illiterate lay-preacher who does little more than keep two shrines clean (to Ulric and Mórr) and act as servant to the visiting priests as they visit. A shrine is also maintained to Biersal, although this is in a poor state. Locals will recall that Stradovski visited the shrine. Biersal is portrayed as before, but here he also carries a large sack in which appears to be a large insect of some kind. Anna-lise can inform interested PCs that Biersal has captured many of the pests that blight crops and will continue to hold them for as long as he is patronised; she maintains his beneficence by the occasional offering. He is the servant of Old father Earth, husband of Mother Earth. She believes that farmers are reliant upon Mother Earth and Biersal to placate the much less friendly Father Earth, who believes that people have desecrated the land.

Requesting an audience with the Baron is impossible, unless a PC is a member of the nobility. Baron Trautenau-Nebelsfeur believes in the natural order of things, but this is his weakness. The PCs are authorised to investigate, and their warrant will gain them entry. The Professor's researches have been taking place over many years, and the Baron knows him as an Ulrican lay-researcher employed by the cult to de-bunk Sigmarite myths and promote Ulrican beliefs through investigation of historic finds. Professor Stradovski portrayed himself as a servile supporter of nobility and Ulric, with a particular interest in the usurpation of Gregory I Dissell's crown. Obviously, his homework done on the baron and his subject, he soon had him convinced of his interest. Count Konstantin von Pirkheimer also gave him a reference. *This needs careful attention, as it is actually a clue (for further adventures) that Count von Pirkheimer*

is not what he appeared when the PCs met him, and a link to a senior member of the Medical Union. Remember this whole plan has been long in fruition, and the Professor used the Union's resources to establish himself and this plan. At the same time, he made the Union believe that it was a false trail, by establishing other investigations that failed and making them believe that he had shifted his attention to Bergsburg with its Shallyan influences. Add to the mix funding that was given to the Baron 'by the cult' for investigations here, and the baron was bought. This was rounded out by a lucky break three years ago, when Ellen Lauschenberg earned the disfavour of Ar-Ulric for her fundamentalist beliefs and preaching. Professor Stradovski knew of her, as he kept an informal eye on most of the lunatic fringe religious zealots, and offered her the post of priest to the Baron. To the Baron, he offered an ally in his political beliefs and so two allies were garnered for the Professor's cause. He could safely leave Ellen Lauschenberg to guard his barrow, whilst he primed the two for when he would need their help.

Faced with the warrant and evidence to the contrary, the Baron is placed in a quandary. He might believe that this is a Sigmarite plot, but the seal of the Cult of Ulric in Middenheim would appear to debunk this. Make the players play this scene out, but they should be able to place enough suspicion in the mind of the Baron that he will give the Professor's location away, or actually have him agree to help them. Much will depend upon who the PCs are – Sigmarite priests or dwarfs will be less well received than Ulrican priests or members of (allied) nobility. Remember he has regarded the Professor as an ally, even a friend, and this is also true of his priestess, Ellen Lauschenberg, who has gone with the party. Leaving the PCs without much aid will improve the difficulty of the denouement; at the same time, good role-play should not be penalised. The Professor has gone to the smallest of the barrows. The Baron knows little about what is actually being searched for, but he understands that it is something that will further the Ulrican faith at the expense of the Sigmarite, and also establish Talabecland territorial ownership in this region for Talabecland from the days of Sigmar.

Assuming that the PCs obtain help from the Baron, they will be able to obtain basic military and mundane supplies (at normal cost) for he maintains a reasonable arsenal and supplies. PCs who wander the building will also note two vaguely familiar statues. The first is a very worn alternate to one seen in Kukonois of a figure in chainmail armour, an elongated rectangular shield, throwing spear and helmet with cheek plates. The second is slightly less worn and clearly represents a figure in dendra armour of the type previously seen by the PCs. Both statues were removed from "somewhere in Kislev" during Magnus' crusade.

Failing all this, PCs with the relevant **Follow Trail** skill have the normal chance to follow the work party.

The Barrow Mounds

The three barrows are loosely in the same area, but still a few miles apart. Assuming the PCs are aware of the correct location the journey will take them about three hours (six miles, travelled as eight). Otherwise, play the journey to taste. Clearly until they approach the smallest mound, there is no sign of anyone. As the party travel, they

should slowly begin to feel uncomfortable. Those attuned to the land, will note the lack of normal noises and that the air feels tight, almost like the calm before a storm. Those with the sixth sense skill will feel a sense of foreboding. Since the denouement is approaching, build up the tension.

This region has a number of barrows, so visiting them all on the basis that they will eventually find the correct one should take some time. Examples are provided in Appendix F that NPCs can outline for a desperately lost party.

The journey can also be enhanced by the trail leading past two menhirs, almost acting as guards on the trail, both pitted and covered in mosses but also wrapped in decaying garlands of flowers. Locals leave these at festivals. Once they approach the site of the smallest mound, the PCs will find a small camp outside. Depending upon their timing they will find three militiamen, six labourers, Ellen Lauschenberg and Avitakohl (if she is still alive). Since there is little work for them to do, Avitakohl will have the group ready for a fight, although the labourers are particularly unwilling. Aside from Avitakohl and Ellen Lauschenberg, this should be a rout. However, our favourite scout deserves a last stand of some distinction, and so the GM should ensure that the group use the terrain and camp to best effect. They will certainly be ready for the party, as Ellen's wolf will have been able to trail them quite easily. Avitakohl is aware that she is doomed and will fight on regardless, but the others have little stomach for a fight. Once things turn nasty, make regular rout tests for the levies. However, unless otherwise convinced, Ellen is likely also to feel that she has too much to lose. It is not impossible for the two women to retreat into the barrow, but it seems unlikely. In any event, (nominally) ten – or eleven – defenders should make a worthwhile tactical problem for the PCs.

The key here is to produce a hard fight, but one whereby the PCs should be able to scare off the majority of their opponents. In playtest, the PCs had succeeded in obtaining assistance (a guide) from the baron in the form of his castellan. Since, Avitakohl and Ellen knew of the PCs' approach (through the woo as soon as they reached the clearing Ellen cast a fireball at them with a view to killing the castellan who would be able to order the rabble to stop fighting. Meanwhile Avitakohl would instruct the awaiting soldiers to open fire. Clearly, the PCs would immediately face a massive fire assault and then it was up to them (and the luck of the dice) how they would proceed. I did give them some protection from the blast, as they would still be in the trees when actually attacked (treat as soft cover) and not actually in the open. There are clearly a number of options open to the PCs, not least returning for the baron and some of his knights to sort out their vassals.

However, the group has all been poisoned by the Professor and will die eight days from his departure. Therefore, if the PCs are too far behind their enemy then they will find simply the bodies. The only exception to this will be Avitakohl and the two hirelings, who will then loot the camp and flee.

The camp is a primitive affair, and it can be seen that there is a tunnel through the earth and into the barrow. It is a rough affair dug out by the villagers, some 6' high by 3' wide. Should any of those in camp survive, they will state that they were made to dig this out (the Professor apparently knowing exactly where to dig) and then sent off for a half hour. When they returned, the Professor and entourage had entered through the open

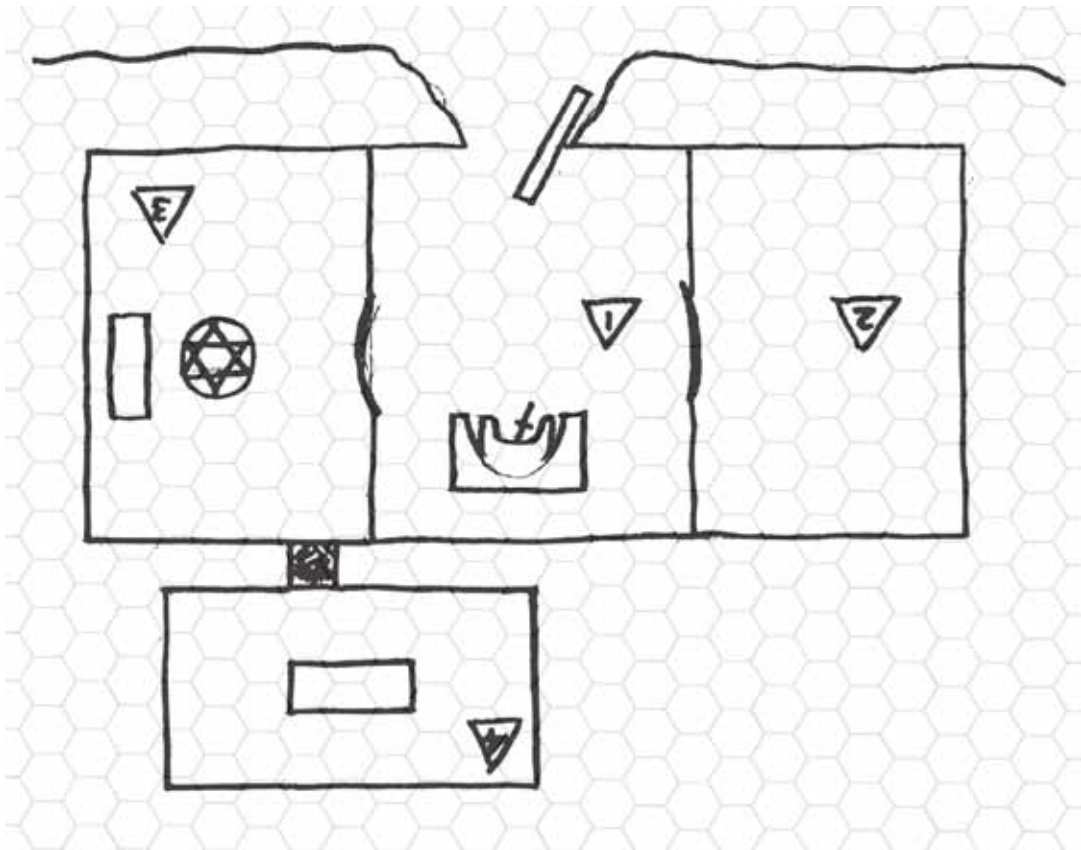
stone door (basically a block of granite). Avitakohl then arrayed them as a defensive force. They heard some chanting, and then after about a half hour there was a bang. After a total of about three hours, the Professor returned and departed with Gunther and his bodyguards with the promise to return, and prohibiting any from entering the mound. He left the horses for his return (though this was a simple cover for the fact that he would not do so), took provisions and some digging equipment. There has been nothing since, except for an occasional wailing and pounding sound from within (if Nebala is to be used) – which has kept those outside honest. Depending upon the timing, the peasants are likely a little irritable – but this is better than working! One major source of treasure here is, of course, the horses – but unless the PCs manage to think of a means of preventing it, the villagers will likely steal them.

Barrow of Chamav Armanii

GMs should determine if Nebala is to be utilised, and whether she is still alive (though with two weeks provisions, only a very tardy group will allow her to starve). The GM has to make a decision of taste here concerning the development of the campaign. To date, the campaign has stressed the dark and gothic nature of the low fantasy world. Here is a millennia-old character, magically preserved in what is a high fantasy concept. The reason for her inclusion is to add a high fantasy gloss to the campaign. Clearly, the ancient history of WFRP with slann, their technology, dragons and the like is high fantasy, and the aim of this character is, in part, to draw attention to this. Equally, GMs must be prepared to develop their game with an NPC who must – at some stage – be able to answer questions about this past. Of course, GMs can utilise her now and ensure that she does not survive the final denouement. At the least, this will suggest to the PCs that Stradovski is simply one in a long line of individuals to get up to ‘something wicked’ in this region.

Should Nebala still be banging and wailing, the sounds get steadily louder as they progress towards her chamber. At the least, if she is still alive, then she will at some point hear the party and begin banging again. The language is unknown, unless the GM runs a highly peculiar campaign. PCs understanding *Arcane Language* - *Arcane Elf* will hear something to the effect of “open this frelling door!” Other general characteristics of note are a faint smell of something not quite recognisable but vaguely disturbing. There are also large numbers of flies here, without any apparent cause. Equally the floors are covered in dead bugs, clearly of varied age and states of decay – this also allows trails to be followed quite easily *assuming that PCs take appropriate care*. Characters with appropriate skills will be decidedly ill at ease, given that this is the burial mound of a chaotic.

The barrow itself is arranged into three chambers, and a fourth (sealed) one. Construction is of large stone slabs laid upon each other and filled in with mud and earthen packing. Water ingress has caused damage, and the work is very rough. However, the structure is stable. The roof is of stone slabs laid across the walls.



Chamber 1

A massive statue dominates the room, of a seated figure upon a throne. The stonework is old and rotten, but the work is still visible. The figure is dressed as a (pre-Sigmar) tribesman with a large two-handed sword. He wears a bushy beard, furs, a cap, tunic, trousers and boots.

Arches are found in east and west walls, carved into a strange shape that appears to resemble the mouth of a large fly. The work is of a similar age and style to the statue.

Careful characters will be able to note that this room has recently been well travelled.

Chamber 2

Careful tracking will note that no one has entered this chamber in some time.

Chamber 3

There are signs of a cave-in here, but those with appropriate mining skills will recognise that this area has actually been filled in, enthusiastically if inexpertly. The work is old. The room is dominated by what appears to be an altar that is simply a large slab of stone covered in sigils (**Arcane Language - Demonic**). In front of this is a stone coffin (open) laid in a circle and pentagram of inlaid silver, which is clearly old and has also recently been cleaned up. From outside the circle, the coffin can be seen to be empty.

Careful tracking will note that no one this chamber has been entered, that a number of people milled around the outside of the pentagram, but that only one person entered. Clearly anyone foolish enough to cross the protection threshold deserves what they get, which is infection from Grandfather Nurgle. Worse, this is an ancient strain long forgotten and to which people have limited immunity. GMs should tailor the effects to taste, but a Fate Point should allow the PC to be a carrier and not a sufferer.

Chamber 4

If Nebala is not required, GMs should simply ignore this chamber. The entrance to the chamber has been filled in with packed earth and the stone door sealed with lead. The work is old. The following text assumes that PCs seek to immediately free the mysterious female voice. Should they not do so, then amend the speech and welcome below accordingly with the earlier use of the ring and precursor, “You *must* open this door and let me out, for the love of ...” The speech then continues.

Once PCs break through into the chamber, their first sight is of a visually stunning female warrior standing before them. She is immediately familiar, in that she appears similar to both the portraits found under Standing Stone Island and the Crystal Sisterhood. However, the reality is far more impressive. She wears a full helm, a plate cuirass, a skirt and greaves. She carries a large shield and a sword. Should the PCs have opened the temple or retrieved the falx, then her equipment is made also of the same ithilmar alloy. She will immediately accost them in a language that they do not recognise. The language is **Arcane Language - Elven**. She will initially speak to any elf in the party, and might immediately fall to both knees if the elf appears to be suitably noble (though this is highly unlikely for a PC who has been beaten, drowned and dragged around the northern Old World in this campaign!). Once no answer is forthcoming and the PCs do not react aggressively, then she will remove her helmet. Having built up the fantasy stereotype, it is now possible to somewhat debunk it. The long flowing hair that appears so wonderful is in fact part of the helmet, and the warrior has short hair, with traces of grey. She looks quite plain and ordinary, about 30-35 and with deep blue eyes. She is very angry and clearly desperate. She has a ring around her finger, which she will touch speaking a word (which PCs might be able to recall on a successful test determined by the GM, with bonuses for lip reading and similar skills). This allows her to speak Old Worlde for one turn, whilst she states her demands and needs. Refer to Appendix D for full details.

She says “My name is Rani’Nalalthar-Nebala. You may call me Nebala since you are clearly not *illuminated*. This mound was once the lair of a great evil, a degenerate human called Chamav Armanii. He twisted and warped the powers of nature with his vile experiments until we destroyed him” – looks around and at the PCs – “a time ago that I cannot ascertain from these things” – points around and at PCs – “but when *Emperor* Zevulon the Great ruled in Tor Elthrai. There is real danger that a great evil will be unleashed and we must act quickly to prevent this. I have failed in my mission to prevent the opening of the coffin, but we may yet win through. Our destination is not far. Now tell me quickly what you know of this, for the spell will not last much longer.” Note that the words ‘illuminated’ and ‘Emperor’ appear to be the best approximation that the translation spell is capable of. She clearly expects the PCs to quickly and efficiently explain what they know of Udo Stradovski and follow her instructions. Any deviation from this will firstly receive a formal restatement and then wilier attempts to get the PCs to inform her of developments and assist. GMs must note that each turn of use costs 1MP of the ring’s power. The GM must record usage of the ring, and utilise it for Nebala accordingly. She will certainly let it lapse whilst PCs bicker, and ultimately set out herself in the hope that the party will follow.

Otherwise the room is bare except for a carving of an arch that holds the engraved representation of a female warrior in familiar pose (it was originally plastered and painted) and a stone coffin holding a similar representation. This has been badly defaced at some time in the past. It was for Nebala’s use on her death as a guarantee of her burial according to her people’s customs. Those with the Art skill would note that the work here is much worse than that of Standing Stone Island. It is of a similar age to the statue of Chamav Armanii, and of similar (though aesthetically different) quality.

Where is the Professor?

Professor Stradovski believes that he is in the clear, since none of his followers know where he is heading, nor will they survive long. He left the horses since it added to his cover story and he does not believe that they will be needed. This will also make him harder to track as his people will deliberately attempt to hide their tracks. He is now hiding out in a shrine that no one knows exists; he is safe at last. The Professor is essentially correct, but two options are open to the PCs within the game:

1. Nebala knows (roughly) where he is likely headed and can guide the party. If nothing else, she will travel there herself.
2. Without Nebala, the PCs are left with the barrow. However, Anna-lise Vogel recognises the fly motifs as similar to those of a shrine to Biersal located in ruins to the east and can show the PCs the direction. None of the locals worship there, but she occasionally makes offerings to appease it.

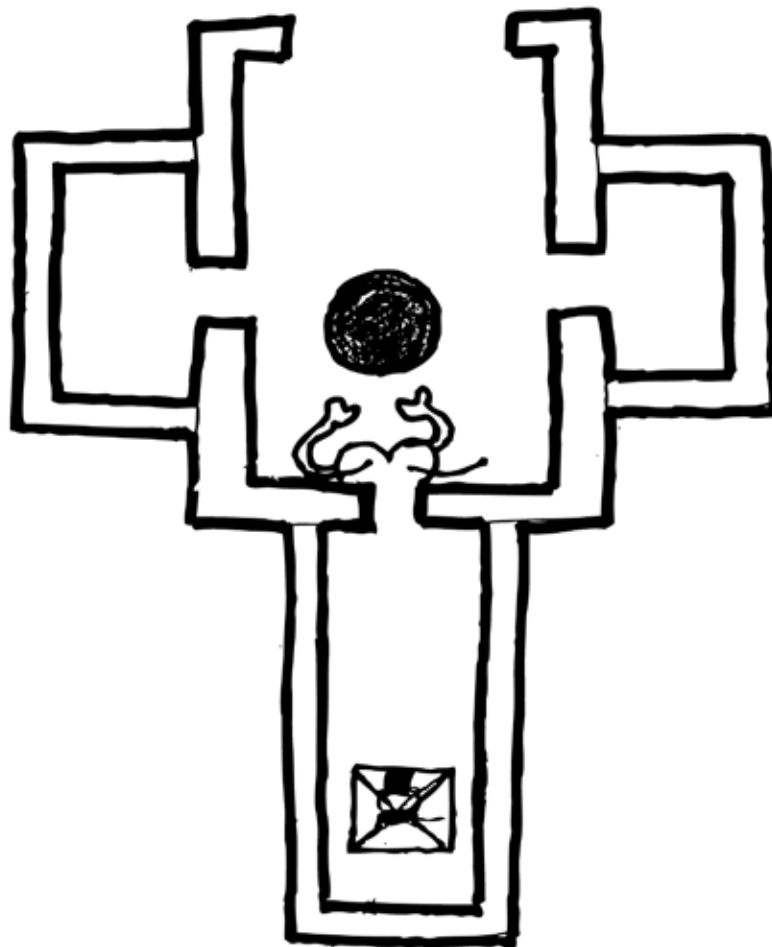
Either option should be balanced to allow the Professor time to develop his defences and his experiment, balanced with rewarding PCs that are close on the trail and penalising those left well behind. Should the PCs have involved Baron Trautenau-Nebelsfeur this far, he will not progress any further. This (in game terms) is to allow the PCs the glory of the denouement. He states that Professor Stradovski is outside his jurisdiction and

it is a matter for the Ostermark authorities. He is prepared to send a messenger to the Chancellor.

The shrine is some two days by foot (for the Professor) and about half a day by horse (assuming the PCs do not lose their new horses). However, the PCs will likely have to spend at least three days searching (with Nebala) or longer if they must travel back for Anna-lise Vogel.

Shrine to the Fly

The shrine is well hidden in an overgrown undulation in the ground level. Within the forest and covered with vegetation, the shrine is very difficult to find. Those with an appropriate skill will recognise ground settlement that implies a hollow or weaker strata underneath. There are a number of tumbled down walls around and some stone well covered by grasses and fungi. The building of the shrine itself is marginally better preserved inasmuch as it is possible to trace the actual building shape and the fact that part of it was dug underground originally has preserved the fabric.



The walls (what remains of them) are nondescript and worn, but it is obvious that this is the correct place since the main room is dominated by a statue of a giant fly standing over a large circular pit. The latter is about 10' in diameter and filled in with vegetable manner. The statue is broken down, but essentially intact. Those with the Art skill will realise that the arms have been broken off at some time and the statue defaced, but this was later repaired. It is clear that the statue is very old and not maintained.

PCs with a relevant skill will note that the vegetation inside the walls is off-colour and appears sickly. However, this is not normally noticeable. Moss, slime, mould and lichen cover the walls; again, those with a woodland skill will be surprised at the amount of such growths here.

The passage through to the pyramid is entered by moving the statue. Careful observation will notice that the statue has been carefully moved. The statue is simply attached to the walls by hooks and can be lifted off with a combined strength of 12 (by up to four characters).

The corridor is underground and slopes slightly downward. It is dark, but a faint light emanates from growths on the walls. A verdigris copper pyramid topped by the statue of a fly perching on its peak is located at the end of the corridor. Removing the entry statue without the appropriate ceremony will activate the demon that is the statue to the attack.

Demon Bug

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4/8	25	40	4	6	18	40	4*	10	89	60	89	89	—

Chaos Attributes: Cloud of Flies (-10 to hit)
Plague Bearer

Skills: Causes Fear
Dodge Blow

Special: Regurgitate S10 acid attack (once per five turns)
Acid excretion S5 hit if opponent fails to hit
Subject to instability if copper plaque removed

The pyramid is covered with green scum but has been cleaned off in places, and a plate has been inserted. Traces of a door are also visible, and this can be opened provided the plate is in position. Inside the pyramid is hollow, and a hole in the floor reveals a circular shaft downwards into which have been carved handholds. Faint light emanates from growths on the walls and a stale smell pervades the cramped space.

General

The atmosphere in the shrine is close. There is a very faint smell of decay that will gradually grow stronger. Lighting is provided by an eerie florescent moss, particularly in areas open to either light or heat. An underground spring (which ironically surfaces as that called Rhya's Wash) provides nutrients and warmth, since it runs close to a magma layer deeper down and retains enough warmth to sustain some primitive life. Mould and other fungus also survives on this limited heat source. The air contains stirred up dust and pollen, which will become more noticeable as PCs move (or fight) through the caves. The floor is covered with such material – and, yes, a lot of it looks sickly! Aside from the main chambers, most of the underground shrine shows signs of destruction and fire where the original invaders destroyed as much as they could. For those with appropriate skills, there are also signs of an earthquake, with variable amounts of damage. Some areas have been devastated, whilst others are barely touched. Those who revived the shrine later did little to repair this damage, but are responsible for most of the surviving decorations. The whole area is suffused with background magic, which will be obvious to characters with the relevant skills. This magic has proven responsible for the survival of the shrine. Nebala's people utilised magic to cause earthquakes and then bury the place; they erroneously believed it destroyed. However, the beneficence of Nurgle has proved the contradictory nature of decay by preserving the complex from the attack and ameliorating the normal weathering of time.

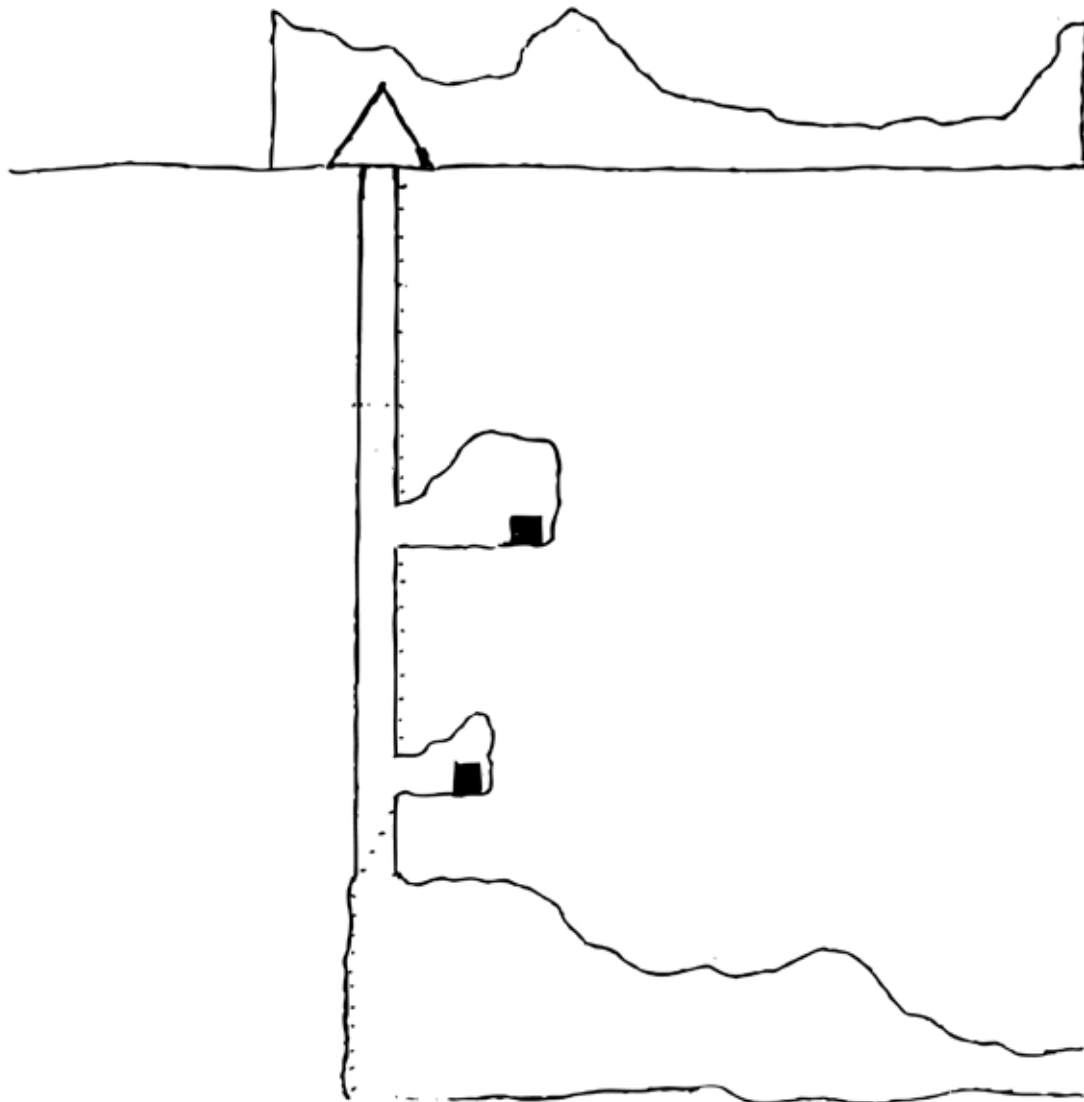
There are no penalties given for PCs meandering through this complex in general, or particular areas of fungi and the like in particular. Appropriate penalties and tests are left to the GM, subject to the care and purpose of PCs in proving stupid enough to wish to take such risks. However, wandering around a Nurgle temple filled with fungus spores and worse is certainly not beneficial to the health.

Entry

Entry is gained by climbing down the vertical shaft using the hand and foot holds carved into the rock. These follow a circular spiral pattern down and around the shaft. The climb is not difficult, although it is a touch slippery due to the fungi on the walls, which offers some illumination.

Two rest areas have been carved into the rock face, each holding a small chapel of rest and contemplation. Each has a hewn stone block as altar covered in **Dark Tongue** inscriptions. The first has a fly motif, whilst the second actually holds a statue of a man dressed in furs – an exact replica of the man in the barrow.

The only difficulty for PCs' entering down the shaft is that the Professor's remaining followers are all here to prevent this. GMs ought to position them to taste. No more than one can be in each side chapel, and shooting from the first chamber up 'the shaft is not easy due to the lack of illumination and angle of fire. Equally PCs will not be able to shoot down the shaft. This could become a tense stand-off, but the PCs will need to show either ingenuity or dumb courage to successfully get down.



Chambers

Entrance

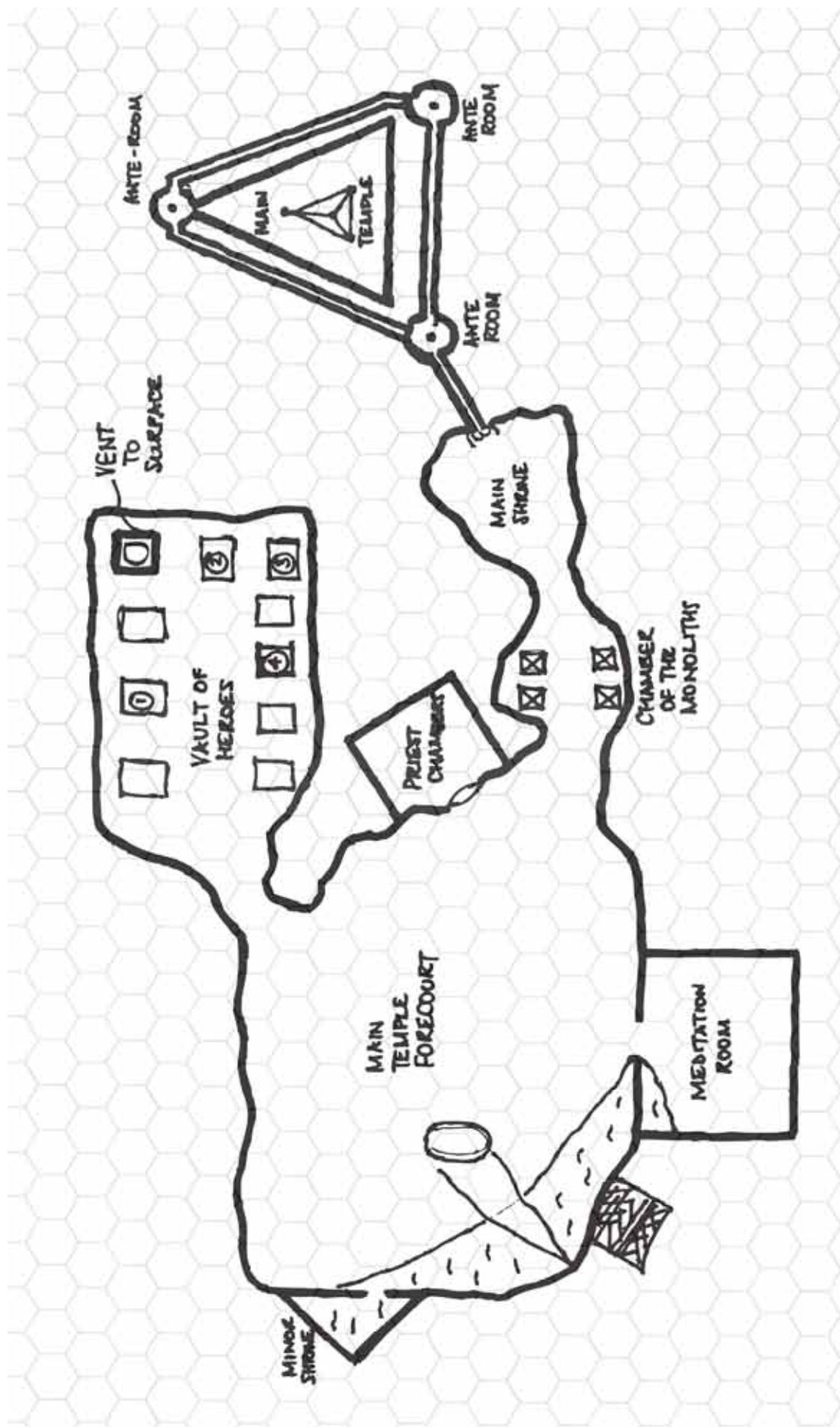
The original entrance to the caverns was destroyed during the earthquakes caused by the victorious priests. This was simply an air vent and chimney, but became the entrance for the later secret cultists.

Entrance and Vault of the Heroes

The immediate problem for the PCs is that Gunther and the remaining hirelings are here waiting for them. They will rotate shooting crossbows up the shaft to deter the PCs and enter into melee as necessary. By this stage, they realise that they are into some very deep heresies and will be unlikely to surrender. They might negotiate a truce, whereby they are allowed to leave, but will (in the first place) look to slay the PCs and then flee. Gunther has no desire to die and will avoid melee, if he feels that he has any chance of negotiating – after all that is what he does best! He can offer little information. Professor Stradovski left them here to guard the entrance into the caverns with a promise that when he returned, they would all be very rich and very famous. They have heard nothing since from him, though have seen and heard some monstrous apparitions in the next cave. They have not entered here. Gunther believes there to be more creatures than there are, for his fear has amplified the dangers. Similarly his descriptions are vague and exaggerated. Should the PCs be very tardy, then Gunther and the hirelings will have already fled. In this case, of course, the PCs may already be too late and the army of chaos in the next chamber will be considerably larger too.

Here lie what appear to be the base slabs for nine sarcophagi. However, only four of them have actually been used. Should anyone be foolish enough to open them, then they are all empty except for some basic grave goods in poor condition and of little (non-archaeological) worth. However, given the nature of this place, a particularly virulent surprise has been left in each for such interlopers. Each is crusted with various fungoid growths of hideous colouring, texture and smell.

1. Copper, heavily decayed and green with verdigris. The top is a moulded woman whose head is surrounded by a flaming halo. She has only one eye and her mouth is gaping open extruding a large tongue and sharp fangs.
2. A mass of shale piled into a rectangular heap to provide what appears to be a simple coffin.
3. A simple slate sarcophagus, clearly laboriously carved, it is now heavily cracked and is broken in two – though both halves are still in contact with each other. The lid is covered with dust, though a hand has recently cleaned away what appears to be the face. This is actually a triangle, with circles at each apex. The upper circle appears to be of a flaming ball, whilst the other two are simple circles (possibly moons?). Cleaning the rest of the panel reveals the body of what appears to be a fly with spread wings.
4. An iron sarcophagus heavily inlaid with what might once have been precious metal. This is missing, probably removed by someone scraping it out. A picture of what appears to have been a man is etched into the surface, but this has been heavily chiselled away so that nothing particular can be made out beyond the vaguest shape. A successful inspection will note that words have been carved into the top as well, but they are in *Dark Tongue*. Should anyone bother to decipher them, they read “Thus are failures forgotten.”



Main Temple Forecourt

A huge mass of shale and slate lies strewn across the floor, much of it broken and smashed. To one side lies an enormous stalagmite that has also toppled. Careful inspection might deduce that it appears to have been toppled by some force aimed towards its base; a truncated, but still imposing 3' high base is left. The main body of the stalagmite has fallen into a large pool of water. It is possible – though difficult – to walk across the top avoiding the water; quite why someone might wish to do this is unclear!

The cavern is heavily cracked and appears unsafe; appropriate inspections will find this not to be the case. A mass of spores can be seen to the south floating over a bed of mushrooms, lichens and similar fungi that lie adjacent to a large pool of dirty water. The water has a very mild current and appears to be an underground spring that temporarily surfaces here. Two doorways are to be seen within the water. One is to a room that is thoroughly awash and the other appears largely dry.

Over the years living and dead creatures are washed into the pool, where they decompose over time. This genetic matter, particularly the more durable bone, horn and shell, has slowly built up and this will be used by the dim awareness to generate creatures for its defence. GMs can simply generate these creatures to their own design or reflect the timetable of the PCs, and the time delay between their arriving here after the Professor. As I have suggested elsewhere, the key is to give PCs a hard fight, but a fair one. Indeed, the tougher tests are yet to come, so do not worry if these creatures prove too easy. Hopefully they will simply start to worry the party – and remember an infinite number can be produced over time! If adopting a timetable approach, then once Professor Stradovski begins his work, +1/10/special can be produced per day by what is a form of undeath and chaos magic. PCs will then face a growing army, subject to their speed in arriving here. These creatures are not intelligent as such and can be regarded as subject to Stupidity. However, each can be placed initially by the 'Professor' on the basis that a number of hours have elapsed to allow for careful positioning and tortured movement to get into those positions. For example, the weak insectoid creature will lie in wait above the entrance to the cavern and drop on whoever enters. This *will* include Gunther or fleeing thugs.

The following can be used as examples:

One Day Creature (*can be created in one day*)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	10	10	1	1	1	10	1	–	90	–	10	90	–

Psychology: Cause Fear

Appearance: This appears to be a generic beetle of nondescript appearance, but with mutations, protuberances and peculiar vegetative growths.

Two Day Creature *(can be created in two days)*

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	20	20	2	2	2	20	2	—	90	—	20	90	—

Psychology: Cause Fear

Appearance: This appears to be an amoebic mass, rather like a jelly. It has a flexible shape and contains vegetative growths within and on itself. It is immune to piercing weapons and will only take damage from slashing weapons.

Three Day Creature *(can be created in three days)*

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	3	3	3	30	3	—	90	—	30	90	—

Psychology: Cause Fear

Appearance: A skeleton of vaguely humanoid appearance with a number of mutations, protuberances and vegetative growths.

Minor Shrine

This is completely empty and appears to have been badly burnt at one time.

Priest Chambers

These are completely empty and show signs of fire damage. At some stage later, an attempt was clearly made to clean out the rooms and traces of a bright green paint can be seen on parts of the wall.

Meditation Room

A large mosaic covers the walls of this room, but it has been heavily vandalised and shows signs of fire damage. Attempts at some time to clean and repair the work are evident, but an appropriate skill such as Art will note that this was inexpert at best. The mosaic appears to have been of copper and iron pieces attached to the walls with a glue of some kind. Careful inspection will note that each of the pieces was actually fitted

into its own carved niche into the cavern wall. Each piece was of a variable size, though most were small. The mosaic might have been complete or might have incorporated sections of painted work; the damage is too heavy in parts and those attempting to restore the piece might have done the latter. What little remains is terribly inconclusive, but would appear to offer a view of a show of some description. Physician PCs might guess that it was an operating theatre, but other PCs might equally assume a show, a zoo, a carnival, a political rally or similar gathering of their familiarity. Those in attendance appear to be human, though are dressed in an archaic and 'primitive' manner. Nebala can identify these as being tribesmen from around and before her time and offer some detail to this from her background.

Chamber of the Monoliths

Four monoliths once stood here, but all have been toppled. They were of slate, shale, copper and iron. Careful inspection will show that the iron monolith was remounted at some time, but has collapsed once again. All are inscribed with various carvings, but little can be distinguished. Vandalism, fire and time have all worn away the trace markings. All show signs of having been scratched or hacked at, but not recently. Those with the **Metallurgy** or **Smithing** skills will recognise very skilled work in creating the metal monoliths, as both appear to have been wrought from a single piece of metal.

Main Shrine

Here was the last trace of this foul cult destroyed – or so it was thought. A smashed altar lies on its side and a heavily scarred effigy of a fly lies toppled to one side. A second has been smashed into relatively small parts, but a third (although scarred) stands mostly whole to the side of an entranceway. Again, careful inspection with appropriate skills will see that this sculpture has been repaired at one time, probably with parts of all three. The entranceway was originally hidden by the statue and blocked in by the cultists once they realised that their doom was upon them. In the after victory orgy of violence, the attackers were not as meticulous as they should have been.

Circular Ante-Rooms

These rooms provide a focus for the powers of the main temple. Each has an irregular pool of evil smelling slime in its centre in which resides an undead champion of Nurgle, left here to defend the temple or serve the cultists on their return. Professor Stradovski has managed to control them to a degree and they are currently patrolling the complex. It should be unnecessary to define the effects of the slime, but anyone touching or entering had best enjoy playing an undead champion! In the long run, an academic might be able to develop some chemical preservative, since it does a good job on the remains of the undead and their equipment.

Undead Champion 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	37	3	3	13	50	3	28	28	28	28	28	—

Psychology: Cause Fear as undead at -20 due to Face of Nurgle attribute

Special: Crook bone

Equipment: Iron armour (1 AP body/arms).and shield (1 AP) inscribed with the visage of an one-eyed creature with a gaping maw

Undead Champion 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	47	4	4	12	50	3	28	28	28	28	28	—

Psychology: Cause Fear

Special: Green Pox, Regeneration

Equipment: Iron armour (1 AP body/arms) and shield (1 AP) inscribed with three overlapping circles

Undead Champion 3

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	47	4	6	13	50	3	28	28	28	28	28	—

Psychology: Cause Fear

Special: Bird's feet, Crest, Hide of Nurgle (-10% to hit due to buzzing flies)

Equipment: Iron armour (1 AP body/arms) and shield (1 AP) inscribed with a fist squeezing a giant ant

Main Temple

A rusting iron framework stands in the middle of this room. It is a latticed pyramid with what appear to be circular cages at each point on the floor. At the tip, some 40' high, is the figure of a bearded fat man wearing robes and carrying a large sack. In the centre of the framework stands a 10' high copper drinking vessel, green with age, and filled with what appears to be a viscous liquid. The copper vessel is inscribed with a number of sigils, which cannot be read at this distance. This liquid is convulsing and the occasional 'tentacle' of fluid shoots out a few feet. The framework itself is rusted through and it is unclear why it has not fallen apart. It is surrounded by a brass circle set into the stonework, inside of which is engraved a pentagram. Both were carved out of the stone and filled in with molten metal. Both show signs of rust and decay. In each of the baskets is *something*. Inside the closest to the PCs is a man, muttering to himself, poring over a book and muttering in a language that cannot be heard but simply *feels* wrong. Inside the other two are *creatures* at which point each PC will need to make a **Cool** test. All PCs will suffer a D6 point award, whilst those failing the test will suffer D10. As in all GM decisions, these can be adjusted to the tone of the campaign, but the issue here is that their chase has ended, they have discovered the Professor, he is meddling with what only their worst fears might have guessed at – *and he has captured two gods in his contraption*.

Timetable

The hirelings and Gunther have about 10 days food, and must pass a **Leadership** test after 7 days. Should they pass, then one of them is sent back to obtain more food from a village a day to the east. After 10 days, and re-stocked, they need to pass a daily test until they break and flee.

The background chaotic infestation increases in the form of the monsters as described above, but the particulars of Professor Stradovski's experiment is as follows. It will take him one day to fully incapacitate the Vydagg and another to arouse the Marthobrax and control it. From this point, his work begins. And, at this point, we need to determine what exactly has taken place.

What is Happening?

GMs will need to tailor the precise denouement to their own particular group and how they have run the campaign so far. It is important to recognise that this is the denouement for the entire campaign. Both characters and players have invested a lot of time and effort into the game so far, and as GM and writer it behoves the pair of us to get this right. Firstly, get the balance of the chaos creatures and the Professor's followers correct. They need to be difficult, but not deadly and leave some fight left in the PCs for the final battle. At the same time, they need to be a warning of the final dangers to be faced.

The campaign has been intended to be one that focuses on the dark gothic elements of the Warhammer world. The enemy within is a key element of this in the background, but the PCs will be more familiar with the many private wars and feuds that are fought across the world every single day regardless of the existence of more malevolent forces. The drawback of such a malevolent world is that it can become repetitive and depressing, so that I have in places attempted to add humour and a few higher fantasy elements. The conclusion of the campaign is written to reflect this. The humour stems from my stealing of UK Prime Minister Tony Blair's claims to a 'Third Way' in politics whereby he adopts a mixture of democratic socialism and conservative market capitalism. For those who comprehend this particular reference, play it up. Have Stradovski refer continually in his ranting to a 'third way'. If the reference is too parochial for it to be humorous, it still reflects Stradovski's ideals that he can wed two opposites and control them.

The high fantasy element is the existence of the two powerful god-like creatures. Given the generally low fantasy nature of the campaign to date, this ending should be a nice polish and a suitable level. It hints at greater things, days when dragons truly did appear in the sky. I decided to use the Viydagg and Marthobrax from Warhammer FRP as I was not aware of anyone ever having made use of these two creatures. Since they are individuals, then this might not fit with your own view. If the use of these two creatures does not fit then any two 'demonic creatures' will suffice. Running the final section is left entirely to the individual GM. In running my own campaigns, the PCs would never be strong enough to attack a 'demon' and I do not believe that WFRP is about killing demons. Your game might differ. I would expect PCs to flee demons at the first opportunity. As GM, it is beholden to you to plan out the final scene to play out for the fullest enjoyment for your players. I really do not believe in tables or pre-determining actions via the dice. For example, the longer the PCs take to get here and then wait and watch, the weaker Viydagg becomes and the stronger Marthobrax is made. However, I am not proposing to dictate the speed of this or the changes to the statistics line of each; it should not be necessary, and the GMs can decide this for themselves. The Professor's intention is to wed the two creatures together – the evil and, the good, the Chaos and the Law into producing a being of the middle way. The fact that this creature will allow him control over nature and power beyond the dreams of your average physician is, of course, irrelevant. Therefore, the Professor's aim is to (effectively) destroy both creatures. Relatively, the Viydagg will suffer most as it has been imprisoned with much reduced power, since its original capture by the infected members of the Order; indeed Viydagg is partially mad already – with rage, grief, boredom and the wounds it has borne for centuries. Marthobrax, on the other hand, whilst originally badly injured, has been hiding in an infested and infected retreat. The Professor has failed to take this into account, even if his plan works.

Professor Stradovski is in the nearest basket to the PCs. Books and manuscripts surround him, he is muttering, screaming and babbling in an unknown language. PCs with relevant skills might recognise some *Arcane Language - Magic and Classical*, but much is unknown. At some point he will either see the PCs (GM must judge this to run the story, particularly if the PCs stand and watch for a long period) or be attacked by them. This will then force him to make an immediate decision, and corrupted from within he will side (of course!) with Marthobrax. He will free it. The clock is definitely running for the PCs! Breaking the pentacle will have the same effect, sending the experiment out of control and freeing both creatures.

Marthobrax is in another basket. It will appear as the PCs watch that the creature is becoming slowly stronger. Marthobrax really is a bogeyman for the PCs, pure and simple.

Viydagg is in the third basket. Her beauty and aura ought to convince the PCs (although after all this time, they should be wary of such absolutes!) that she is a ‘goodly’ creature. Again, as the PCs watch, she will appear to become slightly weaker and her beauty slowly starts to become corrupted. As a note, Viydagg is Lawful and will play for her own ends.

The intention is that Marthobrax is freed – either by the Professor or together with Viydagg. Various outcomes are plausible:

If both are freed, they will immediately fight each other and ignore the PCs. This is their chance to seize the Professor and flee. Viydagg is clearly outmatched, but will fight for long enough that the PCs can flee. Those looking to pick up papers or treasure deserve to die at the hands of Marthobrax (and this saves having to detail to the PCs everything that has happened).

It is possible that goodly aligned or nobler PCs will seek to help Viydagg. This is indeed noble and, in WFRP traditions, stupid. They will die. One option here is for Nebala to do the heroic thing. This has the advantage of disposing of an NPC, whose background might prove troublesome to flesh out and will result in a complete victory for the good guys. PCs might conceivably assist Viydagg from a distance before fleeing via the use of magic or similar ranged aid. This is a good pragmatic solution by the players.

Should the Professor free Marthobrax, the PCs are dead unless they can free Viydagg. The simplest way is to breach the pentacle, and moving to open the cage will do this anyway. If they panic, then they can probably flee the caverns as Marthobrax destroys his enemies. However, this is a disastrous defeat and will cost the PCs all their Fate Points. The line between cowardice and self-interest is narrow, but that breaches it completely.

The key here is that as GM you know your players better than I do. Set the finale at the appropriate level. Ideally, the PCs are scared out of their wits, will manage to capture the Professor and thence immediately flee, and leave the two titans to continue their epic struggle – bringing the entire complex to destruction as their battle causes a massive cave-in. This saves lots of explanation and the PCs feel real relief at having managed to escape with their lives. At the same time, they have seen the face of utter evil. It also allows us to leave open the question as to who won the battle.

Professor Stradovski’s mind is broken by the events and he is a babbling imbecile for the rest of his life, occasionally glaring around him proclaiming ‘the third way’.

Conclusions

Returning Home

Clearly, once the PCs have ‘completed’ the adventure it is necessary for them to return home and report to the authorities in Middenheim – and receive their back pay! The precise route of this journey is entirely open to their own judgement. From the perspective of this work, the adventure is now finished and the remaining journey is simply a ‘paper’ exercise. GMs can utilise various rumours and other material herein to flesh out the journey, but there is little that is likely to interfere with their passage. Equally the precise nature of their homecoming will vary considerably within the GM’s own campaign and the manner in which the game has been played. *For example, in playtest only two PCs survived the adventure, the others having joined at various points during the route. This meant that they were of little interest to the Middenheim authorities.* Still whilst the PCs might not receive a tickertape parade, they are assured of a genuine welcome from the Cult of Shallya and a set of grateful parents, and respect from many authority groups.

Journey to Middenheim

The various options open to the PCs are basically as follows:

Travel via Talabheim and Bergsburg

New Bechafen: retracing their route and then take boat down the River Talabec.

Old Bechafen: travelling to Kiel and then following the Taalweg to Berghafen [(Old) Bechafen], where boat transport can be taken to New Bechafen and thence down the River Talabec.

Borkum: which involves cutting across wilderness, but is less distance than travelling back to Bechafen and avoids travelling back upon oneself. Equal alternatives might be:

Travel via Altdorf

On the other hand PCs might decide to travel as above but continue on to Altdorf, with a view to travelling on the safer Altdorf-Middenheim route. They might also travel to Altdorf via the following:

Krugenheim: travelling south to the River Stir and catching a boat westward.

The PCs’ warrant should ensure that local authorities are quite helpful. If the GM so wishes, the legal process could be carried out in Altdorf, since all the parties (including the Graf) have representatives there. That allows the game to progress elsewhere but misses out on some role-playing interaction with various NPCs.

Travel via Wolfenburg

Parties can travel along the River Talabec (as described above) but branch northward up the River Wolfen, should they have unfinished business here. This allows them to return home the way they came, a longer route but one allowing them to reflect upon their adventures.

Travel via Erengard

It is not impossible that PCs might retrace a part of their journey, but seek to cut off some of the land route by taking ship from Erengard to Norden. This is subject to the campaign's perspective upon both Norden and Erengard – and is left to the individual GM to cope with!

Adventure Hooks

There should be plenty of material in the background to Ostermark and the many rumours found throughout the **Private Wars Campaign** to use as sources for adventures during the return. Reinforcements for Count von Wallenstein may be moving up the River Talabec as the PCs move down. Equally, a herald from the Emperor (perhaps with a nominal military force from the Imperial River Navy) might be on its way to demand a reason for this precipitate action (which might affect the Emperor's own planning around Norden). Whilst the Cult of the Howling One is much less apparent within the League, there may be refugees from its internal warfare setting up south of Wolfenburg in the environs of the River Talabec. Other unemployed witch-hunters from Ostland might be less than pleased to see the 'murderers' of Magnus Greel, and what was the 'Butchery at Brizban' about anyway?

Who are you again?

Bureaucracies being what they are, the authorities have no doubt forgotten about the PCs, but both the Cult of Shallya and the Steiner family will very quickly ensure that the PCs are dealt with efficiently and politely. The key question to be determined is as to whether Augustus Steiner is still alive or whether 'justice has been done'. This is clearly a judgement call by the GM. Given the grim nature of the Old World it is fitting for the PCs to be too late, perhaps merely by days. On the other hand, this is harsh. As long as either the money raised from seizing and selling Professor Stradovski's assets or that of the Steiner family can keep the various overheads paid, Augustus is reasonably safe. The various legal concerns over jurisdiction are perhaps more dangerous for him, as he might be transported to Altdorf to sit trial at the university or in front of the Grand Theogonist (actually, his representative). This in itself might be a plot hook. Ultimately, it is unlikely that the Graf will allow even such a minor question to his authority to succeed, but that does not prevent a prosecution to take place. Obviously, the Cult of Shallya and the Steiner family will push for delays and the latter should be able to bribe enough officials to keep their son alive – assuming the PCs are not too dilatory. At the same time the political and legal wrangling over jurisdiction makes a solution to the

issue prior to our heroes' return unlikely. On the other hand, there is nothing to prevent a NPC scribe to mistakenly believe the PCs are referring to a recently hanged individual, just until the players are about to lynch you!

PCs are obviously due backpay and this will be authorised, together with expenses. Of course, a wet or bloody expenses scroll might be deemed illegible, and all expenses must be accounted for. This includes equipment loaned to the PCs. Arms and armour must be that issued as identified by the guild and city marks on all equipment. They also must return – or pay for – the cart and four horses, a total of 440 GCs in itself. Again, these must be those taken, otherwise an indemnity must be paid. The city might except a riding horse for a cart horse, should the PCs have spares but all PC assets will be valued at minimum price and city assets at maximum price (WFRP, p 296). Should PCs run out of assets, then they must be placed in a debtor's prison until the issue is resolved. This is an ideal means of arranging their next mission for the city! Of course, they can appeal to the Steiner family for aid, or other of their friends; the extent of such aid is left to individual GMs.

As for the cast of thousands, the GM should develop the NPCs and family members of our heroes to taste, but the following offers some ideas.

Ulrican templars: are pleased to see the PCs and heartily commend them on their good work. No excuse is ever needed, but many drinks will be had all round.

Sigmarite templars: left Middenheim on other duties, but Heidi left the service and will re-appear in **A Pass Too Far**.

Mungo Madfoot: will enquire after his cart and horses.

Serjeant Hintzer: was killed in a riot by those homeless fearing resettlement in Norderingen.

Klaus Grebel: owes the PCs for his life.

Elke Grebel: will have developed an infatuation.

Collegium Theologica: will be officially pleased at the rooting out of a heretic, but are unhappy at the publicity. Professor Humpis gets his job and is delighted.

Anton Stradovski: loved his brother and is an implacable foe, disbelieving the PCs.

Melmoth: was not killed in either playtest, and in one was so motivated by the party's destruction of his book that, having lost them in Kislev, he travelled to Middenheim (where the PCs had told the inn they were from originally) to await the group's return and gain his revenge.

Long Term Issues

The PCs have been to various types of infectious disease in different sections of this campaign, both from encounters and dank, long-closed underground environments. Whilst this is dealt with in game terms through the **Toughness** test and consequent rules mechanics, that misses out on half the fun! PCs have, undoubtedly been infected with various minor diseases with which their immune systems should be able to cope. This should not prevent a number of minor colds, fevers and chills appearing over the next few months. The extent to which more serious infections might have been picked up is left to the individual GM. A final **Toughness** test is not unreasonable, though rather

lacking in ‘colour’. At the least review the infections, dunkings, woundings and general crawling around that the PCs have done and balance this with the group’s wishes for the future of this campaign. Minor debilitating illnesses can add to the atmosphere, but must be balanced with what has happened and traded against benefits. Such illnesses might be taken instead of insanities for example, or used to buy out accumulated points.

With regards their careers, the PCs are technically employed by the militia. In all likelihood, they will be immediately sacked on their return. Whilst militiaman offers some future adventures, it is important not to be too soft on the heroes. Make them have to work for their living after a short fêteing as heroes. They have their back pay to collect, but do not forget the expenses for any lost equipment for which they signed – and that will include their cart and four horses. Some PCs might have careers to return to – or they might have found their positions taken by (cheaper) replacements. At the same time, they have their contacts and experiences to call upon. It is a very poor academic, for example, that cannot use his experiences to obtain a post to teach at the Collegium or write them up as a book.

Experience Awards

There are no definitive tariffs within this book for experience awards. In general, most individual encounters should be worth five experience points, with an additional five points for successful interaction and/or solution. It is worth remembering that the PCs are interacting with a number of important individuals, who will expect to be treated with respect, and not interrogated like common criminals. Experience awards should reflect this. 20–50 experience points should be awarded for solving each particular section of the adventure, incorporating a general award for the quality of role-playing. It is up to the GM to tailor this to each individual campaign, but as a rule of thumb, PCs should certainly not progress further than one advancement (100 experience points) in each six-hour session.

Further Adventures

Professor Stradovski

The various books and notes that the PCs will likely obtain from the Professor offer opportunities for the PCs to investigate some of the background to the adventure. Groups keen on the background to their environment can spend time interpreting the works and tracing the places described. Many of these have already been visited and the party may well already have a number of loose ends, friends and enemies to interact with.

Nebala

The simplest way of dealing with this NPC is for her to die in the denouement and save the GM having to answer a host of difficult questions that they might not wish to develop in their own game. Nebala is clearly a 'high fantasy' character but I think a little high fantasy to round off this very dark campaign works well. If utilised, Nebala is clearly a major focus for the development of adventures. If the PCs decide to assault her, then her equipment will likely finance a nice retirement. If the adventure has shown them a new sideline into slavery, an arcane elf speaker is also clearly a prize of some worth. Note that slaying or enslaving her is clearly an evil act. On the other hand, if the PCs have worked well with her, they can offer this poor, lost soul a home and family of sorts. In the medium term, she will seek out the lands of her birth and this opens out the regions of **All Quiet in Kislev** for the extension of a campaign into Tor Elthrai and the possible discovery of the 'great secret' and exactly what Professor Stradovski had done. This is (partially) what I did.

The Medical Union

The Union and Count von Pirkheimer are now well aware of the PCs and very concerned that they might know too much.

Other Major Sub-Plots

There are clearly many interesting sub-plots which our heroes brushed against and whose tentacles might still involve the PCs. These include developments at all levels of the Old World from the plans of the slann to those of embittered individuals that the PCs have upset. Try the following as initial ideas:

The development of Norden

Magnus Greel, the Ostland witch-hunters and Grenzburg

The 'invasions' into Grenzburg and Stühlweissenburg

The Cult of the Howling One, its disparate parts and the ultimate aims of each The Cult of Biersal and its apparent links to Nurgle

Melmoth and the worship of Khaine in the northern Empire

The future of Baroness Antonescu and the reaction of Count von Wallenstein

Governor Khuzov's longstanding plans for Kislev, The Empire, Marienburg and who knows where else

The Order of Sword Brethren, the discovery of an apparent shrine linked to them and occupied with undead under Standing Stone Island – the property of the already paranoid Boyar Vasladovitch

The fate of Heinrich von Weide

The World Plan and the Influencing Machine

The future of the Torjans and the great secret that they are defending

The many concerns about the future of regions and personae of Kislev

What Did You Do Next?

My PCs developed a friendship with Nebala, who accompanied them to Middenheim. There she decided to seek out a ‘wizard’ who could assist her language problems and provide some historical details to the world now contrary to as she knew it. Ultimately, she became something of an intellectual zoo exhibit and was ‘detained’ by the Wizards & Alchemists Guild. However, Rallane Lafarel has developed a friendship with Nebala (having been initially asked to assist in mundane translation) and seeks her release. He arranges to have the PCs break out Nebala, along with a number of other mystery benefactors. Given her longing for the north and the support of one of the mystery benefactors in arranging relevant employment, the PCs head off towards Kislev – and ultimately the Wheatland Colonies. Therein lies another campaign!

APPENDIX A

THE MERCHANT BOAT CONVOY

Vermin in the herbaria

Christa Schenk, Merchant

Merchant, ex-Trader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	43	4	4	8	48	1	38	54	55	52	58	56

Skills: Blather, Evaluate, Haggle, Herb Lore, Law, Lip Reading, Magical Sense, Numismatics, Read/Write – Old Wonder (Reikspiel, Slavic), Secret Language – Guilder, Speak Additional Language (Dialect) – Slavic, Super Numerate

Age: 31

Alignment: Neutral.

Equipment: Crossbow with ammunition, Helmet (1 AP head), Religious Symbol (Manaan), Sleeved Mail Shirt (1 AP body/arms), Sword, 100 GCs

Background:

Ambrosius Barsky

Druid Level One

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	24	3	4	10	55	1	65	55	59	52	61	39

Skills: Animal Care, Arcane Language – Druidic, Cast Spells – Druidic 1, Dowsing, Follow Trail, Heal Wounds, Herb Lore, Identify Plant, Meditation, Secret Signs – Druid

Familiar: Rabbit

Skill: Flee!

Magic Points: 16

Spells:

Petty: Sleep, Sounds

Battle Magic: Cure Light Injury

Druidic: Delouse, Heal Animal

Alignment: Neutral

Age: 45

Bloodsedge

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	33	0	3	3	5	60	1	–	0	0	0	20	–

Special: A hit causes a **constriction** attack that pins the opponent. Upon a successful hit causing a wound, the victim suffers a **blood drain** attack causing automatic D6 wounds regardless of armour and toughness.

Giant rat

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	25	0	3	3	5	30	1	–	14	14	18	18	–

Special: 35% chance of causing **infected wounds** [WFRP, p83]

Skaven

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

Special: 35% chance of causing **infected wounds** [WFRP, p83]

Skills: Night Vision – 30 yards

Equipment: Dart and Hand Weapon envenomed with one dose of adder root [WFRP, p82], Leather Jerkin.

Black Scratch Outer Nest

Should the PCs seek to investigate further into woods, they might eventually discover a small skaven nest set up to oversee the herbaria plan. The skaven danger is not in numbers, but in stealth and their ability to withdraw. The same statistics should be used as above, but with the addition of a leader.

Skaven Leader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	35	4	3	8	50	1	24	34	24	28	29	14

Special: 35% chance of causing infected wounds [WFRP, p83]

Skills: Night Vision – 30 yards

Equipment: Dart and Hand Weapon envenomed with one dose of adder root [WFRP, p82], Leather Jacket.

Outlaws in Noble Clothing

'Alexsander Telechkina'

Outlaw Chief, ex-Outlaw

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	51	4	5	10	44	3	33	52	34	37	30	36

Skills: Animal Care, Concealment Rural, Disarm, Dodge Blow, Drive Cart, Follow Trail, Marksmanship, Ride – Horse, Scale Sheer Surface, Secret Language – Battle Tongue, Secret Language – Thief, Secret Signs – Woodsman's, Set Trap, Strike Mighty

Blow, Strike to Stun

Equipment: Sleeved Mail Shirt (1 AP body/arms), Sword, 50 GCs

Iya, Capela, Armin, Georg and Ruy

Outlaw

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	35	3	3	8	32	2	25	29	23	37	27	24

Skills: Animal Care, Concealment Rural, Disarm, Dodge Blow, Drive Cart, Ride – Horse, Scale Sheer Surface, Secret Language – Battle Tongue, Set Trap, Strike Mighty Blow, Strike to Stun

Equipment: Bow with ammunition, Helmet (1 AP head), Leather Jerkin (1 AP body), Shield (1 AP head/body/arms/legs), Sword, D20 shillings, D20 pennies, D100 copeck, D100 grivna

APPENDIX B

BECHAFEN

Finding Marius

Petar Kruzic

M	WS	BS	S	T	W	L	A	Dex	Ld	Int	Cl	WP	Fel
4	50	45	4	4	9	42	3	45	59	43	33	47	44

Skills: Boat Building, Consume Alcohol, Disarm, Dodge Blow, Row – Sailing, Secret Language – Battle Tongue, Strike Mighty Blow, Strike to Stun, Swim

Equipment: Crossbow with ammunition, Helmet (1 AP head), Sleeved Mail Shirt (1 AP body), Shield (1 AP head/body/arms/legs), Sword, D20 GCs, D20 shillings, D20 pennies

Uskok 'Pirate'

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	45	4	3	7	33	2	32	32	30	35	28	31

Skills: Consume Alcohol, Disarm, Dodge Blow, Row, Sailing, Secret Language – Battle Tongue, Strike Mighty Blow, Strike to Stun, Swim

Equipment: Crossbow with ammunition, Helmet (1 AP head), Leather Jerkin (0/1 AP body), Shield (1 AP head/body/arms/legs), Sword, D20 shillings, D20 pennies, D100 copeck, D100 grivna

The Merchant Land Convoy

The Rudiger merchant family primarily forms the convoy, currently as follows:

Helga Rudiger, aged 54, plump, bossy, efficient
Oskar Rudiger, her second son, lazy, pompous
Helena Baer, overseer, obsequious to those above her
Franz Helgrim, second in charge, actually the real manager
Wolf Gerrow, scout, taciturn, looks part Ungol
eight carts and 15 mules

In addition, the following minor merchants are also part of the convoy:

Istvan Meszaros
Two carts and three mules

Gaius Hasener
Four carts

Veronika Thiele
Three carts

Max Treuer
One cart containing spell ingredients

In addition to those named above, there are a total of one outrider, twelve drivers, six muleskinners and six guards.

APPENDIX C

THE MEDICAL UNION

The Medical Union is a highly successful cell of Nurgle cultists, though they would reject this, assertion completely. Their basic premise is that in order to understand disease, one has to study it in detail. More they became convinced that disease could be used as a means to fight infection, and create a form of *positive disease* which offered beneficial symptoms to the sufferer. This is a very persuasive doctrine, and the cult has been successful in inveigling itself into senior positions within many institutions concerned with healing. Of course, the authorities would not see the matter in this way, and the Union members would undoubtedly be burned for heresy. They are, however, protected by their social positions; their web of grateful patients (now followers) and their secrecy.

It is not proposed that the PCs uncover the activities of the Union to any great degree, or that they necessarily suspect its existence. Indeed, the cult can offer a useful background opponent for other adventures. Similarly, it is not really necessary to discuss in great detail the rules mechanics concerning the activities of the Union. However, the Union have advanced the practice of medical science and developed two basic courses of treatment. When treating infectious disease, the patient is infected by the disease, in controlled areas, and aided in overcoming it. This is then used to fight the main infection. The treatment is more successful when used on uninfected patients, since they become able to fight off any infection before they are actually ill. The second treatment is the creation of a positive disease, which achieves beneficial results. For example, Elfrieda Teuschel has been infected so that she appears much younger than she actually is. Both types of process are part natural and part mystical, thus undoubtedly tainting the patient with the essence of Nurgle. Exactly what part the Union plays in the Chaos Lord's future plans can only be a matter of speculation. Members have also been active over many years in furthering the theory and practice of the philosophy of medicine. Since they know much about contagion and the spread of disease, they have introduced the modern notions on cleanliness to Old World practitioners – an apparent irony for Nurgle cultists. Whilst surgeries are by no means uniformly clean, where time, space and money allow, practitioners follow basic rules of hygiene.

In game terms, members gain **Immunity to Disease**. Depending upon their seniority and time within the cult, they also gain **Immunity to Poison** and **Very Resilient**. A number of NPCs are also able to use Chaos (Nurgle) magic.

It is worth noting that within this scenario, The Medical Union is presented as a cult of Nurgle worshippers, albeit from an alternative perspective to the usual disease-ridden wretches. However, given the dominance of religious doctrine over any other, GMs might like to consider the possibility that the Union is simply a group of scientists advancing their knowledge of medicine at the expense of socially constrained norms of belief. As presented here, this has led them to be ensnared by Nurgle, though they believe they are able to manipulate an aspect of the god for the good of mankind – or at least those they believe worthy of it. However, GMs might like to consider the fact that these advances are simply scientific advancement, and that it is those in authority who

are serving the forces of ignorance – and possibly worse – by seeking to destroy the written and empirical work of the Union. In this case, simply remove the spells available to the members, and return their alignment to neutral.

The principles of their belief involve the Shallyan doctrines of healing, but without the pity and compassion. They believe that Shallya is an aspect of Nurgle, restricted by compassion. They seek to develop the absolute certainties of medicine. However, they are led to Nurgle as this is an individual thing for them as intellectual elites. They seek protection and perfection, whilst the mass of humanity are irrelevant. Of course, they are willing to extend some of their work, as cover, as a means of obtaining useful recruits and to earn money to further their work. Disease like every other organism is engaged in a battle of wills and survival of the fittest, and the practices of the Union might be defeating weaker diseases, but others are becoming stronger in their fight with the new virtues of cleanliness and scientific method.

Stradovski's Plan

Professor Stradovski has uncovered details from his family diaries and linked these to research that he has been allowed to undertake within his membership of the Medical Union. His family were originally from Ostland, but have not lived there for some time (his Ostland accent is an affectation – and a lead, albeit false, to start off the campaign). They were minor nobility, ultimately serving in the Grand Crusade against Chaos under Magnus the Pious. Here they fell from favour, having mortgaged themselves to follow Magnus. It might also be said that a nascent corruption was awakened then too. In any event Stradovski discovered from his researches that a large Chaos band broke through the Kislevan lines and ravaged the south of the country, heading ever south-east, towards the League of Ostermark. This has become known as a tactical blunder at the Focsani Gap, but it was more. Stradovski discovered that a great evil had once been worshipped there, a demon (or somesuch) of Nurgle that still resides there to this day. His diaries told him that the forces of ‘good’ were aided by a group of mysterious templars, aided in turn by their own deity. The diaries are very garbled and it is unclear exactly what happened, how and why. However, the result was that the Professor discovered the existence of the Viydagg, the fact that it was trapped (again, it is unclear as the original journals refer to it as being placed there for its own security as it had been grievously wounded in the battle) and the location of this place. He even learnt how to obtain the key. So, Stradovski knows of the existence of a Viydagg.

The Professor is equally aware of the existence of Marthobrax, since the teachings of Armanii are a part of the Union’s beliefs. He managed to piece together from the earlier story that Marthobrax was imprisoned too, and how to free it. A number of the Nurgle invaders were captured by the victors. Perhaps this was a deliberate ploy to expand the contagion over the years, but instead of slaying them they were interrogated. Madness, disease and corruption slowly attacked the interrogators over the years. Perhaps the Professor’s corruption is derived from this genetically. Or maybe he is simply a corrupt deviant. Since the Professor had the first half of the story, he was in a position to understand the reality better than others at the Union.

The Professor is a man who believes in his cause and who thinks that he can obtain the power to bring about a paradigm shift in thinking about medicine and disease. This would place him at the forefront of medical thinking, give him legitimacy and earn him a fortune. Of course, in carrying out his work he has been misleading the Union as to his findings and building up his own network. He is only too aware that the Union leadership will not take kindly to being displaced. Indeed, to Stradovski they are more interested in minor self gain than any serious devotion to a cause. He also realises that his work would turn orthodox religion on its head and that he would be declared a heretic. He has thus had to be very careful, particularly as he has almost finished his preparations. He has long worried about Professor Humpis, whose beliefs he knows and abhors. When Humpis denounced him, he believed that he had actually been found out. Humpis had been delving in recent months – and now he knew! In fact, Humpis *had* been searching only for dirt to throw at Stradovski over the appointment. However, the die had been cast.

GMs *could* include hints of this story in the Professor's office or perhaps names of some of his correspondents or places he visited on sabbatical from the Collegium. This was purposely left out to try to ease the PCs into the plot, but can be included.

The Hunted

Professor Udo Stradovski

Scholar, ex-Physician, ex-Physician's Student

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	24	3	4	10	55	1	65	55	59	52	61	39

Skills: Astronomy, Cast Spells – Chaotic (Nurgle) Petty Magic, Cast Spells – Chaotic (Nurgle) Level 1, Cast Spells – Chaotic (Nurgle) Level 2, Cast Spells – Chaotic (Nurgle) Level 3, Cure Disease, Divination, Heal Wounds, Herb Lore, History, Identify Plant, Identify Undead, Immunity to Disease, Immunity to Poison, Law, Magical Sense; Manufacture Drugs, Prepare Poisons, Public Speaking, Read/Write – Old Worlдер (Reikspiel, Slavic), Rune Lore, Scholarship, Scroll Lore, Secret Language – Classical, Speak Additional Language (Dialect) – Slavic, Surgery, Theology, Very Resilient

Magic Points: 30

Spells:

Petty Magic: Cure Hurt¹, Purify, Remove Curse, Sleep

Level One: Cloud of Flies, Cure Light Injury, Cure Poison², Immunity from Poison

¹ This spell is taken from **Clerics of Shallya** in **Warpstone 10**.

² This spell is a specialist spell for Shallyan clerics, obtainable due to the unusual aspect of Nurgle worshipped by The Medical Union.

Level 2: Cure Disease³, Fly Swarm, Treat Illness⁴
Level 3: Cure Severe Wound

Age: 63 (appears 50)

Alignment: Chaotic

Equipment: Black Bag (containing medical instruments, spell components and potions), Books, Healing Potion, Sword, 3d100 GCs

Stradovski is carrying a number of books, taken from various sources. A number were removed from the library of Count von Pirkheimer some time ago, and have not yet been missed. When they are, whoever is carrying them will certainly be a target for his agents. He has a number of general texts, including Wilhelm Oswei's *Pathologus Miasmatic*, Al Ambra's *Libra Convalseci*, Lothar Musschler's collected works and Pavarotti's *Notes on Elements in Medicine*. Slightly less lawful is the *Albergoeren Almanac*. It contains a list of feast days and festivals within The Empire, including those of the Fell Powers. For this reason, it has been declared a heretical text by the Cult of Sigmar. However, whilst they are less interested in book lore, this is disputed by the Cult of Ulric and those such as Taal that object to unilateral action that results in the loss of many legitimate old traditions at the same time. Equally questionable, though not infrequently held by physicians, are Lempter's *Necrotic Diseases of the Body*, the *Liber Pestilentia* and *Sieuchebuch*. Two Shallyan texts of dubious intellectual worth are also in his possession. These are Sister Klinger's *Nature of the Beast* and Saul Farkhler's *Death Triumphant*. However, the primary works of relevance to the adventure are a whole assortment of diary notes and researches by generations of the Professor's family. He also stole findings on the barrows in the League, particularly that of Armanii, and proscribed works on the nature of those beliefs. One is marked 'ex libris Count Wolf von Pirkenheimer' (an antecedent of the current count).

Description: A man of about 50, he speaks with a very pronounced Ostland accent despite the fact that he has lived in Middenheim for over 20 years. He is otherwise relatively nondescript – dark hair, brown eyes, average height – except for his perfect teeth and tanned skin. These are a blessing from Nurgle, although the Professor has not realised. His tan is something of a joke within the Collegium since it is more normal of field workers than Professors. None realise either his true age (except his brother, who whilst considerably younger, appears older) or his affiliation with The Medical Union. He is a devout believer in the existence of a superior Imperial physique, which has led him into his current position. He would strongly dispute that he is Chaotic – and no doubt will with the PCs. He believes in the Union as part of his belief in the need for control by people like himself, the intelligentsia. It is only through the work of such people that humanity can progress, and his own successes are proof of this.

³ This is originally a Druid Magic spell, and was published in **The Restless Dead**.

⁴ This spell is a specialist spell for Shallyan clerics, obtainable due to the unusual aspect of Nurgle worshipped by The Medical Union.

Spell Descriptions:

Name: Purify (reversible)
Level: Petty
Magic Points: 1
Range: Touch
Duration: Permanent
Ingredients: Piece of muslin
Effects: This spell removes all impurities from any liquid, rendering it perfectly clean. Polluted water becomes safe to drink, and it is useful for surgeons in creating a clean operating environment.

Name: Cloud of Flies
Level: 1
Magic Points: 3 plus 1 per hour
Range: Personal
Duration: 1 hour per level
Ingredients: Piece of rotting meat
Effects: The caster can command a swarm of flies. If he surrounds himself with the thick swarm, they will add +1 Toughness to the caster and cause those in combat to suffer -10% off all skills as they buzz around, block vision, get in the mouth and ears etc. In surgery, all flies are moved away from the operating table increasing cleanliness.

Name: Fly Swarm
Level: 2
Magic Points: 8
Range: In sight
Duration: 30 minutes
Ingredients:
Effects: This spell forms a *swarm* of flies, as described in the WFRP bestiary.

Gunther Zischer, Merchant

Merchant, ex-Trader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	43	4	4	9	41	1	38	66	54	56	52	54

Skills: Blather, Evaluate, Haggle, Law, Magical Sense, Numismatics, Read/Write – Old Worlder (Reikspiel, Slavic), Ride – Horse, Secret Language – Guilder, Speak Additional Language (Dialect) – Slavic, Super Numerate,

Age: 44

Alignment: Neutral

Equipment: Crossbow with ammunition, Helmet (1 AP head), Horse with Saddle and Harness, Religious Symbol (Shallya), Shield (1 AP head/body/arms/legs), Sleeved Mail Shirt over Leather Jacket (2/1 AP body/arms) with padded leather leggings (1/0 AP legs), Sword, 300 GCs

Background: Gunther Zischer was a merchant from Middenheim who fell ill and was saved by the Professor. Immensely grateful, he was secretly initiated into the Medical Union by the Professor, keeping this secret from his co-cultists. Gunther was tasked to start afresh in Kukonois as a precaution should the Professor need to flee, and set up in business as a merchant. If all went well, he would live out his life here in comfort, albeit a trifle rustically. However, he was to employ a group of appropriately amoral ‘bruisers’ suitable for bodyguard work should the Professor have to flee this way. Gunther owes his life to the Professor and is appropriately loyal.

Avitakohl Debretin, Scout

Scout, ex-Outrider

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	53	4	4	11	51	2	48	30	44	45	46	23

Skills: Animal Care, Concealment – Rural, Follow Trail, Orientation, Ride – Horse, Secret Language – Ranger, Secret Signs – Scout, Secret Signs – Woodsman, Silent Move Rural, Sixth Sense, Specialist Weapon Skill – Lasso

Age: 29

Alignment: Neutral

Equipment: Crossbow with ammunition, Helmet (1 AP head), Horse with Saddle and Harness, Religious Symbol (Ulric), Rope – 10 yards, Shield (1 AP head/body/arms/legs), Sleeved Mail Shirt over Leather Jacket (2/1 AP body/arms) with padded leather leggings (1/0 AP legs), Manacles, Sword, 100 GCs

Background: Avitakohl is the long-serving scout who has travelled with the Professor from Ostland. She is an Ungol who has had a very hard life. Few recognise the scrawny scout as even a female and none have ever bothered to pay her much attention. However, the Professor has treated her as an equal and relied upon her skill and she has repaid this with total loyalty. Of course, Professor Stradovski is ultimately only loyal to himself!

Yelena Petrenko,

Bodyguard, ex-Burglar

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	4	3	8	48	1	47	29	31	26	34	44

Skills: Disarm, Concealment Urban, Pick Lock, Scale Sheer Surface, Secret Language – Thieves’ Tongue, Secret Signs – Thieves’ Signs, Silent Move Rural, Silent Move Urban, Specialist Weapon – Fist Weapon, Spot Trap, Street Fighting, Strike Mighty Blow, Strike to Stun, Very Strong

Age: 27

Alignment: Neutral

Equipment: Crossbow with ammunition, Helmet (1 AP head), Horse with Saddle and Harness, Jewellery worth 200 GCs, Lockpicking Tools, Religious Symbol (Ranald), Rope – 10 yards, Shield (1 AP head/body/arms/legs), Sleeved Mail Shirt over Leather Jacket (2/1 AP body/arms) with padded leather leggings (1/0 AP legs), Sword, 20 GCs

Background: After catching Yelena breaking into his house one evening and finding himself on the losing end of a fight with her, Gunther made her an offer that she could not refuse when she was later caught by the district’s private militia. Join and work for him, or be arrested and sent to Skolverket. Over their two year relationship, the two have become more than simply employer and employee – although Yelena does not understand the current situation and is far from happy. She enjoys living in towns and had become use to an easier way of life. Fleeing with an apparent stranger, following his instructions and for no apparent reason or understandable cause is worrying to this self-interested woman. Depending upon the circumstances, Yelena might not wear her full armour as she finds it restrictive.

Six Nameless Hirelings, Bodyguards

Mercenary, ex-Bodyguard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	48	4	3	8	39	2	25	42	30	38	32	26

Skills: Animal Care, Disarm, Dodge Blow, Drive Cart, Ride – Horse, Secret Language – Battle Tongue, Specialist Weapon – Fist Weapon, Street Fighting, Strike Mighty Blow, Strike to Stun

Age: 30

Alignment: Neutral

Equipment: Crossbow with ammunition, Face Mask, Helmet over Mail Coif (2 AP head), Horse with Saddle and Harness, Knight, Plate Cuirass and Arm Bracers over Sleeved Mail Shirt (2 AP body/arms) with mail leggings (1 AP legs), Shield (1 AP head/body/arms/legs), Sword, 50 GCs

Background: No one really cares who these paid thugs actually are. They got paid; they will certainly die. Such is life in the Old World.

Ogre Janissaries

Mercenary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	43	27	5	5	18	30	3	18	28	14	28	29	10

Psychological Traits: Cause fear in creatures under 10' tall.

Skills: Disarm, Dodge Blow, Speak Additional Language (Old Wonder), Speak Own Language (Grumbarth)

Alignment: Neutral

Equipment: Axe (hand weapon), Leather Jack (0/1 AP body/arms), Religious Symbol (Myrmidia or Great Maw), Shield (1 AP head/body/arms/legs), Throwing Spear

Background: Expendable fodder, who are going to be mighty upset when they realise this.

APPENDIX D

THE TEMPLE MOUND

Ellen Lauschenberg, Priestess of Ulric

Cleric Level 2, ex-Cleric level 1, ex-Initiate

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	39	4	4	9	48	1	55	45	31	40	48	33

Skills: Arcane Language – Magick, Cast Spells – Clerical 1, Cast Spells – Clerical 2, Charm Animal (wolf only), Dodge Blow, Meditate, Public Speaking, Read/Write – Old Worlder (Reikspiel), Scroll Lore, Secret Language – Classical, Strike Mighty Blow, Theology (Ulric)

Magic Points: 19

Spells:

Petty Magic: Magic Flame, Open, Zone of Cold

Level One: Fireball, Hammerhand

Level 2: Zone of Steadfastness

Age: 50

Alignment: Neutral (with evil tendencies)

Equipment: Mail Shirt (1 AP body), Spell Components, Sword

Description: Ellen is an intolerant bigot, a small-minded and bitter individual. This inner disease has also twisted her physical appearance and she looks crabby. Only her position as Baron Trautenau-Nebelsfeur's personal priestess affords her any status. To be fair she does on occasion doubt herself, but both the Baron and the Professor fed her hatreds and petty minded bigotries. She is uncertain of this adventure, but lacks the skills or knowledge to back up her concerns about entering the barrow. Never one to use her initiative in the best of times, she is certainly not going to rock the boat of her benefactors at this late stage. She has been convinced that the barrow contains evidence of Sigmar's fraud and nothing is going to prevent her from defending this endeavour with her life (if necessary).

Wolf Companion

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	33	0	2	2	5	30	1	–	10	10	14	14	–

Psychological Traits: Fears fire.

Special Rules: 20% chance of wound causing infected wounds [WFRP, p83].

Three Militiamen

Militiaman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	35	4	3	6	34	2	25	29	30	31	31	28

Skills: Dodge Blow, Strike Mighty Blow

Age: too young to die

Alignment: Neutral

Equipment: Bow with arrows in quiver, Mail Shirt (1 AP body), Shield (1 AP head/body/arms/legs), Spear, d6 shillings

Background: Feudal vassals obeying orders; more sad casualties in another pointless private war that they do not understand – unless of course they run off....

Six Labourers

Herdsmen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	33	3	4	6	35	1	37	26	31	34	32	31

Skills: Animal Care, Charm Animal, Consume Alcohol, Musician – Wind Instrument, Specialist Weapon – Sling, Very Resilient

Age: too young to die

Alignment: Neutral

Equipment: Hand Weapon (axe), Pan-pipes, Staff Sling, Tools (digging equipment), d6 shillings

Background: Feudal vassals obeying orders; more sad casualties in another pointless private war that they do not understand – unless of course they run off....

Nebala, Templar

Templar, ex-Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	66	61	4	5	16	63	3	56	57	48	51	58	45

Skills: Animal Care, Disarm, Dodge Blow, Heal Wounds, Ride – Horse, Rune Lore, Sing, Sixth Sense, Speak Own Language – Arcane Language Elf, Specialist Weapon – Fist Weapon, Specialist Weapon – Polearm, Street Fighting, Strike Mighty Blow, Strike to Stun

Age: 33

Alignment: Lawful

Equipment: Helmet* (2 AP head), Leather Skirt and one greave* (1 AP left leg, 0/1 AP right leg), Plate body cuirass* with leather shoulder (2 AP body, 0/1 AP arms), Rations (two weeks less what has been consumed), Religious Symbol (Arianka-Viydagg), Shield* (1 AP head/body/arms/legs), Spell Ring (Gift of Tongues; 20MPs), Sword*:

Equipment notes: To reflect the lightness of the ithilmar alloy, all encumbrance penalties are ignored. In addition, the armour is more efficient and each can be deemed to have an additional ½ point of armour. *However* this may only be utilised where a whole number is created. For example, the ithilmar shield and the ithilmar cuirass are each worth 1½ points of armour and together worth 3. The shield on its own is worth 1½ points of armour and this is rounded down to the normal 1 point. In terms of WFRP mechanics, this can be recorded as 2 AP on the torso and left leg and 1 AP on the shield, but GMs must note the shield must be in use for this to so count.

Description: Rani’Nalalthar-Nebala (Nebala for short) wears a full helm, a plate cuirass, a skirt and a single greave. She carries a large shield and a sword. Metal items are made of an ithilmar alloy. She looks quite plain and ordinary, about 30-35 and with deep blue eyes. Her short-cropped hair is black with some greying. She speaks only a bastard Arcane Language - Elf and must perforce make use of magic to communicate (her own ring and/or a PC spell caster). This limits her ability to communicate and infuriates her. Her haunting voice can produce some quite stunning songs over the campfire that hearkens to a time when the world was younger. Generally, she is motivated by

her job in hand, and regards everything outside that necessity as irrelevant. She can be charming, friendly and passionate but these feelings are subsumed (currently) into her mission. Her innate conditioning is deferential to elves and distrustful of others (especially dwarfs), but she is intelligent and able to control both.

Clearly, Nebala is something of a treasure-trove, both in terms of her equipment and herself. Devious PCs may decide to take advantage of her as they see fit. Good luck to them! She cannot be awake all the time, and PCs can befuddle her in a number of ways. She has one aim in mind, and everything else she sees as irrelevant to that. At the same time, if convinced of the need for other actions to achieve this end, then she can be convinced.

Playing Nebala is also difficult in that PCs might ask all sorts of questions about the past that GMs simply do not know – or care about! The limiting factor here is Nebala's single-mindedness and the limits of the ring (and any PC's spell points to cast their own spell). In addition, she is basically simply a 'grunt' following orders. It is probably best to have a confused (and disinterested) Nebala simply confuse the PCs! However, the following offers some simple parameters:

Where are you from: In the immediate past, she came from what she calls a 'magical portal' in which she was placed to defend the mound from those such as the Professor. Unfortunately she was stymied by earlier work by those who found a flaw in her people's plan. Her homeland is called Tor Elthrai, but she will not reveal its location willingly. If forced to do so, it corresponds with the tribesman homeland and the Ösel Basin.

When are you from: This question has no answer since the PCs simply have no time frame reference. Some hints are possible. She clearly distrusts dwarfs and wishes to know 'why they attacked us'? This clearly places her after the War of the Beard (though few PCs will know of this). She has never heard of Sigmar and has minimal knowledge of this region. However, she does know of the various tribal groups, including Thurini and Unberogens (with which PCs might be familiar) and also refers to 'Samogitians' and 'Selonians' to the north. None of her comments about these peoples are particularly favourable, though she does respect them. Unless specifically asked, it will not occur to her to state that these are not human tribes, but a mixture of races – most notably including centaurs. As far as she is aware, she only just stepped in the portal and out again, but she was told that many years might pass. She has no idea of how long she has been inside. Her ruler is known as Zevulon the Great, an elf though she will not initially reveal this. She will not distinguish between high and wood elves (although neither should non-elf PCs).

What are you: Again, Nebala is unsure of the context of the meaning. She is clearly human, but at the same time sees herself as an elf in social terms. She refers to herself as a Torthrain.

Who do you worship: This will elicit a highly confusing response. It should be quite clear that she offers worship to what we have termed the Shallya-Viydagg deity, and is appalled at its being here. On a more general level, Nebala basically worships corrupted forms of the elf gods.

Why were you in this mound: Nebala was placed here to prevent the mound being reclaimed by the followers of what she terms (or at least the **Gift of Tongues** spell translates as) the Castrator of Mother Earth. It is unlikely that she will be able to explain the concepts to the PCs, unless the GM so wishes. It is likely that players are aware of the links to Nurgle, but there has been little evidence for the PCs to pick up, and the campaign (as established in **A Private War** Appendix J) does not presume knowledge of chaos. Simply babbling Nurgle at her will not elicit an answer, though she may become less trusting of the PCs. The premise of his teachings was that the natural order of things was not permanent, but able to be manipulated by human ingenuity. In particular, death and disease could be defeated. Whilst this might not seem a terrible doctrine, to the Lawful Nebala it is an anathema though she will not be able to coherently explain why. In reality, of course, such ‘cheating’ relies on the worship of Nurgle to control pestilence for some, and infect his followers with what are deemed to be ‘good’ viruses. Oh, and did we mention all the experimentation on helpless captives and the many human sacrifices involved?

Who was Chamav Armanii: “He was a ruler of this region who enslaved local tribes and forced people to follow his foul cult. I do not know exactly what they did, but that does not matter. They were abominations, tinkering with the natural order of life. My people destroyed his followers in a great battle, after he died due to divine retribution for his misdeeds. We learnt that he had promised to return and that there was a key for those who would seek to do so, and therefore, we found this mound. Since we did not know what evil had been perpetrated here, we determined to simply bury it so that all would forget that it had ever existed. I volunteered to remain, ensorcelled into a void that I might awake should his tomb be ever opened.”

What were you protecting: Nebala was supposed to guard the actual tomb, but the people who set her wards set them for triggering upon its opening. It had not occurred to them that someone might move it first!

Who is Emperor Zevulon: Any question about herself, her people and her time can easily be side-stepped by the GM on the basis of time and the lack of common references. By necessity most explanation demands comparison and similar terms of references. Nebala’s entire culture is long dead, and she has no realistic way of explaining her entirely different world view, social structures and beliefs. Information is presented in the appendices on aspects of this time here and in **All Quiet in Kislev** should a GM wish to elaborate upon this.

Should the occasion present itself, Nebala is also interested about her own people and the events that have transpired since her hibernation. The following are the types of question she will ask, and responses that answers will engender:

How is Tor Elthrai: The fact that the PCs are unsure, that they refer to the inhabitants as a bunch of barbarians called ‘Tribesmen’ will clearly cause great distress, and ultimately she will hope to travel there to discover the events that have led to the current position.

Does Zevulon the Great still control Pecheneya: Again this answer is effectively impossible to answer. Lying by the PCs might have later repercussions.

In addition, should the PCs have any of the various items with which she will be broadly familiar, this will engender suspicion and enquiry. Careful PCs will explain the items away as captured contraband or something similar. Admission of simple theft, looting or similar will necessitate a disagreement between Nebala and the PCs.

APPENDIX E

Random Road Encounters

Much of the adventure is spent travelling along the roads and countryside of Ostermark. The adventure itself is concerned with the static points of the campaign, those definitive situations to which the adventurers are purposefully travelling. However, not everything in life is planned and random encounters have a part to play in the lives of our heroes. The following can be used to spice up the adventure as PCs travel along the roads.

River and Road Wardens

A **Private War** discussed a number of options concerning using these helpful gentlemen, whilst **All Quiet in Kislev** suggested the use of what were effectively bandits serving the same function. Use them to taste.

Outlaws

As ever, should the GM feel the need to have the PCs run foul of some random human outlaws engaged in robbery and pillage, they should do so.

Road Markers

Again, as outlined in the earlier parts of the campaign, road markers (in the form of stone tablets on the verge) offer distance and direction information. As before, GMs can utilise these for colour as necessary.

Slavers

The campaign has developed various forms of, and approaches to, the concept of slaving. To retain consistency, yet more of these can be thrown into the mix. Given the nature of Ostermark, however, there is less need to emigrate, as there is much territory here that can be colonised with minimal question.

APPENDIX F

OSTERMARK

A Synopsis

More formally called the League of Ostermark, it is a large and mostly rural province located at the north-eastern edge of The Empire. Of greatest interest within this campaign is its northern border with Kislev. This currently runs along the northern bank of the Lower Talabec. However, as described within this adventure, moves are being made to advance the border into the land between the two branches of the River Talabec. At this time, the advance has not been formalised, nor has the exact delineation of the occupied land between Ostland and Ostermark. The region is heavily forested, with the exception of a central plateau of desolate moorland.

Chancellor Maximillian Dachs is the current leader of the region. The precise political situation of Ostermark is extremely complicated and generally regarded as one that is best left alone by the ruling classes, for fear of precipitating further bloodshed. However, it seems that the future can only bring further violence to the region. As discussed in **A Private War**, Ostland regards the region as an independent province, although the von Koenigswald line was always very wary about formalising the position. At the same time, the Chancellor's position is that of a vassal to the von Krieglitz family in Talabecland. The official position of Ostermark is that it is 'attached' to Talabecland. The problem arises from a poorly drawn treaty and a series of charters and individual contracts that have been added to the treaty over the centuries. Essentially, Talabecland regards the entire League as a vassal province, whilst the Chancellor regards himself as a personal vassal in his position as chancellor. Without the support of Ostland, the situation has remained unresolved. The von Koenigswald electors were too disinterested and accepted advice from the liberals within the Cult of Sigmar to prevent a wider religious schism forming within The Empire. Too, both Talabecland and Ostermark were granted Empire privileges by Magnus the Pious to offer incentives to both not to seek a resolution to the issue. However, the new Grand Prince received secret support from the Chancellor in his succession and feels bound to honour agreements. In addition, the Chancellor and Grand Prince have arranged to support the claim of Count von Wallenstein to lands claimed by Kislev to the north of the Talabec's lower branch.

One of the primary reasons for the amicable relations between Ostland and Ostermark is found in the invasions from Kislev that commenced with the mass migration of Ungols in 1750. This peaked with (what they regard as) the shameful surrender by Gregory I Dissell in 1900 of much of the region to the Ungols, which united the two regions against the Kislevites and Talabeclanders. Like Ostland, Ostermark reserves detestation for both groups of people, though this is modified here a little by the practicalities of existing between the two. There is also a border dispute with Talabecland that has resulted in entrenching the mutual hatred. The region of Stühlweissenburg that falls into The Empire is officially recognised as belonging to Talabecland and so claimed, although under the direct suzerainty of Count von Wallenstein. However, both Ostland and Ostermark claim that Talabecland ceded its claim here when Gregory I Dissell

surrendered lands to the Ungols. Since Ostland soldiers and their Ostermark allies actually re-captured it, they claim it as belonging to Ostermark. More, there is some legal argument that the territory does fall under the remit of the Chancellor due to a number of ancient land grants. The problem with the whole political situation within Ostermark is due to the lack of definitive legal statements and the difficulties of establishing verbal claims based upon witness. This is primarily due to the fact that these documents and many important legal and political figures were present at a meeting to establish the precise position in Mordheim in 2000IC when the disaster struck that city. Almost everything was lost in the destruction, fires and civil collapse that followed, and what did escape has proven impossible to distinguish from forgeries that were created in the aftermath. Ostermark has minimal relations with Sylvania, its neighbour to the south.

The position of Chancellor is a hereditary one, the name simply intending to represent the position of the League amongst the electoral states. Gunther Dachs, Maximillian's son, is heir to the position and a firm friend and ally of Count von Wallenstein.

Its regional colours are purple and yellow. The purple dye is obtained from a local plant, for which the region is famed and upon which its primary industry – dyeing – is based. However, techniques are quite primitive and shades cannot be guaranteed. This is most obvious within its soldiery, which is sometimes ridiculed for having dress uniforms of many different shades of their colour. In the west, some have adopted purple and white as the regional colours in order to distinguish themselves from Talabecland's colours. The region's motto is "Pain Means Progress".

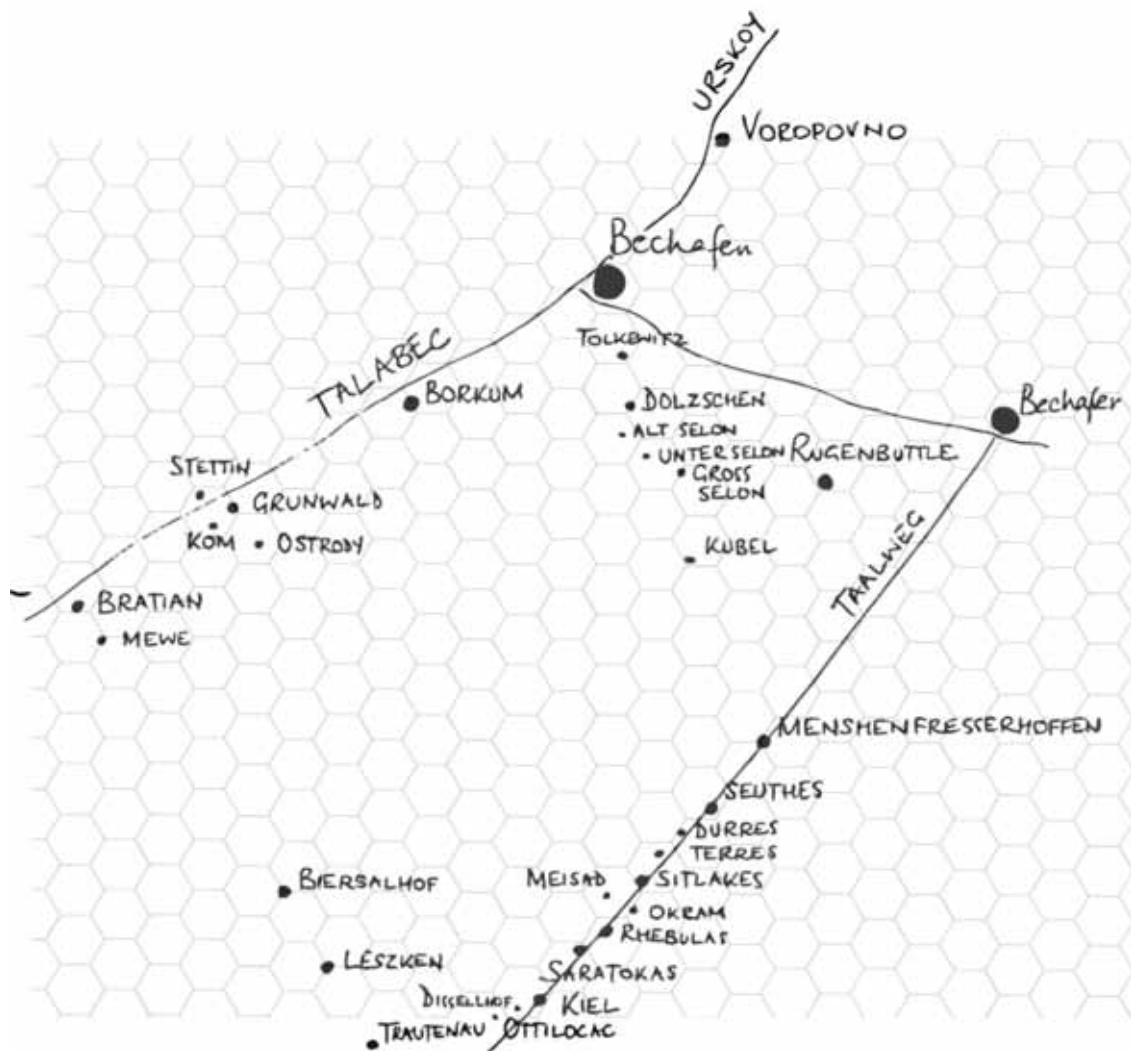
Some design notes concerning Ostermark

As I stated within the second part of the campaign, **SRiK** has many inconsistencies, including the delineation of its boundaries and the location of Bechafen. I originally adopted the Empire – Kislev border as portrayed in the **SRiK** map, though this disagreed with the text and map in **WFRP, WA: The Empire** and the **TEW** map. Several of the maps in the early Warhammer novels also muddy the picture. My attempt to incorporate these disparate sources is in my development of 'New' Bechafen, which offers a reason for so much confusion in addition to a further example of local private wars. On balance, I have attempted to go with the *weight* of available material, rather than adopting one specific source as pre-eminent. **SRiK** is the sourcebook for the region, whatever its (many) flaws and **TEW** is the primary source for The Empire. Overall, only the map in the rulebook offers any fundamental conflict with what I have adopted, and that is because it contradicts all of the others. I think that the large scale of that map can excuse what are relatively minor inconsistencies with other material. In any event, the text adopts my version of the map (obviously) and I think does so to good purpose, allowing Ostermark to develop as a region and the particular and necessary details of the regions described to add to the adventure. However, the GM needs to be aware that this interpretation does conflict with that of others.

The official material is also unclear as to exactly which branch of the River Talabec forms the national boundary, an issue that I have also developed within this part of the campaign. The precise boundaries offered in **Warhammer Armies: The Empire** [p.7]

undermine the argument in this book slightly, in that Ostland and Ostermark do not actually share a common border there. However, I was using the vaguer delineation found in **TEW: SoB** [p18] whereby it seems plausible to adopt such a meeting – or at least shows a strong political motivation for the Count’s ambitions and the support of both Ostland and Ostermark for them, which is what I have done. Both maps clearly adopt the Lower Talabec as Ostermark’s boundary, albeit the northern bank. This I have used. The position of Ostermark with reference to its vassalage is also unclear. Both **The Enemy Within** and **Empire in Flames** clearly portray the League as subordinate to Talabecland, whilst Warpstone magazine presents an independent Ostermark in its Talabheim project. I have attempted to accommodate both within the above, the ‘official’ material being rather more accurate whilst the Warpstone version being more an Ostland perspective and the situation as was (in theory) obtained by the PCs during the events described in **A Private War**.

The following is a scaled map for the region in which the action is set:



General Rumours

As in the earlier books, the following general rumours may be used to add to the local rumours presented in individual locations. They generally refer to what the PCs might already be familiar with, and should be used to pad out encounters where necessary.

Raids by goblinoids in the mountains have become larger and more regular in recent times. The authorities never learn. They need to hit these raiders hard or the goblinoids will get cocky.

Increased orc and goblin incursions have been occurring to the east. These are more than raids, since they are now standing to fight against local militia sent against them and holding land.

Our dwarf allies recently routed a raiding party near the village of Wilhelm V. By all accounts, it was an organised goblinoid warband that had easily swept away the local militia.

The Chancellor is continuing with his proposals to the Prime Estates of *aurum tironicum* whereby non-electoral states pay the emperor a direct taxation stipend in lieu of other services. The proposals are obviously unpopular with those who regard these states as their vassals, but also with some of the League's own notables who are increasingly decrying taxation without representation.

The Tsar of Kislev is unwell. He has the consumption.

Kislev's determination to hold back the monsters to the north is being hampered by penny-pinching bureaucrats.

Zeljko Wroclaw, a travelling magistrate, ordered the burghers of Bolgasgrad to burn their worldly goods as a fine for lack of devotion to Ulric and for their failure to maintain their defences on the Lynsk, now faced by invasion from creatures moving southwards from the Wastes.

The Empire is preparing to launch an invasion into Kislev. Our border forces won a great victory at the border town of Grenzburg. Keep an eye open for foreign spies.

The King of Erengard has appointed the powerful families of Kuragin and Yevshenko as 'protectors of the people' as he attempts to retain control of his city from the rabble.

Kuragin mansion, a heavily fortified manse on a hill overlooking the city of Erengard, is under siege by the King's militia after Petr Kuragin failed to overthrow the King in a palace coup.

Kuragin Mansion has been burnt to the ground by a rampaging mob. All law and order within Erengard has broken down.

Erengard has appointed Ekaterina Bushinov as commander of their armed forces and given her the task of permanently cleansing the region of outlaws and pirates. She began by defeating the self-styled Count Vladimir Rosporov and his mob of looters.

The White Barrow district of Erengard is alone in retaining loyalty to the king and is being assaulted house by house and room by room to clear it of its loyalist population.

The central public square in Erengard has been named Katerina Square to commemorate the return of law and order.

Jurgen Muntz has a bounty upon his head. He used to be a senior commander in Ostland but deserted, and is now a brigand.

Jurgen Muntz refused to invade Kislev as part of the Count's plan and fled before he could be silenced.

The Kislevites have perfected a light steam tank that has overcome reliability problems. It is made of wood and then covered with a bronze foil to make it look like a metal tank.

Emperor Karl Franz's reign has been good for us all. He has maintained peace, prosperity and religious diversity.

Emperor Karl Franz is unwell. His son is being groomed to replace him shortly.

Talabheim soldiers rampaged through the Ostland village of Wolfsburg, apparently searching for smugglers and "other undesirables".

Count von Wallenstein is a member of an ultra-extremist group of Ostlanders who believe that Ostermark is traditional Thurini tribal territory. He means to 'reclaim' Ostland territory by whatever means prove necessary.

Rather than bickering amongst ourselves we should be uniting against increased goblinoid raids. Mark my words, another warlord is flexing his muscles.

Let the goblinoids have the eastern lands. I would much rather have lands to the north – they are more fertile and have greater natural resources. Let the dwarfs deal with the goblins in the mountains; about time they pulled their weight in this so-called alliance we have with them.

A shooting star flew overhead. It is a sign of luck.

The Imperial arena in Altdorf has been closed due to safety reasons. Apparently new barriers are to be erected to stop hotheads jumping over the walls and joining in.

Someone has stolen Altdorf's walls. The way I heard it, is that builders have been taking stone from the walls for a few years. No one noticed, or they were paid not to notice until one wall actually fell down.

Altdorf's Jaegerspark has been converted into a military parade ground, supposedly so that the Vollenstrasse can be used to bring troops into the city to maintain public order.

Ostfuhr College in the Hauptmarktplatz (Altdorf) has been granted an Imperial warrant to continue its work without taxation.

The Old Toll Road leading to the eastern, Wilhelm's, gate into Altdorf has been bought by the Emperor and given to his subjects as a free route for entry.

The Tombs of Baldrac in Mórrspark in Middenheim has been broken into. It has all been hushed up, since there were no undead as the priests had warned, but simply the loot that the priests had amassed from the buried over the centuries.

A number of peculiar catacombs have recently been discovered in Wilhelmsburg, during excavations for a new theatre. Since all tunnels under towns are built by dwarfs, the local dwarf community has been required to explain what it has been secretly up to.

A tribe of wood elves in the Laurelorn Forest, known as the Laurelornalim, have apparently seceded from The Empire and agreed a mutual defence pact with Marienburg. Nordland incursions into their traditional lands have reached crisis point.

A shadowy cabal of elves is creating a northern alliance against The Empire. They have stirred up the local Laurelornalim tribe into attacking human inhabitants in the Nordland tracts of the Laurelorn Forest and are the true power behind their human puppets in Marienburg. Some of Baron Niksz's advisers are also in their pay. Once they control the northern ports, they will make their move against the entire nation.

Barrows

The League is known to be the location of many barrows, particularly around the Kiel region. The most famous archaeological sites include the Rexhünengrab and the Cheruscanheldengrab barrows. However, assuming that the PCs are aware of the route of their quarry to Kiel and then Trautenau, they are likely to be able to exclude any not along such a route. The following sites are all roughly within such a route, though some are much further south.

Höxter Mound is approximately 20 miles due west of Trautenau. It is now thought to be consist of a number of chambers within the same mound and might be a very large burial complex. It is ordered guarded permanently by authority of the Cult of Mórr. However, lack of financial support for the order has caused it to lapse.

Barrow of Sorrows is located 30 miles west if Leszken. It is reputed to bring bad luck to those who are cursed by someone holding the extremely worn frame to the mound. It is regarded as unusual since its entrance is visible and not covered by turf.

Three Barrows is 20 miles south-east of Trautenau and is simply three individual barrows of little merit.

Old Barrow is approximately 30 miles south of Trautenau near the village of Bartenstein. It is claimed to be the oldest barrow on the League, but without any apparent proof to the claim.

Empty Barrow is located at Trautenau. It is simply an empty barrow, which the locals use for storage.

Selonii Mound is approximately 30 miles south-west of Trautenau. It is famous due to the mysterious deaths of a group of grave robbers 20 years ago.

Weal Barrow is approximately 50 miles south of Trautenau. It is a local pilgrimage site as it is purported to provide a variety of beneficial effects to those who sleep atop it.

Three Men Barrow has the statues of three warriors standing guard and with spears levelled at the entrance. It is located close to the River Stir and is the site of a current dig by academics from Wurtbad.

PCs asking about 'holy' places local to Trautenau or which might be found roughly along the projected route include the following.

There is a shrine to the Ant King approximately 40 miles south of Trautenau. It is a very worm-eaten figurine carved into an ancient (Iornalim) tree and still venerated by some, particularly those who visit the Weal Barrow. Its purpose is completely lost in time, but many believe that 'you cannot be too careful' and 'what's an extra god anyway'.

Taalichtung, a glade thought to be a holy site to Taal, is some 60 miles south-west of Trautenau deep within the Great Forest.

Rhya's Wash is an intermittent bourne, some 30 miles south-east of Trautenau. It is a pilgrimage site, though has few visitors due to Rhya's limited worship.

Earth Father's Servant has a shrine close to Rhya's Wash. There are also some old ruins there too. It is rarely visited. *This is in fact the site of the Nurgle temple ultimately the end of the adventure and avoided by most of the local inhabitants.*

Idiosyncrasies

The following characteristics apply to this region and its people. Some of these flesh out encounters within the adventure, the others are for general reference for the region or can be used to add colour to the PCs' journey in Ostermark.

Akritoi: This is the term for bordermen quasi-militias who watch the northern borders of the so-called *Militärgrenze*. They are predominantly ogres, since these creatures can be safely kept away from 'civilisation', whilst at the same time they are probably the only creatures able to keep the Uskoks under control. Equally, Kislev is very wary of even a small and irregular group of such 'monsters'.

Ancient Order of Defenders: This is a mysterious group, regarded as heroes by some and murderous brigands by others. They are officially tolerated since their prime purpose is to restore 'ancient titles' and that includes Kislevan land 'owned' by The Empire. However, this is a dangerous policy as they regard many of those in power in the League as aliens and stealers of land.

Ant King: A few might still refer to the Ant King spirit. Note that the League interpretation of the figure is different than that of Ostland. Here, it is most likely remembered that the Ant King was an evil spirit vanquished by Old Father Earth many years ago. In reality this is a distorted memory of a Nurgle cult, who worshipped him as Father Earth in a parody of the Old Faith. The Ant King's followers were one of those involved in a struggle against this belief. This rumour can be used for experienced WFRP players who will immediately assume that the fly motifs are those of Nurgle.

Arrayal: Arrayal is term used to denote the League's army, and it operates on a semi-democratic basis. The commander-in-chief is known as the Captain General and is a political appointment. Each campaign is commanded by a Captain Major, seconded by a Sergeant Major. These are military appointments, drawn from the Captains within the military. A captain commands a company of a fixed size, determined by the Chancellor. This is currently set at 36. Usually there are more captains than companies, and the soldiers select them; in other words a company effectively elects its leaders. This is supposed to limit fraud and mistreatment by the captains who administer the finances of their troops personally on a stipend from the League. Unemployed captains form a personal 'volunteer corps' for the commander. Mercenary captains are incorporated at the equivalent level as League captains whatever the size of their company. Specialist engineers and the like are directly attached to the Sergeant Major. All officers have a personal standard, which (as appropriate) acts as the company's standard or an army standard. League armies also carry the League's own standard into battle and a religious banner, which represents the whole polytheistic panoply of the region's gods. Ensigns carry these standards. In addition to the ensign, each company has a sergeant, page and drummer.

Azhag the Slaughterer: For those who wish to retain consistency with **WFB**, Azhag "leads a huge army" into the northern Empire 2512 to 2515 before he is defeated at the Battle of Osterwald. The text in **Warhammer Armies: Orcs and Goblins** (p 15)

implies that this was the first time he was “met” (their word) in battle and I would much prefer to keep him as a more robust raider than an actual invader. I think that this conforms to the text, and it certainly fits in better with WFRP. Rumours need to be tailored to suit the GM’s needs, but if not adopting my position then it is advisable to place rumours in Ostland too in **A Private War**.

Beards: Locals in settlements have recently begun to favour being clean-shaven. This apparently relates to research carried out by scholars into the local traditions at the time of Sigmar. Most in the region will wear beards for practical reasons – but this further encourages shaving as a sign of wealth and status.

Beer: A number of beers are processed by factories and produced under a brand name (see below). Whilst they are approximately 25% cheaper than standard beer prices, production and preservation techniques are still primitive and the taste is poor. Local production still takes place, but is coming under economic pressure from the cheaper breweries.

Biersal: Biersal is a local deity, whose worship is centred upon the village of Biersalhof. Known colloquially as the Earth Father’s Servant, he is seen as a capricious deity to be feared and respected rather than loved. However, he does protect the region and ensure the harvests are good and the locals remain healthy. Whilst in reality, Biersal is part of a corruption of ‘Old Father Nurgle’, he should be represented as a nature god of some type, linked in the locals’ minds with Taal and Rhya. The harvest is more central to their faith in him than disease itself. Biersal is a follower of Old Father Earth, a linguistic corruption of Nurgle – but not one that any will be familiar with. Locals will barely distinguish between Taal, Rhya, Biersal, Mother Earth and Father Earth. They have neither the interest nor the wit to enter into any theological discussion of the links between these. All are seen as gods of nature, necessary to ensure good harvests. They simply know that Biersal will help them if appeased, and will bring pestilence and disaster if annoyed. Biersal appears as a bearded jovial fat man, dressed in a (green) hooded robe trimmed with fur and wearing boots. Occasionally, he is portrayed carrying a sack in which he holds the pests he has captured to prevent their destroying his followers’ crops. However, should he not be appropriately treated, then he will release them upon the land. Sometimes, his symbol is also that of the fly or another pest, a sign of his good work – or a threat of what he might do. Neither Biersal nor Old Father Earth are officially recognised, though they are tolerated as local deities. Neither are necessarily Chaotic in the absolute concept of the term, though were anyone to recognise the links between the two and Nurgle, then prescription would surely follow. However, disease is part of the natural cyclical order of life. This duality is precisely the reason for the interest of Professor Stradovski and the earlier ‘chaotics’ that dwelt here. A slightly different aspect is worshipped to the south, particularly amongst halflings, to whom he is a spirit of the larder and linked to food and general well being.

Bill of Mortality: All towns and cities post a list of death notices on a weekly basis in key public places. These are authorised by the Cult of Mórr, and list all common causes. Most importantly they also list at the bottom the Red Pox, the Black Plague and Taint. However, Ostermark is alone in requiring that the Cult of Shallya posts said notice since normally the civic authorities or Cult of Mórr would do so. The reason for this is because the Cult of Mórr was deemed to be negligent in their dealing with outbreaks of

plague, a primary purpose for the Bills in that it warns of plague deaths. The problem any region has is that once any form of infection is announced, then the population tries to flee. Martial law and the use of militias to enforce it prevent this. However, it is possible to leave on obtaining a Certificate of Health. Followers of Mórr were found to be selling these, and thus spreading the plague. It was therefore determined that the Cult of Shallya was trustworthy and less politically motivated. At the very least, they could be trusted to recognise plague! Cynics also doubted the cult's ability to resource any widespread award of certificates. Both the cults of Mórr and Sigmar occasionally petition for the right to post the Bill. Of course, in practice the Cult of Shallya has limited resources and often requires that others do it on their behalf.

Blood Price: Ostermark still officially sanctions the payment of a blood price for a murder. Many towns regard themselves too 'civilised' for such a notion, but the regions continue the practice. Both Uskoks and ogres regard the practice as sacrosanct.

Bones: Ungol bones are thought to be lucky charms and sought after in Ostermark, where they are polished and worn around the neck. A trade by merchants from Kislev usually carries some, since they are easy to store. Of course trade in such things are also illegal in religious law, although some priests might regard killing Ungols for their bones a religious act in itself!

Brand Names: Like other more developed regions, within The Empire, the idea of brand names has been introduced as a guarantee of quality. Given that some of the material that can go into food can often be of dubious quality, brand names offer a guarantee that a particular producer has been responsible for production of the item. This means that the food is far less likely to include sawdust, chalk, rat droppings or other alien materials. Obviously, production of processed foods is still in its infancy, but Ostermark merchants are at the forefront of this development, working with alchemists in order to develop systems to preserve and can food. Currently brand names are localised to a particular town or local region. These include beers (Hammerhead, Sigmar Gold, Verenan Premium and Barrowmound Beers), breads (Harvest Gold and Allwheat), local spirits (Elven Ruins Schnapps and Red Flag Vodka) and some processed foods (Wibbleriver Pies, Lägerclocke's Soups and Brunslinger Bread). Some are for a single product (Hammerhead, Sigmar Gold and Red Flag Vodka) from a single merchant, but others are from merchants who produce a number of products (foods) under the one title (Barrowmound Beers, Wibbleriver Pies and Lägerclocke's Soups).

Burial Rites: Ostermark is fully integrated with the official policy of the Cult of Mórr concerning burial rites. However, officially it adopts a 'belt and braces' position, The dead must be ritually bound with ropes, draped in heavy cloth and buried face down to minimise the chance of a return from death. Criminals and the unknown dead must also have their heads removed and buried separately (in a lime pit). Unfortunately, such practices are rarely observed due to both the cost incurred, and also the tangible pressure of the priests who regard such practices as criticism of their own rites. In a similar manner, those hanged or left to die in the gibbet are theoretically policed in order to ensure that they are removed for burial once suitably decayed, and also to prevent pilfering of parts by the curious – or worse. Sadly few local authorities are willing to pay for such protection today, and of those who do, fewer still. are prepared to check

that the task is being carried out. It is now illegal to bury all but the most important dead within towns and other inhabited areas; burial takes place in cemeteries outside of towns set within their own boundaries. These cemeteries are generally owned and managed by private companies who operate under licence from religious and secular authorities. A series of crises caused by shortage of available land and the burying of relatives in too shallow graves or on top of earlier dead led to a commission by the League Rikskansler, who adopted this policy on the basis of health and religious grounds. The policy was not popular and remains a divisive issue, since these cemeteries might be some distance from outlying villages for commercial reasons. However, the policy appears to have been successful and security and religious considerations fully integrated into the management of these burial grounds. The largest company is the General Cemetery Company. All cemeteries are characterised by walls, security, a temple to Mórr, shrines to other deities and a permanent staff of mourners and maintenance; the latter is small and most clergy travel to the cemeteries for individual services. Cynics mumble that cemetery companies are owned and managed by priests for their financial gain, but there is no apparent evidence for this. One primary problem, and a great cause of unrest, concerns those unable to pay for a burial in commercial plots. Theoretically local poor law taxation is available to cover such expenses, but this is not necessarily so. A constant fear of the Ostermark poor is that they may not be buried properly and so fail to reach the afterlife.

Dwarfs: Whilst there is no absolute prejudice against dwarfs, it is true to say that there is an intolerance on the grander scale to perceived dwarf arrogance. The dwarf attitude towards their own craft skills and claims to natural superiority over humanity are not well received, particularly as many here believe the opinions to be wrong (an opinion stated as accurate in **WFRP** too, as an aside). Even where dwarf skill might be accepted, there is no need for the attitude that goes with it would be a typical League response. On the political level as well, there is little respect for what is regarded as a selfish people that have never aided their supposed allies except when it was in dwarfen self-interest to do so. Too many people in the League have died when the dwarfs simply allowed raiders to pass through the mountains as it was ‘none of their business’.

Elves: Elves are far too rare for general statements, but the above generally holds true. Locals are not (particularly) bigoted, but will resent any sign of superiority, arrogance or condescension.

Enclaves: Because of its complex political and military history, the League is the location of a number of enclaves, some have argued the most in the entire Old World (although by most measures that would be the Wastelands). Talabecland, Ostland, Stirland, Sylvania, certain dwarf holds and even Kislev have parcels of sovereign territory within the League. There are also two **Imperial Peculiar** enclaves held directly by the emperor as lands in his own right.

Food: Typical rural foods are bread, porridge, cake (unleavened bread), soups, stews, berries (and apples) and vegetables (cabbage, carrot, potatoes). Individual peasants have only hearths (and not ovens), but given the sparseness of habitation produce all their finished baking products communally. Hunting of animals is forbidden only within official reserves, whose policing is minimal. Given the nature of the land, game is sparse but locals are encouraged to hunt in order to keep down the beast population. Meat,

where available, can thus be of very dubious origin! At the same time, processed foods are popular in urban Ostermark to overcome questions of provenance (see the entry on brand names above).

Forest: Much of Ostermark is a deciduous forest, with some central moors and assorted agriculture. The land is rich and locals obtain additional subsistence from simple hunting and gathering, though this can be dangerous.

Free Companies: Ostermark is seen by many Free Companies as a useful place to rest and recuperate. Since it lacks any strong central government or overlord, there is a tendency for these companies to be able to establish themselves upon local villages. At the same time, Ostermark is a strategic location in order to obtain work in the north, east or south. It is probably not true to say that there are more soldiers in Ostermark than any other region of The Empire, but they do tend to be rather more powerful compared with local rulers. Electors have the political, economic and military clout to keep their mercenaries in line (mostly); Ostermark has much less of all three. Major Free Companies maintain training bases here, and these provide beneficial employment and deterrents to other raiders. These include The Great Company (motto “I am the enemy of the mountains and the sea, of the north and the south”), the Company of the Hat and the Company of the White Disk. Small villages have coalesced around these bases, including temples and a variety of pawning and financial institutions to convert loot into coin. Claims of banditry and debauchery might be true, but the Companies know enough not to push the authorities too far.

Fuel: Wood is plentiful. The use of charcoal is also common, although the creation of stacks within the forest is a dangerous occupation. The rich tend to use animal fats and oils for lighting. Like elsewhere, the poor are left with animal waste and peat. Coal is available.

Gambling: Unusually within The Empire, Ostermark does not encourage gambling. This is not to say that it is forbidden, but rather locals believe that wealth obtained through gambling is somehow less valuable, and they scorn those who lose fortunes at the gaming table. Tales are told of numerous once powerful families who gambled away their lands and wealth, and life is too harsh here in the east for such behaviour. The most notable of these, and actually probably the only true tale, is the Barony of Kiel, and the story of one of the barons who lost his keep in a card game. The winner then knocked it down, sold the stone and the land, and left the future barons to live in their gatehouse. In modern times, they converted one of the wall towers into a pleasant manor, utilising stone from the town wall, and sold much of the rest to buy a number of businesses.

Geography: Ostermark is an eastern province of The Empire, primarily forested with a number of rivers.

Hairstyle: Some locals have recently begun to favour a topknot. This apparently relates to research carried out by scholars into the local traditions at the time of Sigmar, but would appear to have little validity. The topknot was the quintessential Unberogen style, and not that of the local Fennones (or Thurini). Of course, with the rise to power of Sigmar other tribes did often copy his style as their own.

Heraldry: The League of Ostermark's heraldic symbol is a rampant cockatrice Wearing a crown. Usually the League associates itself politically with the Imperial Griffon for military purposes and flags often utilise both devices as below. This is at least in part as a statement of independence declaring itself an equal province of The Empire.



Individual nobles and settlements adopt their own devices. The cockatrice is only a relatively recent adoption and is linked to the political ambiguities already described. There were two original devices. The first was a black bull's head grinning and with a ring through its nose. The other was a black bear rampant with red lolling tongue, eyes and claws. Both fell into disuse prior to the fall of Mordheim, and the new device was intended to foster a collegiality of interests. Some guilds, nobles and settlements seeking to establish their longstanding existence maintain the use of either or both these, but the subordination to Ostland and Kislev (respectively) implied from their use have limited their propagation.

Herbs: Ostermark and eastern Ostland along the banks of the River Talabec are prime habitat for many otherwise rare herbs that have been used for millennia in all sorts of local remedies. Widespread harvesting has devastated many of these locations now, but some still survive. These are jealously guarded by locals who harvest them for sale to travelling merchants and local druids and other followers of the 'old ways' seeking to protect them. Generally available are the spell components mistletoe, briars and brambles as described in **WFRP**. GMs might like to determine some plant alternatives to other components, such as for the **Zone of Life** spell. Within **TEW** herb descriptions, the following are available subject to the time of year: earth root; sigmafoil; speckled rustwort. Others are much rarer and, whilst not commercially available, might be obtained: alfunas; faxtoryll; gesundheit; nightshade; salwort; spiderleaf; tarrabeth; valerian.

Hermann Wrangel: Wrangel is considered a hero of the League and a number of statues might be found of him. He was involved in the wars of the twentieth century against the Ungol invasions and held together the League soldiery in the face of 'treachery' and defeat. More recent revisionists have portrayed him as something of an incompetent ... until they realised that this might be an unhealthy position to adopt. Whilst it might be true that he won no battles, he did hold the League together, maintain a field army in the face of a series of disasters and ultimately might be said to have won the war. He might be unique as a general who never won a battle and yet still won the war.

Hunting: This is more a necessity than a sport, and the many wolves, birds and other forest creatures are all hunted for food. However, hunting is also dangerous and generally involves groups of hunters. For this reason, it is only done when the need for meat is great, since it can be a very dangerous and inefficient undertaking. A nominal

bounty is paid on an assortment of creatures that can yield subsistence living for some communities.

Language: Old Worlder and Reikspiel are indigenous languages. Although some also speak Slavic, this is not a language that is frequently admitted to. Ostermark is a region of immigrants and accents will vary. The indigenous accent is rather guttural, with some Slavic influence – and some academics have argued a non-human one too.

Laws: Like all regions Ostermark has its own local laws, frequently better enforced than Imperial decrees. One particular quirk is that the League frequently enacts laws exactly the opposite of their Talabecland neighbours. This spiteful behaviour can lead to some peculiar situations.

Luthor Huss: Luthor Huss is a priest of Sigmar, currently travelling The Empire and slowly evolving the ideas that will later make him an infamous critic of the inadequacies of the Church of Sigmar. He has recently been in the north, and, engendered a religious fervour within the region. His is a strange ability that manifests itself in two ways. Those who are already devout believers in the power of Sigmar with a latent tendency towards fundamentalism, he seems to motivate into extreme actions of faith and religious hysteria. Nothing he does or says appears to be particularly aggressive or extreme, but his wake is followed by a wave of hysteria. This is unsettling within the normally tolerant Empire, and will increasingly cause those in authority to call for his censure and act against him. For the majority who follow a pantheistic view of the gods and are fairly tolerant and in their faith, he manages to enthuse with a deepening of faith, improvement in observance of beliefs and increased attendance at ceremonies. This applies to all faiths, since Huss does not preach a narrow view of Sigmaritism, but of Sigmar as one (albeit important) of a family of Empire deities. Luthor Huss is developed from **White Dwarf 252** [pp 38-39], which appeared after the production of **A Private War**. For this reason, GMs ought to incorporate Huss' journey from the west into the campaign with the increased religious fervour it would engender there too. This might appear most noticeably to the PCs in an increase in zealotry and paranoia behind the events in Norden. A rise in 'One Faith' Sigmaritism is probably a useful addition, although excessive intolerance will become tedious and undermine the principle. GMs should not over-play the religious divides; there are enough other reasons for Ostlanders and Nordlanders to dislike each other!

Lycanthropy: Officially proscribed, the League has a similar history to Ostland with weres. The Cult of the Howling One – or similar groupings – has small numbers within the League although these have yet to make any concerted attack on trade or political moves. It is likely, particularly given the local Black Scratch cells, that these have been subverted to the cause of the Great Horned Rat. A small number know of the skaven and are determined to fight them to the end. Another bloody private war is about to begin here.

Meat: Cured sausage is a local delicacy, useful both given the varied animal meats often available and large distances that separate many settlements within the region.

Militärgrenze: To planners in Altdorf much of the north and east of the province is simply a defensive cushion against invasion. Some of the more extremist see the whole province as little more, hoping that local terrain and militias can buy time for 'proper'

Empire forces. This term has also been adopted locally for the extreme border areas, where assorted undesirables – akritoi, Uskoks and political extremists – can be offered passable lands for the dangerous task of defence. Most are happy to accept this, since it offers greater freedom from central authority and what is otherwise excellent land.

Mining: Large amounts of copper are mined in the east, which with small amounts of tin in the north, make bronze a popular metal for (cheap) tools and farming implements. Bronze is also used as a general metal for those military and civilian purposes where cheapness is a dominant need.

Money: Empire currency is used, and most mintings are welcome. Talabheim and Talabecland coinage is disliked, but this is not allowed to hinder trading opportunities. Illegal coining is quite widespread, given the sparseness of the region and traders are wary of all coins. PCs are advised to do the same. Provided that they are assured of the integrity of the request, most smiths will happily melt down out of date coinage or Kislevite coins. Pennies are unusual here, in that they are made of bronze rather than the more normal brass.

Monsters: The region claims many creatures as residents, but most are familiar to GMs within the bestiary. One of the more worrying beliefs, verging on the paranoia is of half-goblinoids that are believed to prey on the unwary by pretending to be human travellers. These so-called warzschorf bandits are usually described as half-orcs, but there is no academic evidence of such individuals in principle or for their particular genealogy. More worrying to travellers should be the occasional band of true goblinoids that raid from the mountains. Otherwise, fantastic beasts do roam the wilds frequently nesting in the mountains or desolate rock outcroppings.

Moors: The image of much of Ostermark is one of desolation and wind-swept moors that are inhabited by rabbits, foxes and similar creatures – and nothing else. The reality is of moors and forests (see forest entry).

Mordheim: Until 2000 IC, Mordheim was the capital of Ostermark. Its destruction is still a tall told by inn fires on stormy nights, but little actual detail is known. There are only speculations as to the possible site of the city and few have any desire to investigate. Theoretically, its location astride the River Stir should have made it quite obvious, but a meteor plugging the river channel altered the course of the river. In fact, over the last five centuries the river has shifted markedly southwards. Water shortage was the factor that ultimately caused the authorities to desert the shattered city and leave it to the rabble and (later) offer little defence of its ruins to the von Carstein assault. Occasionally, some claim to have stumbled across the ruins in the wilderness of central Ostermark but none have been substantiated. Technically, an edict by a number of cults and the Chancellor's Office prohibiting entry into the city is still in force. At the same time, most groups involved in the political ruminations over the region have in their time sponsored expeditions in the hope of finding documents to support their claims, or destroy those supporting their opponents. Some documents have also been bought on the basis that they were retrieved from the city, but no such documents have yet been accepted as valid.

Mounds: Ostermark is littered with mounds, cairns and stone obelisks. The purpose of most remains remains unknown, though locals do still offer worship to sites local to their homes. Many mounds are thought to be burial sites. Some rumours imply that many pre-date humanity and are elven. The Chancellor discourages official archaeology, and his actions are supported by the Cults of Mórr and Sigmar. Some regard this as simple superstition, whilst others concur in this respect for the dead, ancient spirits or ‘things best left alone’. Some local nobility have been known to sponsor ‘private’ digs in the hope of obtaining valuable treasure, but no-one has reported finding anything worthy of report. Stories are told of investigations carried out by those authorised by the Cult of Mórr, which led to the moratorium on such investigations.

Nobility: League nobles believe in their natural superiority in exactly the same manner as other nobles. However, at the same time, they have also had to become pragmatists and most have set up in business and think nothing of doing work, albeit high status work. This is one distinguishing factor between most of the League nobility, and those who retain (strong) ties to Talabecland and/or Talabheim. A notable distinction between here and Ostland, with which the PCs are familiar, is the range of titles. Ostland is very conservative in its approach to its nobility and retains the simple divisions of barons as vassals to four counts who are each vassal to the Grand Prince. This is rather old fashioned compared with many other regions in The Empire that have adopted a range of ‘new style’ titles over the years. Given its even more complex structure, titles within Ostermark are even more confusing to commoners. Even those with the Etiquette skill might find themselves confused if they are foreigners. Local titles such as Tisucnik mingle freely with nouveau Imperialist titles such as Baronet.

Nurgle: The name of the Chaos god is not well known in these parts, although small cells are continually uncovered and destroyed. These are paltry groupings of ignorant peasants, more fearful than chaotic – though they burn just the same. A wiser head might wonder why the cells are so poorly managed and with ludicrous names – but there are few wise heads in the fight against chaos, and a general complacency about the success of the authorities in rooting out these heretics. Information upon recently destroyed covens can be obtained, but the information is regarded as classified. No one should talk about such things and ‘amateurs’ should certainly involve themselves in such things. The last three destroyed were The Seeping Wound (Kiel), Those Who Await the Second Coming of the Great Green Seizure (Old Bechafen) and We Will Be Saved the Pestilence (Nagenhof).

Ogres: Ogres believe themselves to have originated in Ostland, and been driven out by invading horse tribes who objected to their love of horseflesh. Certainly, ogres have lived within Ostermark for as long as can be remembered, usually treated as second class citizens. Some lived on reservations, managed by human overlords, for whom they worked as soldiers and manual labourers. Many of these fought against Talabecland in the various wars for the League’s independence and received localised bills of rights as a reward. The Office of Chancellor, in particular, has for centuries maintained its own ogre reservations in order to help stabilise and educate ogres in order to provide a more valuable workforce. Many of these are currently operating in Bechafen. Those working for the Count wear the Ostland black and white; the rest wear purple and yellow uniforms of the League. Non-reservation ogres are regarded locally as ‘wild’ and are treated very warily due to their unpredictable natures. Otherwise ogres are treated with

respect, albeit perhaps somewhat condescendingly. The League's attitude is perhaps best described as paternalistic – with a wary eye to run away very fast!

Oil: Locally available rape, sunflower, nut and linseed are all utilised within Ostermark in the production of oils, a major export of the region. Experiments with olive oil have also managed to produce it in very limited quantities. Rendered animal fats from those utilising local dyes in leather products are also used to manufacture oil. Locals also tend to utilise clarified butter (ghee) along with lard (pig fat), suet (beef and sheep fat) and dripping for cooking. At the same time, the province is also a market place for the import of certain animal oils (such as mink oil) from Kislev that are used more exclusively in the preservation of leather products, and also some rare oils such as whale oil from the Sea of Claws. Fine soap, produced from fats and lye, is a minor export of the region – though Ostermark soaps are no longer terribly fashionable.

Plants: Many types of plant live within the region, particularly upon the moors. Whilst they appear desolate to human eyes, they are in fact home to a vast array of plants, flowers and herbs including many otherwise very rare varieties. A variety of lichens, mosses and fungi are also to be found.

Politics: As described above, the political situation with regard to the status of the League is highly contentious. To date, none have elected to push the issue and the de facto establishment of the hereditary Chancellorship has maintained the status quo. However, many are (increasingly openly) concerned at the current military activity. Whether the Chancellor sees this as a means of solving the uncertainty is both unclear and (apparently) unlikely, particularly once the events in **Empire in Flames** unfold. *As explained elsewhere the position of the League differs between **The Enemy Within** and **Warpstone**. Since it bears no real part in this campaign I have chosen to leave the political background open to individual GMs rather than attempt to dictate my own views. The rather simplistic idea of a Swiss confederation mooted in some other fan literature does not appeal to me, at least in part, as the socio-historic dynamics are not present. There is obviously some necessity for the GM to be aware of what is happening in order to play out the events in Wolfenbittel, but it is unlikely that PCs will become too interested. However, there might be repercussions should the GM wish to continue this campaign beyond the end presented here. The position that I have adopted is set out above.*

Preservation: As indicated elsewhere, food preservation is being developed by a number of entrepreneurs. These individuals are a mixture of merchants (who realise the problems of transportation), alchemists (who see a profitable return on their studies) and the nobility (who need money and to increase the worth of their lands). The key word here is pragmatism.

Racism: There is no particular prejudice amongst this pragmatic region of many immigrants, although note the particular comments upon dwarfs (above). Elves are almost unknown and will be the target of interest and speculation; intrusive, but not deliberately rude. A region that (generally) accepts ogres as equals is likely to accept any. This is not to say that the League is a utopia; it is not. There are many of the normal social and political divisions found elsewhere within The Empire. In particular,

whilst an ogre might be welcome, in certain areas if the ogre turned out to be Kislevite or Talabeclander, then he would not. Prejudice can be found here, just as elsewhere. Equally, some people are racists as in everywhere else.

Rakers: Like all towns, those in the League employ rakers to remove detritus from the streets. Unlike other provinces, however, the rakers are respected and have their own guild. A junior member of the Cult of Shallya is also an honorary guild member.

Religion: Due to the influence of Luthor Huss' recent visit to the region, Ostermark is currently experiencing a quite devout, yet tolerant, period of faith. All non-proscribed gods are currently witnessing record levels of attendance. This has not prevented some politicking between the various cults, particularly Sigmar and Ulric, but this is a direct result of the likely war with Kislev than any actual doctrinal issue. Kislevites might still receive a bigoted welcome, but this has nothing to do with their faith.

Rivers: Rivers are subject to some pollution where industry is located, but otherwise contain varied fish life. Beavers are found in the rivers throughout the region, and their pelts make good fur locally.

Sling: Ostermark is unusual in that its people still rely heavily upon the sling, and many of its militia soldiers are armed with a staff sling. This is a sling mounted upon a staff in order to increase range, accuracy and strength.

Soil: Ostermark is fortunate to possess a rich, black soil known as Ostermark Black. This is a favoured soil of many amateur gardeners among the nobility and bourgeois to the west and has been exported in quite large quantities. Sylvania has also attempted to improve its fertility by use of this soil. It is unclear exactly how this very deep black colour is achieved, though some suggest that it results from the burning and burial of the dead from the von Carstein invasions. This seems unlikely – but would be ironic in the extreme for importing Sylvania.

Spell Ingredients: The wilderness is often regarded as a good source for components. Some merchants are also rumoured to have attempted a secret manufacturing plant in order to produce components and substitutes for expensive or scarce materials. The local Wizards Guild appears to accept the refutations of those merchants linked to such a project, whilst at the same time appearing rather rich in components.

Subinfeudation: Like most of the eastern parts of The Empire, Ostermark adopts the principle of subinfeudation, and not primogeniture. This allows all children to inherit equally. The tendency towards ever smaller landholdings is offset by the relative ease of obtaining new land from both the Chancellor and Emperor. Indeed, Ostermark settles a number of retired members of the Imperial Guard whom have served their agreed 25-year service period. The primary problem with the land in Ostermark is not its quantity, but its quality. This has led to some movement towards industrial manufacture as an easier source of wealth creation, but limited by poor transport infrastructure and distance to markets. One market that has proven successful is certain dwarf holds that have proven keen purchasers of the region's relatively cheap wares, notwithstanding dwarf claims to their superiority in manufacture.

Talabecland: Ostermark perceives Talabecland as a racial enemy, and the region has very little time for Talabeclanders.

Talabheim: As far as the average local is concerned, Talabheim is synonymous with Talabecland.

Tisucnik: This is a local term for officials of the League. Nominally, many of these administrative roles are electives, but most are deemed hereditary today.

Vehm: Unlike the ‘people’s court’ of similar title found in Ostland, the Vehmic Court or Holy Vehm is a secret organisation of unknown origins, purpose or membership. Few know of its existence, though its results are quite visible in the form of suicides and unsolved assassinations. Ostermarkers never mention the Vehm for fear of raising their ire, but generally see it as protecting their faith and belief system from revolutionaries and (foreign) troublemakers.

Weather: Whilst it is clearly part of The Empire, colour can be added to the desolate terrain by miserable weather. It might not be meteorologically accurate, but it adds to the atmosphere.

Witch-hunters: Given the nature of the League, most witch-hunters are probably best regarded as unofficial operatives, rather than under the auspices of some central command. Many of these are at the service of the Vehmic Court. PCs might need to tread carefully here too since many see Magnus Greel as a hero and not a butcher. Boasting of killing him will quickly earn the attentions of the Vehm. Wilhelm Greel is a powerful figure and brother to Magnus – both are from the League. To this end, whilst general feelings towards Ostland are good, a number of those associated with Wilhelm hate Ostlanders, particularly those Templars from Grenzburg, with a passion. This is again an example of WFRP irony and perception. Had Brizban not been a holding of the templars, then Magnus would undoubtedly have been a hero. Instead, he became a butcher. Of course, he was also a butcher anyway!

APPENDIX G

River Convoy

Players' Aid

The Iron Crown, captained by Conrad Reitz is a large river boat, currently short of crew due to two desertions in Ösilia. He is carrying furs, mead, honey and one passenger. This is the peddler Yuri Liubshin. Reitz also carries an apprentice, Marius. Scheydt, who acts as the unofficial secretary for the whole convoy. He is terribly helpful, pleasant and quite efficient. His crew is Matthieu and Giya, both overworked due to the need for one or two additional crewmen:

The Kraken, captained by Geiler Holbein who is a Marienburger. His is a medium river boat carrying furs, vodka, herbs and a large breed of hunting dog obtained from Dolgan traders. These he hopes will find a good price from Empire nobles, but the din has driven away his crew, and he is left with only Paulus. Marius often travels with him to help out, but Holbein desperately needs two extra crew.

The Fair Dealing, captained by Fedor Myer an Imperialist from Altdorf. His is a medium river boat carrying vodka, furs and mail. His crew is Oswald and Vitautius, who will happily accept an additional hand. There are also two passengers. These are the bounty hunter Christof Gassel and his prisoner Alfred Kant, a very dishevelled ex-member of Magnus Greel's band who was captured in the village of Kanishka (to the east of Garderike).

The Thuringian, captained by Christa Schenk who is an Imperialist from Talabheim (though she constantly insults the town over a beer or two). Hers is a medium river boat carrying furs, herbs and beeswax. Whilst the other merchants are quite friendly towards her, their crews are generally suspicious of a female captain and she always has difficulties obtaining crew. She currently has Vera, a runaway slave, and Omurtag, who is rumoured to be a half-orc by the others and heartily disliked.

The Winged Lancer, captained by Erik Kuravlev who is a Norscan-Kislevite originally from Bolgasgrad. His is a medium river boat carrying furs, tanned leather and some antiques. The boat's crew is Hendrick, Helmuth and Rap. He also has one passenger. This is Berndt Heuvelmans, a Professor from the University of Nuln on his way home from a year's expedition in Kislev into the pursuit of unknown species.

The Urskoy Express, captained by Erhard Weydhart who is an Imperialist from Talabheim. His is a small river boat carrying mail, honey, colours (for the Ostermark dyers) and some furs regularly. from Ösilia to Bechafen. He has a full complement of Theodor and Jurgen. They are a little wary.

The Bull's Eye, captained by Rizard Kopp who is from Wolfenberg. His is a medium river boat carrying furs, parchment, hide, beeswax and Holger Hintz, a mercenary looking for employment in Bechafen (to be on the winning side, as he says). He has a full complement of Rolf, Nicholas and Ulrich.

The Kerestes, captained by Lothar Falkensteiner who is an Imperialist from Bechafen. His is a large river boat carrying furs, oil and passengers. His crew is Alexander and Volker, the others being paid off to make room for the Telechkina retainers. His passengers are Alexander and Inns Telechkina and their five retainers – Iya, Capela, Armin, Georg and Ruy.

The House of Njevski has yet to arrive; the merchants will set off the following day it arrives. Clovis Korte captains the House of Njevski, which is a small river boat carrying lace, ink and curios from the east. The ship also has two passengers, the gnome Rygel van Aelst and his human bodyguard Elga Bremer. The crew is Lettel and Veit.

Doom Has Come Upon You All

It will come from the North in the Year 2514IC



Wheatland Colonies

Farside: A Pass Too Far

The Fourth and Final Part of the

Private Wars Campaign

Out Now!

Unlike normal Warhammer FRP advertising, this is actually out now! Maybe.

The Wheatland Colonies



Farside: A Pass Too Far

By

Tim Eccles

CREDITS:

Conceived, designed and written by: Tim Eccles

Thank You to Andrew Holt for help with this work.

Reference should also go to Ryan Wileman whose Sea of Claws material published in Warpstone 19 was used as the basis for that part of this journey.

Playtesting has taken place over a couple of years with a number of players that have come and gone. However, my particular thanks go to Julius Foxton, Mark Moores and Ryan Wileman who have stayed the distance.

The geographical maps will be in a style familiar to all WFRP folk. Thanks to Alfred Nunez Jnr for his hard work and patience.

First edition. First printing. ©2003

This book continues a long tradition of fan writing for role-playing products, and in no way challenges ownership of any and all trademark and copyright ownership. Warhammer FRP, its mechanics and terms are owned by Games Workshop Ltd and under licence to Hogshead Publishing. The work was originally offered to Hogshead Publishing. This work is copyright the author, Tim Eccles. ©2001. ©2002. ©2003. However, permission is given for free use of the work, subject to normal considerations and international copyright law upon quotation and with appropriate reference to the author.

This work is entirely fictional and is a piece of fantasy fiction. Any similarities to real persons, living or dead, are entirely coincidental.

Copyright Statement

A Pass Too Farside is completely unofficial. All relevant trademarks and copyrights are used without permission and in no way meant to challenge ownership to them by Games Workshop. **APTF** fully recognises said copyright and trademark ownership. Where possible it conforms to the 'official' nature of the Warhammer World, and does so with full acknowledgement of the intellectual ownership and legal copyright ownership of that material. This is simply a fanzine written by a fan for other fans. It is priced to be non-profit making. In fact, if it broke even I would be ecstatic. Fan writing has been a part of RPGing since its inception, and this continues the tradition. The book will not make money. Equally, there is no desire to start some form of rebellion against 'the Man'. **APTF** is not aimed at materially affecting GW. There is no axe to grind against the company. More, I do not subscribe to the 'Big Bad GW' Theory either. I might have been as disappointed as anyone else when they dropped WFRP, but their recent support of marginal games shows them as true hobbyists to my mind. In summary, this project is nothing more than a fanzine for Warhammer FRP. It is not a political statement of any kind. It is not-for-profit and therefore no different than any other of thousands of fan efforts in assorted guises in the public domain.

This unofficial PDF version was made without the author's permission.
For non-commercial use only.

Introduction

For those of you who have followed the story so far, there is little need for an introduction. This material is the home campaign that I have written for my own players and is printed up at cost and to order for anyone who is interested in running the same campaign or taking material from it for their own. This work originally stemmed from my desire to do 'something' with Kislev and also to run a game in an undeveloped part of the world, so that I could write something new in the way of background for my players. In many ways it is separate from my **Private Wars Campaign** and it was only really because my players wished to keep their existing characters that I continued it within the same campaign. For more general purposes, it can stand either as a new adventure or a continuation – and I provide notes in the following section to facilitate this.

What you have before you is, to an extent, only half a work. When I first developed this idea I had very grand notions including writing up the Kislevan army with drawings of the various troop types, linking the WFRP Tsar and WFB Tsarina and creating a grand campaign that would last a decade. Within my own game, this might yet happen (and I have started painting up the Kislevan army), but herein you simply get the travel to the Wheatlands, the first campaigning season, a lot of the background and an inkling of the meta-plot aims and characters. I am afraid that will have to suffice.

The primary reason for ending here revolves around the re-launch of WFRP. I do not wish to expand beyond the basic issue, but Games Workshop's official policy is very aggressive in defence of its trademarks and intellectual property. Whilst I readily acknowledge them and accept that I use them without permission, this makes the legal position on **A Private War** and my **Origin of Tree Worship** fanzine weak. This and the other follow-ups are more easily defended as they are a game I wrote to play, and are passed on to friends (that's you!) only for the cost of the copying. They are not preprinted, but only printed up to order and to cost. However, the others are not printed up to demand, but have been printed up with the expectation of demand. I should say that I have had no communication from Games Workshop, and I stand by my positive comments on their attitudes to their other games supporting fan material. However, it is simpler to stop now. For those I meet at Tim Con and elsewhere, I am happy to talk informally about these issues. For public dissemination, I will leave it there. There is, of course, also the pragmatic issue in that there is little point continuing to write for an old edition of the game too, and I have no real desire to convert an old campaign when I will have moved on to newer material and ideas.

Please do not feel that any of this devalues what you have before you. I think there is some of my best material in here. The fact that I had far grander ambitions does not undermine what you have here. Since this is the final farewell for my **Private Wars Campaign**, I would like to take this opportunity to thank everyone for their support, praise, feedback and constructive criticism. From this side, it has been great fun and very rewarding. I hope that you all feel the same. I hope to see you on the 'other side' of the new edition.

Continuing from A Private War

Middenheim

For PCs continuing from my earlier Private Wars Campaign, the PCs are likely to be in Middenheim. Clearly, the aim is to get the PCs into Kislev. There are two primary tie-ins to motivate the players, which can be linked. Firstly, they swore an oath to serve Graf Boris in the Fusspulver Court [M:CoC, p21] and are still technically bound by it. This allows for official employment (again) and offers an economic reward. The alternative is to use Nebala as an incentive, assuming that the GM utilised her and that she survived.

Your Graf needs You!

At its simplest, this is a straightforward steal of the **SRiK** introduction. The PCs have proved their worth and shown their various skills. More, they have been to Kislev and know the country (at least as well as anyone else). Whilst they are servants of the Graf, they are also not likely to be so suspected and can thus work in secret. This option can be utilised for PCs not having played the Private Wars Campaign.

The Graf desires to help Tsar Bokkha hold Kislev together, but is unable to offer the military assistance requested continually by his ally. Chancellor Josef Sparsam has advised that without the Colonies, Kislev is economically bankrupt and its dissolution is assured. Marshal von Genscher has advised on the dangers facing the city and nation as a whole should Kislev collapse. The Tsar has thus determined to accede to the most recent pleas from his ally and raise a mercenary company to send to the assistance of the Wheatland Colonies. In this way, he hopes to aid Kislev (and thus himself) without involving himself in the internal politics of the region. If all else fails, the company should be an aid to defending the east and the colonies should be easily able to sustain the cost.

The precise role that the PCs might be offered will obviously vary. Advanced military careers might even be offered command, but NCOs seem more likely. Others might simply hire on, be taken as scouts, serve as cooks or scribes, or offer other specialist advice.

Nebala

This is the least obvious method and offers the PCs the opportunity to show their better natures and come to the aid of a friend. Nebala is in need of help; she needs to get out of the city – and fast. However, she knows few people and less of the world. Her only link is with her home many miles to the north, and who knows what is there now? So, how does this come to pass?

Nebala travels back to Middenheim with the PCs, since there is nowhere else for her to go, no-one else to go with and she has no cash. The PCs are all she has. She is suffering

from culture shock and a total loss of purpose. Her task carried out; she is simply waiting to die. Should she simply wander into some goblin cavern? Or is there some greater good that she can achieve? Alternatively, can she simply settle down to live a normal life? And what about her home? Is it still there? Clearly her immediate need is to remove her reliance on her magical ring and learn the local language. However, this proves difficult as it is very different than her own, and has no common roots. Whether PCs suggest it, or she has to do this herself, she will seek out a friendly elf in Middenheim. This is not the solution, however, as her language is a bastardisation of an unknown version of the local elf languages. However, she is introduced to Rallane Lafarel and for a few days is the centre of attention at the Singing Moon [24] and even offers performances of her people's songs to great acclaim of the clientele. With such interest, it is not difficult to obtain the assistance of the Wizards and Alchemists Guild [31] to offer analysis upon her native tongue, tutors and/or an improved magical mode of communication.

Slowly, Nebala is removed from other social activities as a number of wizards become more interested in her. Whilst they seek to help her, she increasingly becomes the subject of investigation. To the PCs, at some stage she simply disappears and no investigation or enquiry can discover her whereabouts. Should the PCs contact Rallane Lafarel or others at the Singing Moon, they will get an (apparently) offhand reaction; they have moved on to the next fad. However, Rallane will investigate and utilise his contacts. These include Janna Eberhauer, who discovers that Nebala is being 'held' by a group of wizards and scholars for their academic researches. She is unable to free Nebala, since they have the approval of a disinterested Albrecht Helseher and the active support of Karl-Heinz Wasmeier – the latter unusual in that local rumours suggest that Wasmeier is something of a 'good guy' as he is opposing proposed extra taxes on non-humans and wizards.

At this point, another of Rallane's contacts offers assistance. They can aid Janna to get her out, but she then needs to be taken out of the city, and removed to a place out of the reach of Middenheim's elite. However, their aid has a price. GMs can develop this two ways. The PCs might already be contracted to join the company travelling into Kislev, and are simply employed additionally to this. Alternatively, the mercenary company offers an excellent opportunity to smuggle Nebala out of the city and go north to where their ally wishes them to go. One might almost suspect that the 'capture' of Nebala had been contrived to encourage the PCs to take on such an arduous journey.... The fee for the escape of Nebala is quite simple. Certain interests wish to know what is happening in the Wheatland Colonies and seek trustworthy informants. Since the journey is harsh and unforgiving, and the final destination is worse, experienced agents are needed. Whilst the employer is not revealed (at this time) he knows of the PCs. Gertin Sharpcard has already met the PCs on a coach to Beeckerhoven, though he will only operate via a third party, Martina Graf at The Heavens Lament [42]. In addition to freeing Nebala, the PCs' mysterious benefactor is willing to offer additional payment. This is probably best left to the GM to determine appropriately, but might link to the needs of particular PCs – at particular stages of their career development.

Nebala is being held at the house of Klaus Kolten, a local wizard of some power. However, the PCs friends have a number of means to arrange for a distraction. The night before they 'spring' her, a number of local gangs attack wizard's premises with stones and there is anti-wizard graffiti. This is assumed to be part of a rise in sentiment caused

by rumours of a proposed tax upon wizards. The following night, the PCs are to await hidden near the house. An attack occurs upon Kolten's house, but fortunately a patrol of watch with two Knights Panther are patrolling past. Whilst two give chase, the others knock on the door and insist on searching the house for intruders. Whether the PCs are 'the patrol' or simply wait for a shuttered window to be opened, there is only a single guard upstairs to be (ideally non-terminally) removed, and Nebala is free.

In any event it is assumed as the basic position in writing this work that the PCs join the mercenary company, together with Nebala.

So. What's in it for Us?

At this point, PCs might be wondering why they are involving themselves in this adventure, and exactly what rewards they are receiving in return for their work. Let's have a look at the benefits.

- **Obligation.** The PCs swore an oath to serve the Graf. Whether for honourable reasons or for the simple fact that it is unwise to refuse one's liege-lord, the PCs have little choice in the matter should they be ordered.
- The PCs are meant to be heroes. GMs should not feel ashamed at pointing out that PCs are awarded Fate Points precisely because they are fated to involve themselves in events such as this. Ignoring fate *can* lead to a loss of FPs.
- **Payment.** PCs are to be paid as professional soldiers. A second employer is available to offer them additional, and more substantial, remuneration. It is worth pointing out at this stage, that PCs working purely for the money will earn fewer of the nonmaterial benefits awarded – their status in the eyes of both Old Wonders and gods is partially linked to their levels of heroic altruism.
- **Status.** PCs are aiding a variety of important groups, including (variously) the governments of Middenheim, Kislev, The Empire and Marienburg. This is no mean feat, and at this stage it is not relevant that they cannot serve all these masters and will ultimately fall foul of the agents of one or more of these. All PCs may immediately raise their **Social Level** to class C as they are now soldiers. Those already in that class, or in a higher one, may roll a 1d6 to gain further standing. This is because what they are doing is worthy of respect.
- **A friend in need.** The easiest route into the adventure is using Nebala. Hopefully, they have befriended her by this time and, in any event, they surely owe her for helping them survive the denouement of their search for Professor Stradovski. If they do not, then as GM you were far too easy-going!
- **Alignment.** GMs should note that the PCs seeking to help Nebala are doing a *good thing*. This should be born in mind when considering alignment shifts. Not only might it count towards a shift towards a **Good** alignment, but it will also offset future evil deeds to retain a **Neutral** alignment.

Remember that most of these bonuses reflect the honourable actions of the PCs. Should they be demanding more money, or generally acting like the typical Old World mercenary, then do not award them.

PCs

Those PCs that are not already enlisted will be escorted to the Worshipful Guild of Legalists [15, p37-8] to join the Middenheim militia. They will be expected to swear an allegiance (M:CoC, p21). Since their militia service is only part-time, they are not expected to serve the career, although whilst they are employed, they may do so if they wish. Considering what was discussed above, GMs might wish to consider allowing the PCs to enter the career free of charge as further payment for their apparent altruism.

Payments

The PCs will be paid the ordinary rate of 8/- per day, unless they can persuade the authorities to take them on as specialists, who are paid 10/- per day. Given their advanced experience and the nature of the job, this is quite plausible. An authorised advance of a fortnight's payment will be provided [128/- or 160/-] on accepting their mission. Their employers will meet – theoretically – fortnightly payment (in arrears) en route.

The players should be reminded that they have a long journey to plan for, and limited time to achieve it. However, depending upon their precise role within the mercenary company, they will not be expected to provision themselves. Basic equipment will be available to them, but the expedition is outfitted on the basis of an independent company under the command of ex-Marshall Leo Kessler. Since he controls the purse strings few items will be authorised, and he will expect the PCs to provide their own equipment – particularly if they are awarded commissions. Any equipment will be deducted from their pay. The mercenaries offer convenient fudge to GMs in allowing the game to progress without concerns over the minutiae of travel and provisioning.

Travelling Northwards

Generally, the expedition will be treated with reserved curiosity and a little fear. Armed groups are not well regarded as they usually bring trouble and expensive subsistence requirements upon the local populace. Even 'official' forces are suspected as being little better than bandits, liable to seize food and drink on the promise of worthless paper authorisations and harry the locals' daughters continually. At the same time, a mass of people offers business opportunities for others, and a small army of peddlars can be expected to descend upon the force wherever they might be. Charlatans and other ne'er do wells will also prey upon the troops, and any nefarious activity is by no means one-sided. The PCs' force is accompanied by Templars of the White Wolf, travelling to Beeckerhoven from where they are due to enter the forest on a chaos hunting expedition, and some Empire infantry (mostly halflings) to reinforce the Beeckerhoven garrison.

GMs should refer to **A Private War** concerning their journey northwards to The Forest Inn, which the PCs will no doubt remember very well! The company has twelve days to reach the rendezvous point. The following route is followed:

Day 1 involves travel to Arenburg, where the force will camp outside the village. Entry into the village will be forbidden, though difficult to enforce. Some traders and many more scroungers will come out, though they are theoretically not allowed. PCs should be required to set the guard rota. One of the conscripts, Conrad Franck, will attempt to desert. Success is dependent upon PC actions, but use this as an excuse to set the standard of detailing that as GM you wish to deal with during the campaign. It is also useful to recognise here the primary role that the PCs have in keeping the force together. Hopefully, a routine can be established at this point, which can then act as a benchmark for later events, without giving these away. Also, ensure that PCs do not themselves stay up all night and carry out all functions. Certainly they might join the sentries for spot checks, but they should learn to delegate to trustworthy NPCs and establish administrative and organisational systems, such as ad hoc counting of sleepers and the like.

Day 2 is spent travelling to the Fox and Crown

Day 3 the force limps its way to Ulric's Vision. Here a young lad wishes to join the group. Kessler will oppose this as he has been paid on the basis of 40 soldiers – the fewer he has, the more he gets paid. The lad will simply tag along and try and prove his usefulness.

Day 4 the company arrives in Beeckerhoven, where they are allowed into town only on payment of an indemnity – that Kessler refuses to pay. He camps his force outside, where the caravanserai is commandeered. The company is sullen and obviously unhappy at the pace of the march.

Day 5 is spent a day at Beeckerhoven to rest the troops. The Templars of the White Wolf leave the group at this point. The Empire soldiers also enter the town, but many return on the sixth day to escort the company to their rendezvous. Kessler will order that the force turns out for an inspection and then requires two hours of drill with the pikes.

This might prove difficult, since only Nebala in the NPCs has any training. PC officers will be expected to command the drill, with predictable results. However, despite the inspection and drill, the company can spend much of the day recovering.

Day 6 requires a return to the road, and travel to The Hunter's Lodge.

Day 7 continues the journey to All Shadows Fled, where a footsore and very tired company is visibly muttering mutiny due to the pace that has been set.

Day 8 sees the journey to the Temple to Liadriel achieved only by continuing the march into the night. Should the PCs not persuade Kessler of the need to rest the group, or travel more slowly, then Heidi Ubermann should.

Day 9 is declared a rest day, and a tired company barely notices the lack of facilities.

Day 10 travels to The Forest Inn. If this campaign continues from the **Private Wars Campaign**, the inn is under new management! The inn has been bought, cheaply, by Four Seasons to add to their growing franchise.

Day 11 covers the short distance to the coast, though the rocky shoreline makes passage slow. Here the force descends upon the tiny fishing village of Luftberg nestled into the cliffs to await their transport. The village has a few fields of crops and a number of fishing boats, which Kessler will press into his own service. Eva Grunbach, midwife and village elder, will object but can do little. Wim Brombeer, a local druidic priest with a dislike of humanity, will curse the force and be chased off by the soldiers with stones (and the odd arrow). A shrine to Ulric, in poor condition, is located on a hill at the northern extreme of the village that commands a reasonable view over the sea. It would make an excellent point for PCs to look out for the ship in fact. Observant PCs might notice signs of a much earlier structure within the hill; the shrine was actually built on top of an existing high elf monolith.

Day 12 arrives and just as Kessler begins to crow that the Marienburgers are late, a ship is sighted.

Rendezvous

The Ship

A medium cog, **Soldurian**, drops anchor off the beach and sends boats to pick up the force awaiting them. It flies the Marienburg flag. The transfer takes some time, but should not prove difficult. The occasional large wave or surge can add to the colour, but PCs and NPCs should board without too much difficulty. A PC with the **Swim** skill can be allowed to play hero as he dive overboard to pull out a floundering Middenheimer, if desired.

Captain Martin Tromp is clearly in command of his boat and the new passengers are swiftly led down, to their 'quarters' – simply a space in the hold. There, they will find Marienburg mercenaries already settled. Some persuasion might be necessary to

encourage these to make extra space for the new arrivals, but Captain Tromp has a wary eye on all to prevent serious trouble.

Passengers

Besides the Marienburg mercenaries and their commanders, the cog is carrying three other passengers. All of these individuals remain on deck, either in cabins or under a makeshift tent put up on the deck in the lee of a forecastle. The two other passengers on the ship are:

Anders van der Kirk, who is an archetypal merchant on the normal business of a Marienburg merchant in Erengard. In reality, of course, if he was as important as he believes, then he would have one of *his* employees make this trip. Portly, over confident and well dressed, Anders is (privately) contemptuous of the rabble on board.

Casimir Lwon, who appears both well dressed and armed. He will keep largely to a private cabin and will avoid contact with the others. However, he might be seen asking questions over an ale or two with sailors or even one of the soldiers, enquiring of their business. He will simply state that he was being polite and retreat to his cabin if accosted. He is, in fact, an envoy for the Hegemony, having been to Marienburg to attempt to secure an alliance centrally with their interests locally. He failed, primarily as doing business with hobgoblins was too much for Arkat Fooger and the other interested groups determined (at this time) not to cross Fooger over what is a relatively insignificant investment. The envoy will stay in Erengard and take boat up the River Lynsk and meet with guides in Praag. From there they then ride through the Belyeverota Pass and into the Colonies, where we will no doubt meet him again.

Travelling the Sea of Claws

Throughout the journey, Captain Tromp is frequently seen measuring, star watching, muttering and examining charts of the unpredictable tides. Despite this apparent concern, the sea is probably at its most navigable, with the choppy surface of the water lashed only by rain. PCs should still remain concerned. They are in safe hands, but Captain Tromp's pedantic measurements and the crew's paranoia should add uncertainty. The sea itself is further cause for concern since it looks 'odd'; in fact it is brackish simply due to a low salt content.

The Weather

Whilst the sea itself can cause problems for landlubbers in the form of seasickness, it is generally a good time of year for travel albeit towards the end of the 'safe' travelling period. However, this should not prevent the weather from causing problems. A fog suddenly comes upon the boat and the sailors mutter darkly to themselves about their sailing 'too late' in the season. Fortunately, a breeze slowly shifts the fog bank and the *Kronsegen* – a trade wind that blows from the distant Southlands – appears to help the ship on its way. The sea is still largely overcast and cloudy, though the temperature

remains warm. However, as the ship nears Erengard, an iceberg is sighted to the north, released by a thaw in the northern waters.

The Coastline

Along the coast, colonies of seals can be seen, along with small boats clearly hunting them for their pelts. At one point, the crew gesticulates towards a great walrus with long curving tusks that appears to be heading their way. This causes a mixture of consternation and expectation, as some crew run for harpoons in the hope of catching and killing the creature, as it would fetch a high price in any port. Captain Tromp maintains his course and quickly and efficiently deals with the muttered complaints, in part by claiming that it is a creature sacred to Manaen. The 'old hands' mutter their agreement.

The cliffs of the coastlines are homes to colonies of gulls and razorbills, which act as a nuisance to the men who eke out an existence fishing for a living. The gulls will occasionally act as simply a nuisance to those on board, as they mistake the Soldurian for a fishing vessel. However, at one point in the trip a colony of razorbills take the vessel as a threat and swoop down in their hundreds, the eerie cliffs echoing with their cries. PCs and NPCs must fight hard to deal with these creatures, who will retreat as quickly as they attacked. The GM should play this simply as a little combat to engage the PCs during the various descriptive passages; it is not intended to seriously test them, but simply to keep them honest and interested.

There is a solitary island within the Drosselspule Bay, which shares its name with the only building upon it – Manaansheim. This is a small monastery devoted to the Lord of the Seas – the home of a company of the Order of the Triton. As the Drosselspule Bay spans west, it crosses the Nordland – Ostland border, and the geography of the coastline begins to change. The Middenheim-Erengard road joins the coastline here, but there is little sign of human habitation along the water's edge. The western Ostland coastline is one of shallow fjords and bays, although there are no major rivers, as there is little relief between the coast and the Forest of Shadows. The land is bleak and low-lying, and over the centuries the sea has built up acres of sand dunes. In some places these cut off shallow lagoons from the open sea, where sea fowl flock to catch the fish washed into them by the tides.

Located at the eastern extreme of the Drosselspule Bay is the port of Norden – the largest coastal settlement of the Empire. This is historically a naval dock and a number of squadrons of wargalleys from the Imperial Navy are berthed here. However, Captain Tromp steers well clear of this port, but even then the Empire Great Ship *Scarlet Griffon* moves towards the Soldurian flying a number of message flags instructing Captain Tromp to keep his distance.

Encounter

40 miles along the coast from Norden is Salkalten, the second port to be opened in 2462 as Dart of Jens-Peter Riemanns plans to usurp Marienburg's dominance of the Sea of Claws trade. Approximately 10 miles from the port, which Tromp has no intention

of entering, the ship is attacked by a dragon turtle. Again, the aim is to play this as a piece of colour, rather than as a serious fight. As the creature is seen bearing down on the ship with two harpoon shafts clearly sticking out of its cracked shell, crossbowmen mis-load and drop their weapons in panic, and sailors run around falling over and cursing all whalers, who must surely be responsible for this aberrant behaviour. The complement ought to be able to shoot enough missile fire to cause the to break off and dive, though hopefully a PC can be seen to be the primary cause due to a superb piece of marksmanship. Failing this, Marianna Vink is the toast of the ship as her crossbow bolt is seen to enter an eye from close range. Unfortunately, the creature still manages to smash into the rear of the ship with its tail, as it dives. Everyone is sent flying as the ship veers backwards and over. PCs should take falling damage with a 2 as the base damage; in other words, those rolling one on a D6 take one point of damage unadjusted by **Toughness**. For a moment, it appears that the ship might roll over (rolling of dice, consult charts), but it rights itself.

Soldurian should only take limited damage, but enough to drive it into the safety of Salkalten harbour for emergence repairs. As the ship nears the harbour, Captain Tromp will order his own flag lowered and an Empire standard raised. Technically, this is illegal, as PCs with relevant skills will realise. He also approaches the Middenheim troops (and thus the PCs) to deal with the harbour authorities. He will explain that Marienburgers are heartily hated in Salkalten, and would prefer to avoid trouble.

Salkalten was a disaster as outlined in **M:SDtR** and **Warpstone 19**. The town still limps on, trading on a very small scale with Erengard, although it is more of a stopping-off point for boats which are heading to larger ports. The town falls under the jurisdiction of Baron Gustav von Wolder, an absentee noble who has made it quite clear how little he cares about the fate of the town. The townfolk know that there is little reason to stay there, and steadily the population is decreasing. Those who remain scrape a living from fishing, and collecting salt from the pans cut into the shallow cliffs —unfortunately the low salt content of the water means that this is a poorly rewarded endeavour. Some individuals have turned to piracy, attacking ships on their way between Marienburg and Erengard. Alcoholism and unemployment are severe problems in Salkalten and the locals are a bitter, resentful and insular lot. Visitors should be on their guard, especially if they are noble, as the people of the town could well take out their frustrations on an ‘outsider’. Anyone heard speaking with a Wasteland accent is likely to be lynched — Salkalteners have long memories. It is, of course, with these kindly people that the PCs must deal.

Repairs will take two days. After the first day, it will be apparent to the locals that Marienburgers are on board, but since the crew and passengers are refused shore leave, little trouble will follow. A deserter might try to jump ship, at the GMs discretion, which will necessitate the PCs scouring the local inns for him. Remember the drunken xenophobic locals! A nice little search and escape scenario can be designed, should the deserter be a Marienburger, who will be *very* happy to see the PCs as he is being beaten to a pulp by a bunch of locals.

After 48 hours, Soldurian leaves harbour and will travel safely to Erengard. Between Salkalten and the Kislev border there are no more settlements of note. The coastline climbs steadily towards the River Lynsk, with stretches of chalk cliffs as high as 400 feet. These cliffs are being slowly eaten away by the Sea of Claws, leaving great towers

of stone thrusting up from the water. There are a number of sea arches and deep caves which are said to be the lairs of pirates and worse. The crew will become very tense during this part of the journey; an innocent coastal fishing vessel will be mistaken as a pirate at one point.

As the Soldurian sails into Erengard, the clouds begin to darken and a storm seems to chase the ship into safety and once again whips the sea into a fury. Captain Tromp is impatient to load up with his return cargo of amber, grain, honey, flax and hemp. He has little time for PC dallying, since the weather is already closing in for him. Indeed, the PCs should be made to feel that they have the easier option, travelling east on land than risking the wrath of the storm-whipped sea. The various groups prepare for disembarkation and gather together their possessions. PCs who specifically state that they are wandering the ship might catch sight of some ceremony Aer Dressair is undertaking for one of his followers; Galabrovil and the three bodyguards will certainly move them on before they see much. However, the ceremony appeared to involve an ornately curved dagger being presented to the man.

Kislev

The aim of this particular part of the campaign is for the PCs simply to traverse Kislev and enter the Belyevorota Pass. To that end, there are no general comments offered on Kislev here. This is primarily since I have already offered serious comment upon the inadequacies of **SRiK** and my own thoughts in **All Quiet in Kislev**. Repeating them here would serve no useful purpose. For general comments upon the peoples of Kislev and the state of the nation, both books can be utilised. Issues specific to the needs of this adventure are, of course, offered here. Equally, general road encounters were also discussed in *All Quiet in Kislev*. Encounters for small groups are unlikely to effect an expeditionary force, but can still be utilised to add colour if desired. On the other hand, a large military force marching across country involves its own possible encounters.

Erengard

The River Lynsk pours from the World's Edge Mountains, across the plains of the Dobryrion and into the Gulf of Kislev. A broad and slow-moving river as it nears the sea, it is a vital route for Kislevan trade – much of the produce of the Dobryrion reaches Erengard by boat. The river flows into a large lagoon from which the waters flow slowly into the sea itself. The high cliffs of Ostland fall away sharply to the river's flood plain, which surrounds the lagoon. Nevertheless, the Lynsk is deep, and seagoing vessels can sail a considerable distance upstream.

Standing at the mouth of the river, and representing the gateway to Kislev, is the great eastern port of Erengard. The city was built upon the remains of an ancient elven port, and parts of the sea walls are possibly a remainder from that time – they are made from some pale coloured granite that was not quarried from any local source. Up close, they are slightly less impressive. Weeds have taken hold in some cracks and, in places, broken away sections have been bricked up, filled in with rubble or shored up with wood and painted. The skyline of Erengard is a magnificent sight, especially for the weary traveller coming into port – cupolas, bell-towers and spires shine brightly in the cold sunlight, towering over the low buildings, while ocean-going vessels from many of the human nations occupy the harbours. The city is surrounded by a high wooden wall, which proved invaluable during the Incursions of Chaos in repelling the mutated hordes. Since then the defences have been improved further still, and those sailing into the city will be watched and boarded for inspection. Whilst the city itself is situated on the shore, the main wharfs are located on an island in the lagoon – known as Bogatyr Isle. This is reached by means of a large and sturdy wooden bridge.

Arriving in Erengard, the PCs will have very little time to appreciate the wonders of the city. A small customs boat meets their ship, and Captain is seen in conversation with an official. For those PCs who manage to overhear the conversation in some way, it appears that there is a problem with the boat landing the troops within the city. Whilst the official is most apologetic, he is under instructions to land the boat outside the main docklands. The main force, with which they are to rendezvous, has been refused permission to enter the city and is camped on the banks of the lagoon. A pilot is left on board and the ship is directed to a quiet dock, outside the city walls and on the

north side of the lagoon. At the same time three passengers leave the cog and join the custom's boat. Two are the other passage, and the third is unknown since he is heavily cowed; reasonable deductions are that he has come from one of the cabins.

The dock lies within a stockade and flies a number of flags, including the Tsairist standard, Brotherhood of the Bear, the Cult of Ulric, Taal's symbol and Erengard's own device. A number of well-dressed soldiers, wearing tunics emblazoned with the city crest, stand to attention. An officer requests permission to board and courteously greets the senior staff, assembled to meet him. He welcomes them to Erengard and offers them an escort out of the city – though technically, they are not in the city anyway. The dishevelled troops on board are most displeased when they hear that they are to leave Erengard directly, and only very visible instructioning to fall-in prevents the rumblings of a rebellion. The Marienburg company appears reasonably well-drilled, but the Middenheimers are clearly a rabble – and the Erengard officer curls his lip at such unprofessional discipline. Still, the group is marched northwards towards the gates. It is clear that this is a military fortification, acting as an outer defence for Erengard. In fact, this is the Castle Gate Fort, so called as it opens upon the (military) road to Castle Alexandrov. All that the PCs see of the city is a plethora of towers dominating the many low structures. These towers have gilded cupolas that shine with a reflected brilliance, offset by the great timber walls preventing their entry into the great city.

Note that should the PCs wish, they can obtain their pay (in whole or part) as a paper transaction provided that either Marienburg or the van Aelst family is involved in arranging for their employment.

The expedition is delivered to a camp outside the city walls, which is very poorly maintained and extremely filthy. Two graves have been dug off to one side, suggesting that problems already exist here.

It will now be readily apparent that the Wheatland Colonies Expeditionary Force (WheatCEF) has been left upon the north bank of the Lynsk. This is the most dangerous side, as it is in what is technically the Trans-Lynsk with a flank open to possible attack, rather than secured on the river within 'friendly' territory. Officially the Trans-Lynsk remains part of Kislev and the Ever Victorious Army protects the north, but these Kislevans (at least) are not convinced. However, since none of the local boyars wish to have the group march through their territory and are quite happy to have a 'friendly' force clear the north bank for them, Tsar Bokha approved this policy for its political expediency. WheatCEF also satisfies claims that his soldiers never patrol the north bank. A small force of Imperial Kislev Winged Lancers will shadow WheatCEF from the south bank and all settlements along the bank will refuse to allow the force to cross. That will not, of course, prevent their traders and others crossing to the north to pester the group!

The River Lynsk

The River Lynsk is the traditional primary line of defence for Kislev from invasion from the north. It protects the heartland of The Dobryion and has always served the nation

well. Garrisoning small trading posts along the river is also economically efficient, since it allows the government to use low quality garrison soldiers and a small number of elite cavalry and river patrols to guard the length of the river. These posts and garrisons are officially termed in the Classical tongue *oppida* and are theoretically placed equidistant, or at key points, along the southern riverbank. In reality, the survey done at the time of their creation was flawed and a number have also been deserted for economic reasons. The reality of the defences is very different than those on the strategic maps in Kislev, but no one underestimates their importance to the defence of Imperial Kislev. Bolgasgrad forms one such bastion in this line of defence. (This version of the town obviously contradicts that given within **Something Rotten in Kislev**, a point I discussed in **All Quiet in Kislev**) The Lynsk also separates the traditional Motherland from the Trans-Lynsk colonies, now being evacuated in the face of increased raiding from the north in order to defend the far easier Lynsk. For these socio-economic reasons, the River Lynsk is firmly held by all Kislevans to be an immensely important political and religious feature. Oaths are frequently sworn upon the river as a means of underlining gravity and a number of local deities and minor spirits are associated with the river.

Major natural features of the Lynsk, for defensive purposes, are that it never freezes, is wide and generally fast flowing. This makes crossing difficult except at bridges. Of course, on the few occasions that the Lynsk has frozen, catastrophe has followed – most notably in 2302 and the Battle of the Frozen Lynsk, which heralded the commencement of the Great Patriotic Chaos War. Many theologians believe that only supernatural power can actually freeze the river, and many Kislevans regard it as a defeat of the deity that resides within the river. Certainly, as can be seen on the map in **Warpstone 19**, the winter ice mark along the Sea of Claws must come many miles south to affect the river.

The primary man-made defence of the River Lynsk is a series of fortifications along the southern bank, supported by patrols. However, constructed defences also defend both the river itself and the southern bank. The bank is heavily overgrown with a tough, wiry thorn bush that is encouraged to grow, whilst the river is heavily staked in places. Of course, over two centuries of relative peace the military need for the defences has apparently waned, but they also serve an economic purpose. Passage across and along the river is very difficult with guidance, particularly for river traffic. Therefore, the river remains defended by a series of pits, stakes, mines and the like along many stretched, continually altered and repaired, which require an authorised pilot to direct boats through – for substantial fees of course! This has hampered trade along the river, but the Erengard nexus ensures that sufficient is sent south by merchants who recognise the speed and safety of the river is worth the extra charge.

The north bank is sparsely settled to a distance of about 150 miles from Erengard. Nearer the city, and the protection of Castle Alexandrov and the Ever Victorious Army, a number of settlements exist. These are small villages, surrounded by maintained wooden palisades and ditches: Walls are patrolled and entry is via a drawbridge raised every night (or on the approach of any group – including WheatCEF). Along the bank itself, a village is to be found approximately every 18 miles apart, just about the maximum marching distance for WheatCEF. Other villages can be seen to the north as are some individual homesteads, but these are usually tower structures, clearly built for defence and sited on some source of wealth. The region is quite wealthy, which is why it is even settled. Agriculture is surprisingly prosperous, but forestry, furs, fishing, hunting

and honey are main exports. Open cast mining for tin, coal, lead, silver and other metals remains the primary export for a number of business interests, who have been granted Protectorate jurisdiction of parts of the north. Locals might even profit from localised monster attacks as official bounties are paid upon such creatures.

The regions to the north are controlled either by these Protectorates or through Voivodates. These are set up as tsarist vassals ruled directly by a voivode (governor). The Trans-Lynsk colonies are thus either titled along the lines of North Lynsk Mining Company Protectorate or as the (for example) Voivodate of Sibiria.

Oppida

These villages operate subsistence economies and have little surplus or trade. Their purpose is simply to be self-sufficient border posts. Their only source of income is taxation on travellers. These are usually boats that use them as safe places to spend the night, but the occasional traveller or convoy still travels to (more usually from) the Trans-Lynsk. Those who live here are frequently retired soldiers offered a land grant and their families or descendants of invaders from Norsca. Kislevan-Norscans are predominant here; they comprise almost all of the military and non-peasant inhabitants. Until, recently, further north was more popular, but recent events have led to an influx of refugees as well. Fortunately, the Lynsk is traditionally an unpopular place to live and these people are welcomed for their skills and hard work. Government appointees, usually military commanders, rule the oppida. Oppida is the official term for these settlements, based upon a Classical word – that Kislevan generals feel they ought to use. Locals refer to these settlements as Zveda in Slavic.

The primary item to note about the settlements is that the buildings are almost universally made of wood. Walls are made of either hewn logs (planed on one side) or planks. These are then filled in to keep out draughts and painted. Floors are usually solid packed earth covered with moss, but might be of wood. Roofs are of turf. A palisade and ditch for defence surrounds the villages, though they are often not well maintained. Buildings are often equally poorly maintained, although once inside are reasonably comfortable. The typical peasant dwelling is a single room dominated by a hearth, which has no chimney or flue. Whilst this helps keep the heat in, it also causes a very heavy atmosphere that many non-Kislevans will struggle to cope with. Most houses have a small corner devoted to the owner's deities and visitors are expected to offer some form of devotion upon entering. Communal facilities provide ovens, storage facilities and the like. Wealthier villagers might have two or three rooms for some privacy, but even the local (and poorer) nobility will have little more than this. Domestic animals live inside the houses. Most houses have gardens (of some description) fenced off (to keep animals out) from the otherwise muddy and filthy ground that act as paths between the houses. Sometimes stepping stones are to be found to allow one to step above the refuse, but even where these exist, stones are missing more than present. The stench is noisome. Some details can be found in **Something Rotten in Kislev** [page 16].

Oppida are frequently in two parts, the main village being 'safely' settled on the southern bank of the river, whilst a fortified strongpoint is located on the northern bank. This is because oppida operate ferries across the river for travellers and traders,

and need to defend them from seizure. Visitors entering villages are liable for tolls and approval of their warrants to travel. Official regulations upon tariffs, taxes, weapon permits and the like are all readily negotiable, but locals are wary of strangers given their precarious location. They have little interest in the world to the south, which is seen as remote but are hungry for news from the north or along the Lynsk axis. Oppida fly flags to denote their allegiance to Imperial Kislev and any local nobility. Oppida are generally pleased to see WheatCEF, since they are safely on the north bank and are a guarantee against attack from the north – for at least one more day! However, they are under instructions not to allow the force to cross the Lynsk or enter the settlements. This edict is reinforced by the WheatCEF shadow force upon the south bank. Locals will take the opportunity to come out and trade with the force, of course. This is also the opportunity for various spies within the group to pass on information and/or receive instructions.

Rumours

Despite the insularity of the oppida villages, they are still a source of rumours, stories, fables and warnings. The following can be randomly assigned to PCs who talk to local inhabitants or passing traders.

Villages north of Erengard simply emptied of their inhabitants within a week last year. These people called themselves Children of the Kraken and set off south-east.

The burghers of Erengard have decided to dedicate a new public space to the Tsar's daughter by naming it Katarina Square. The fact that it was used to clear what they regarded as slum housing and replace it with a drilling area for the militia is an indication of the problems in the city.

Erengard's White Barrow district was badly damaged in recent public unrest, in which local militia forces seemed slow to react. The district is a very pro-Tsar area.

A group of ranger-templars of the Brotherhood of the Bear crossed the Lynsk here and headed south towards Kislev. They looked defeated to me in their dirty furs and battered chainmail armour.

The Tsar is unwell with the consumption. It must have affected his mind if the stories are true that he has nominated his missing daughter, Jekaterina Bokha, as his heir. Female tsars are nothing but Gospodar trouble-makers.

Zeljko Wroclaw, a travelling preacher, persuaded the burghers of Bolgasgrad to burn their worldly goods as a sign of their piety and devotion to Ulric and in the face of incursions towards the Lynsk.

Strange things are happening in Bolgasgrad. They burnt their docks to prevent ships stopping there and shut their gates to a number of merchants that they said were no longer 'approved'.

Strange things are happening to the east. Gospdars are claiming that Boris Ursa – the *Forever Tzar* – has returned in the east, where he is preparing for his return to rule us all once again.

The Tsar's determination to hold back the monsters from outside Kislev's borders is being hampered by penny-pinching bureaucrats. His conscription of fourth and fifth sons and daughters proves that he has not forgotten the various colonies. He is now proposing the creation of a population roll to establish the conscription of all but the first born

The last Tsarist army that passed through here to defend the Trans-Lynsk Colonies had been taken from prisons and asylums and was chained together. They called it the Volunteer Militia. Press-ganged was nearer the term. A few told me that they were from well-off families, but had been seized from within The Dobryion and impressed on a trumped up charge of having incorrect documentation.

Gospodar rebels are running riot in the south, whilst we stand against Chaos. Mindaugas Mindowe, The Children of Miska and other anarchists are sapping the strength of this nation. The Gospodars should be grateful that they are protected by the likes of us.

Erengard has appointed Ekaterina Bushinov as commander of their armed forces and given her the task of permanently destroying the Revolutionary Armed Forces of Kislev. She has offered a pact with Castle Alexandronov, which stands to the north, for assistance. These rebels are another group of self-serving hypocrites relying on us to keep them safe, whilst they steal from their betters.

The Ever Victorious Army fighting chaos invaders under the command of the great general Stepin Rasin continues to drive the enemy northwards. Units from Castle Alexandronov are aiding the advance. The Trans-Lynsk has been saved!

The Ever Victorious Army is only ever victorious as it always manages to run away from its enemies fast enough. They are currently cowering in the shadow of Castle Alexandronov.

Stepin Rasin has been recalled in order to use his Ever Victorious Army to destroy the Revolutionary Armed Forces of Kislev.

Prince Kuragin of Erengard has gone north with Erengard militia forces to reinforce the EVA and prosecute a sweep of the Trans-Lynsk.

Stepin Rasin refused to withdraw his Ever Victorious Army in order to destroy the Revolutionary Armed Forces of Kislev. *Reasons vary. Some believe that the war to the north is not going as well as claimed, others that Rasin is unsure of the loyalty of his soldiers should they be asked to kill fellow Kislevans.*

Trans-Lynsk refugees are moving eastwards and southwards. Tin has been found on the western side of the Worlds Edge Mountains. Those willing to work hard should find good employment there.

Government troops are preventing an exodus of refugees travelling to the western Worlds Edge Mountain tin mines. Apparently the local boyar is running the monopoly as his personal fiefdom. I heard that he was secretly using mutants as they are cheap and expendable. Why should they get our jobs?

Some lunatic has set himself up as the returned Boris Ursa and is amassing Gospodar peasants in a camp just north of Belyevorota Pass, where they are preying upon traffic moving to aid the Colonies. Apparently this so-called 'Forever Tzar' is an ex-militiaman, who was sacked for incompetence.

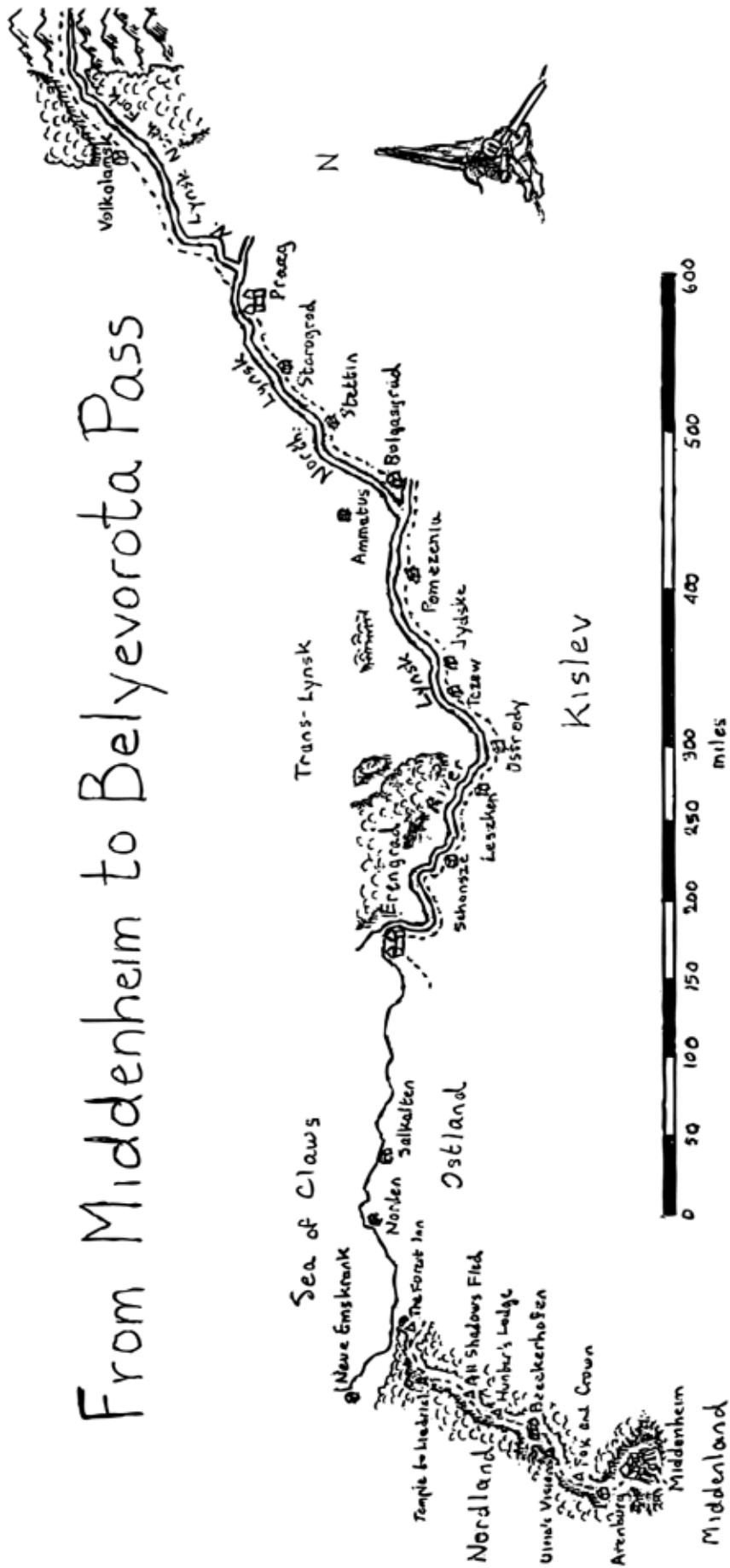
Sibyrta has reaffirmed its loyalty to the Tsar despite the general collapse of the Trans-Lynsk.

Nothing has passed through here from the Wheatland Colonies for two years now. They used to ship a variety of foodstuffs, tin and gunpowder. Fortunately for Kislev, the Dobryion fulfils all our needs and new finds of tin and saltpetre make the Colonies unnecessary. Still, it does little for trade along the Lynsk.

Map

The map that follows shows the environs of the march throughout the journey that takes place on the western side of the mountains. Like all maps, it is the best approximation that Old World scholars have managed given the lack of resources at their disposal. It should be used in conjunction with the text and as an aid to understanding, but is not pre-eminent over the text.

From Middenheim to Belyevorota Pass



Stage One: to Bolgasgrad

The journey to Bolgasgrad is about 350 miles following the winding course of the River Lynsk. WheatCEF can reasonably expect to cover about 18 miles per day, which coincidentally happens to be the approximate distance between villages along the route. Oppida settlements are about 70 miles apart. Many of the soldiers are malnourished peasants, equipped with limited footwear, often very worn and wrapped in rags. Longer distances are not feasible, particularly as striking camp in the morning and setting up at night are not tasks they will be terribly efficient with (at first).

WheatCEF's first leg of the journey is the 70 miles to Schonsze. This involves spending the nights adjacent to the villages of Nieszawa, Czorn and Tuchola. Each village will refuse permission to the force to enter, although locals will visit the camp to offer various services and goods. This region of the Trans-Lynsk should appear reasonably prosperous. The fourth night sees WheatCEF arrive at Schonsze.

Schonsze

At some stage during this part of the journey, WheatCEF will meet a south-bound convoy of refugees in carts and on foot. Possessions are piled high or carried in bundles. They are escorted by a small number of Ever Victorious Army soldiers, mostly wounded. The refugees are from the Trans-Lynsk villages of Sztom and Mewe, both of which have now been completely deserted. Trolls attacked both villages about six weeks ago and only the valiant efforts of the EVA allowed these people to escape. The glowing praises of the refugees will seem at odds with the weary look of the soldiers. EVA soldiers wear similar clothing of breeches worn inside boots, with a tunic and woollen hat. Colours of all these vary considerably and richer members have decorated tunics. Most soldiers here look shabby and their clothing is clearly well worn. Some even have rags around their boots. Schonsze is the nominal supply centre for Stepin Rasin and the Ever Victorious Army. However, unlike other villages there is no ferry here and boats individually cross south to north. The intent is clear; the EVA is to be prevented from 'tactical withdrawal' south of the Lynsk. The village is also something of a refugee clearance centre, and is struggling to cope. Crime is rife and life is cheap, though the local garrison manages to control the worst of the violence. In part this is because the other point of note for the village is that there are a dozen ogres within the garrison. These are Janissaries bought from the Chancellor of Ostermark and are respected members of the community. They will be pleased to hear any news from The Empire, particularly from their homeland; those PCs from **Homeward Bound** will be very popular. Of course, the ogres must negotiate passage first over to the north bank. Would you refuse to transport an ogre, even if your boat was precariously balanced with such a heavy load? GMs might also introduce the need for pilots at this point, as a boat captain is arguing a fee with a pilot. The boat passes the WheatCEF force earlier, and happens to also be carrying the Dressair assassin.

Continuing on the journey, the next two nights are spent camped outside the villages of Eczbor and Leszken. This stretch of the Lynsk very rapidly becomes less populated and

by Leszken, signs of agriculture are very localised. Beyond Leszken, there are almost no signs of habitation and the third night out from Schonsze (the seventh in total of this part of the journey), there is no village to camp near. Some local trappers will visit the camp as they have a shelter on the river here. The next day's march will see WheatCEF arrive at Ostrody. The force has been marching 8 days since it left Erengard.

Ostrody

A dishevelled group of about 50 Kislevans are found sitting outside the gates of the northern access to the ferry at Ostrody. They are sullen and appear to have no obvious leader. They are a 'regiment' of Stepin Rasin's Ever Victorious Army, who are claiming to have been ordered south, back across the Lynsk. The local commander clearly does not believe them, and has refused to open the gates. He has, however, passed food over the walls. He will plead with WheatCEF to send a messenger to find Rasin in order to confirm the order. In any case, he will not allow the expedition access to their food until they do so. Rasin's deputy is actually already on his way here. Once he arrives, he will simply order the troops to head north once more, which they will with little grace and less enthusiasm. The aim of this encounter is simply to reinforce the shambolic nature of the EVA and the plight of the north with its future in the hands of such an army.

Continuing from Ostrody, the first night can be spent at the village of Rogowic and the second at Koniecpole. Both these are essentially mining compounds. Neither has the typical village structure, but both sprawl along large cuts in the ground, where mining is carried out. Each has a small wooden citadel built upon a mound (basically of compacted spoil) for defence. Both communities are warm and open, glad to receive visitors. Both are raucous places, whose inhabitants work hard and play hard. Trouble between the locals and the soldiers is likely – over gambling, women and drink at the least. The third night out of Ostrody (eleventh from Erengard) the force must once again camp out in the open, as the next day sees them arrive at Tczew

Tczew

This is a generic oppida with no events. It is important that PCs recognise that not every settlement has to have an event or unique characteristic. It is also useful to reinforce the general notion that the region is relatively peaceful; only the rumours are apocalyptic.

Jydske

Jydske is another inconsequential oppida to this campaign, approximately 20 miles east of Tczew.

Pomezania

Pomezania styles itself the regional capital. This is untrue as there is no such administrative region here. However, it is certainly the pivotal Lynsk defence for the

Imperial Kislev military. It is also the furthest point east for settlement along the north bank. An impressive wooden fortress lies on the southern bank of the Lynsk, including piled strongpoints in the river itself. The Great Bulwark lies on the north side of the River Lynsk. Pomezania is also the centre for land trading routes, particularly since the North Lynsk Mining Company must transport its product by road from the east (as described below). A recent turf rampart and ditch surrounds a small (temporary) dock and warehouse facility. This belongs to the Protectorate. Pomezania's gateways bear plaques overhead. Travellers to the north will see, carved in Slavic, "Confederated States of Imperial Kislev" whilst those heading south are welcomed into the "Confederacy of Kislevan States".

On the north side is camped an adventuring company, Hand of Friendship. They are well equipped and kitted out for the cold with wide-brimmed fur hats, thick tunics and overcoats. They have been hired by the oppida to kill trolls on a bounty, and from the dried skulls in their camp have had a good season. They use lances and a specialised extra thick lance, some with explosive heads. This allows them to spear the creatures whilst retaining a distance from their exploding stomachs. This clearly experienced and professional company will be visibly disdainful of WheatCEF – until they mention their destination. They will then become extremely respectful. This is a chance for GMs to begin to worry the players; why are such a group of very 'hard' NPCs so clearly impressed – even afraid – by the thought of going east? The Hand of Friendship will even induct them into the Northern Brotherhood, a loose co-operative of groups fighting in the northern wastes against chaos and the like, and with minimal support from the south.

Also on the northern side is a large storehouse and temporary dock facilities. The North Lynsk Mining Company uses these, since they cannot use Bogasgrad's facilities. PCs can obtain background information on both these from here.

Bogasgrad

The Bogasgrad Principality will refuse to accept WheatCEF and the town has already apparently destroyed its docking and other facilities. This is clearly an excuse to avoid having to resolve the **SRIK** situation and to explain some of the apparent inconsistencies. The authorities of Pomezania can explain to the force that they will not be welcome in Bogasgrad, whose ruler has become increasingly peculiar in recent years. However, he pays taxes and the government has therefore overlooked the apparently irrational behaviour. Ships also avoid stopping there, particularly as now there are no docks. No one can explain how the town continues to survive, given its lack of interaction with the prosperous Lynsk trade route. Things will be brought to a head since the North Lynsk Mining Company is making a formal petition of complaint about the loss of the Bogasgrad docking facilities, which force the company to transport its ore by cart to Pomezania. At the least, they are proposing the construction of a new settlement on the north bank, outside the suzerainty of the Principality of Bogasgrad.

The lands of the North Lynsk Mining Company Protectorate, a quasi-state under Tsarist licence, are located to the north. It consists of three small mining settlements, Nordrog, Adelsfeld and Ammatius. The mines produce copper, iron, nickel, zinc and some tin. The Protectorate has been contracted to supply WheatCEF on its march. They have hired the

Company of the Claws of Mishka to help their own security forces defend them from the assorted chaos invaders and more human bandit raiders. These mercenaries have been sent with the supplies, together with Adriaan Remeus who is the Marienburg agent for the Protectorate. It is his job to persuade the WheatCEF leadership to supply professional troubleshooters to attempt to solve their problem. The dead have risen in Ammatas!

Knock, knock!

Adriaan Remeus will seek audience with Aer Dressair to request his assistance on behalf of the cartel that runs the Protectorate. Dressair has little interest, but agrees that rising of the dead needs to be looked into. Whilst the others would simply ignore the appeal, Remeus offers both Kessler and Niksz a substantial bribe. It is also agreed necessary to rest the troops for three days, and, given the lack of facilities, there is a limit to what mischief can be done. Therefore it only remains to determine who shall go.

The PCs will be allowed any reasonable request for assistance, but the individual companies need rest and recuperation time. Taking the entire force simply will not be allowed! Heidi was also present at the meeting and will inform them of the bribe; whilst they cannot refuse an order, they might reasonably negotiate a payment of their own. One of the baggage carts can be utilised for transportation purposes.

The following NPCs will volunteer or be offered by their commanders:

Nebala is keen to join her friends, but Kessler is less than keen. He needs someone to keep the soldiers occupied, and she is the only one capable of offering them reasonable drill practice. Heidi will (reluctantly) support Kessler in this.

Brother Godfryd feels obliged to volunteer since the undead area heresy. However, he is extremely unnerved at the thought and can be easily persuaded otherwise “since his duties are towards WheatCEF.”

Achim Ebwein is known to the PCs as someone able to offer first aid and is one of ‘their own’, fairly dependable, soldiers.

Felix Denk volunteers, as he does for just about everything. Ruben Pronk volunteers “to help Mother Kislev”.

Jan de Ruyter is offered as a dependable bowman by Jan Wobeck (at the prompting of Aer Dressair). In reality Dressair wants a full report on the events.

Boris Skirda Nabozhny is known to all as an authority upon local folklore and knows stories of the Zalozhiny.

Zeta Sibirian will be provided as a scout for the group to ensure their safe return and offer any necessary scouting.

The Problem

Remeeus explains the problem as one of labour relations. The Gospodar (slave) miners are to blame, though he is not too sure how they raised the dead. The Protectorate introduced the new Protectorate Working Regulations Directive on the advice of a firm of engineering consultants, Andersen de Zout. These consisted of the following (with the more detailed description that will need to be eked out by the PCs in italics):

More modern equipment was introduced, designed by the renowned Marienburg Tool Company (MTC) to produce more output per worker.

Working hours were rationalised, better food was provided and there were more rest periods. *This is mostly true, though working hours were lengthened (not 'rationalised') and the rest periods were only lengthened by cutting out religious devotional periods, morning and evening.*

Space was rationalised, to provide better access to carts and allow for the installation of a railway, provide more lanterns, better positions for canaries used in the mines. *This is also true, but again the rationalisation primarily consisted of the removal of offering spaces to the local spirit and the shrines to placate it. Over the four levels of the mine, there were three devotional spaces and one small shrine.*

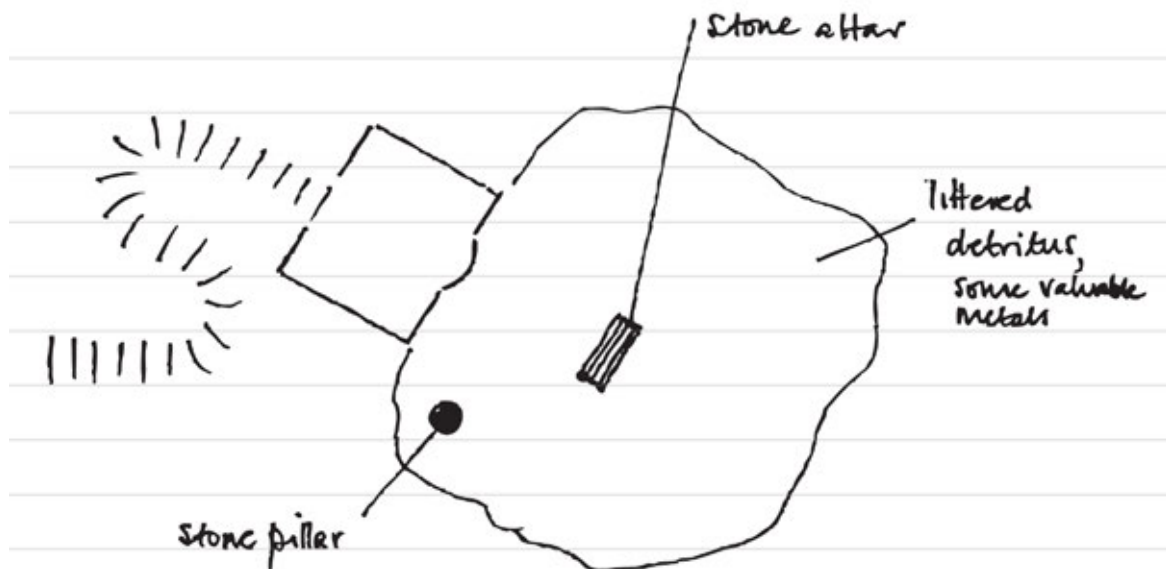
Remeeus cannot explain why the slaves objected to the new procedures, but they began a stealthy campaign to undermine the operation of the mine. Canaries were freed, lights went out, rails were bent over a period of a couple of weeks. Then swarms of beetles began to attack the engineers, obviously controlled by a Gospodar hedge wizard hiding amongst the slaves. Most of the miners (slaves and engineers) began to hear knocking sounds, some claimed to see a creature emerge from the rock. Mysterious pockets of gas appeared as if by magic and exploded upon contact with the lantern lights. Minor rockfalls began to occur, becoming steadily worse. The miners refused to return to the mines, until the ringleaders were hanged and they were whipped into submission. And then the dead arose, though Remeeus will be loathe admitting that they just dump the dead in a pit on level four.

The Solution

The cause of the problem is the local spirit within the mine, who has become incensed at the lack of respect shown by the miners. In principle if the shrine and devotional places are reinstated, then the problem can be resolved. However, to do this involves battling the various hazards that the creature has already created and fighting the roaming Zalozhiny. The entity has also decided that it has been mistreated for long enough and expects the foreigners to offer it more respectful worship on a weekly basis in its 'temple'. Communication can only be undertaken in this cavern, though everyone knows of its location. The spirit is temperamental and angry, but not unreasonable. It can remember better days when elves were here (they called it Ammatius) and dwarfs (). It simply seeks the same respect. Remeeus will be willing to agree to this, if no alternative is offered. He would prefer the spirit banished, but recognises that this is uneconomic.

Whilst all mines make small offerings to local spirits within the mines, no one really believes in the spirits anymore. The 'civilised' technical personnel regard it as old folklore and the miners simply see it as extra rest, so GMs should not make the solution too obvious.

Ammatus' home is shown below and is located on the lowest level.



Zalozhiny, zombie

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	3	3	5	10	1	10	68	14	14	14	–

Psychological Traits: Cause Fear

They should be regarded as **controlled**. A successful hit has a 20% chance of causing **tomb rot** and a 50% chance of causing **infected wounds**.

Summary Timetable

Place	Miles from previous	Miles from Erengard	Day
Nieszawa	18	18	1
Czorn	18	36	2
Tuchola	18	54	3
Schonsze	18	70	4
Eczbor	18	88	5
Leszken	18	104	6
Ostrody	36	140	8
Rogowic	18	158	9
Konieczpole	18	174	10
Tczew	36	210	12
Jydske	20	230	13
Pomezania	70	280	16
Bolgasgrad	70	350	20
Ammatas	15	—	21
Bolgasgrad	—	—	23

Stage Two: to Praag

Migrating Marauders

As WheatCEF reaches Stettin, the first settlement they reach some 70 miles east of Bolgasgrad, a small boat carrying a Confederated Kislev army officer will meet them. Forewarned of their arrival by their shadows on the southern bank, the commander of this oppida has sent a representative to greet them and request their aid in dealing with “a band of Chaos Marauders” that are “laying siege” to the settlement. This representative wears a Confederated States army uniform and is called Corporal Jonsski. He will urge WheatCEF to attack, promising support from the oppida; after all Chaos Marauders “don’t like it up ’em” he will bawl producing a sword and waving it around. WheatCEF need to progress eastwards and require the food that the oppida has in store for them so clearly must attempt a solution. At the same time, the commanders are loathe to commit to a battle based purely on Jonsski’s analysis. What they need is information and an attempt to contact the ‘enemy’ whilst they form up into formation. Who *can* they send...?

A camp, consisting of tents, horses and carts, surrounds the fortified ferry terminal. Outlying scouts will see the expedition’s approach and a group of horsemen will await them on the outskirts of the camp. Seven riders will slowly approach with both hands raised in a gesture of peace (although PCs can take this as surrender if they so wish!). Four males are bearded, a younger man is clean-shaven, as are two females (unsurprisingly). Niksz will send the PCs out to parlay since he distrusts marauders and the expeditionary force will be formed up. Dressair will send Galabrovil to take command, though she will happily allow a PC of an appropriate career lead the discussion to better allow her to inspect these people. The youngest will speak to the PCs in broken **Old Worlder**.

The tribe consists of a people who are Caucasian featured with long dark hair. Men are bearded, except for youths – who must undergo a rite of passage before growing a beard. Women are equals in all things, and actually outnumber male warriors in this group. They are expert light horse soldiers relying primarily upon the bow, which they can fire in a 360° arc from horseback, to keep foes at a distance. Their bow is a short recurved composite bow of horn, wood and sinew with a sinew string. Other weapons include hammer, lance and javelin. Their bow and quiver is held in a single case (goryton), usually highly decorated. Armour is horn or iron, but some of the elders have theirs decorated with gold. Shields are rarer, of (variously) wicker or iron. They end to be rectangular with a contracted middle (almost like a figure ‘8’). They dress ostentatiously and love fine colours and gaudy decorations. The group is extremely colourful since most of their wealth is portable in the form of personal adornment and decoration of their raiment, horse trapping and weaponry. They wear wrap-over tunics and baggy trousers, brightly dyed (purple, red, green, blue, white) and embroidered or sewn with precious metal plates. Hats are a one-piece hide cap, rising to a high peak with neck and cheek flaps. Clothes are of silk, leather, felt, wool and linen with coats of fur or lined with ermine and sable. Geometrically patterned cloth is also used. These are currently, however, somewhat dusty and travel stained – not helped by the fact that these people do not wash for religious reasons! Zoomorphic and swirling patterns are

tattooed on their limbs, whilst everything is adorned with gold. They refer to themselves as the Sakae-Kalim and will not give a tribal name associated with the Chaos marauders in **Hordes of Chaos** – not that PCs should know them anyway! Male names include Geilimar and Zazo. Female names include Thurima.

Parlay

The Marauders require passage southwards and to be allowed to settle behind the safety of the Lynsk. This has clearly caused consternation in the village of Stettin, simply another oppida settlement along the Lynsk whose commander, Eugenia Lychenko, has little authority and less ability. She has refused the Marauders permission to cross the Lynsk outright and sent messengers to the other outposts for help (which she will not receive) and to Kislev (where any help will be too late and too little). The expeditionary force she sees as an Imperial Kislev field force that she expects to help her repel the invaders.

The tribe's position is quite clear. They wish to move south and are quite prepared to swear fealty to Tsar Radii Bokha. They seek protection from the northern migrating tribes. The following are the key issues:

- They will reject outright any suggestions that they are chaotics. They will claim that they are 'good marauders' and that they have always followed the 'true gods' – or more accurately their patron goddess, whom they call Amex, and the tribal spirit, Aeryn the Beautiful. To this end they can produce a variety of iconography in the form of banners, symbols and three portable shrines. This will not necessarily help their argument, as PC clerics will not recognise it. However, Amex is represented by the theme of a two-handed sword held in a mailed fist; this might be familiar to PCs from the earlier **Private Wars Campaign**. For those with an appropriate skill, two runes are also featured. They are high elf runes of Quyl-Isha (sorrow, mercy, endurance, mourning for lost children, the tears of Isha) and Ceyl (law, order, justice, passion, the sword that draws blood). The oldest portable shrine to Amex (treated by the tribe with the highest veneration) appears elven rather than female to those with the Art skill; the idealised elf shape, worn away over the centuries, has been misconstrued as an idealised female human shape in later versions of the statue. Aeryn is portrayed as a beautiful human woman.
- Dressair will become quite supportive of their re-settlement once he sees the portable shrine and runes and will request that the tribe's holy men visit him. His interest intensifies further when he hears their own language. Should a PC be watching, they will see his interest immediately and he will interrupt any conversation to speak to them in – what a PC might assume to be – the elf tongue. Whilst neither understands each other, a PC with the **Linguistics** skill might recognise common ancestry.
- When asked why they are escaping south, they will say that the northerly tribes are moving south and have forced them to migrate by strength of numbers. Interrogating prisoners that they captured, these men claimed that they were fleeing a god arisen from the depths of the ice pack that names itself Ahti. Their own wise men believe that their goddess imprisoned this god there; some believe that she too is imprisoned there, and this explains their own gradual losses to their chaotic neighbours. They

crossed via the Belyevorota Pass whilst they still could. *If PCs earn their trust, the tribe will admit that they are doubtful of this story, or at least believe that it is only part of the story. A number of the tribes appear to have formed alliances around newly arisen powerful figures. Whilst these alliances are currently at war with each other, the tribe fears that they will soon merge the disparate tribes into a single and very dangerous horde.*

- The tribe can offer little information on the Colonies as they live to the north. They know that the Dolgans have also suffered from the same pressures and also a civil war. Some Dolgan peoples, like them, reject (relatively) the forces and blandishments of chaos, but others have accepted its inevitability and seek to placate the chaos gods. They dislike the Colonists as a sedentary and judgmental people. They are reluctant to discuss the north and vehement in their denials of being chaos marauders. They believe that the lands here are the lands of their ancestors, but that they were betrayed millennia ago by the god Suka-Kalim and his people. They know nothing of the god, except that he is an infernal creature of fire. They are simply returning home, where they wish to fight for Tsar Bokha against the marauders. Life is hard where they have come from, relying upon the hunting of wild animals and gathering natural crops that grow in abundance in some regions. Obviously, these regions are the home of the most powerful tribes at the time and the constant source of raiding and warfare.
- Further interrogation will require skilful persuasion and is unlikely to yield little. They are understandably wary about admitting to knowledge of what – here – is forbidden knowledge. They will repeat that they are opponents of the forces of Chaos, particularly those of their neighbours. These deities they will (reluctantly) name as Tuluk, Insane Gotd and Dim Ponn. They know very little of any of the practices of their followers and care less. In fact, they boast that all three have been hard pressed to survive the tribe's continuous attacks over the last two centuries. Sadly, new groups have moved into the void, further pressing the three groups, but also presenting the tribe with additional, more powerful, enemies. These they know little of, except they stand increasingly united under that which they name Ahti.
- They will strongly oppose proposals to inspect them for signs of chaos, but will eventually be willing to agree to some form of inspection if this assures them the right to settle. The tribe does have some mutants in their number, though very minor and generally beneficial (since the others died en route). However, they will clearly attempt to evade attempts to find these individuals. The most obvious trick is that their most beautiful females will present themselves for inspection (since most of the Kislevans are males) and attempt to undermine the rigour of any inspection. If a random sample is chosen, the tribe will attempt to replace mutants selected with others. Even if a mutant is inspected, the mutations are minor and will need careful spotting and might be explained as natural (inasmuch as chaos features are not normally natural!).
- The tribe refuses to return eastwards with the expedition, even if offered land there. This is in part as they do not believe that the Colonies would accept them (and neither the PCs nor expeditionary leadership have any ability to offer them land) but mostly as they fear invasion of the Colonies from the north. They will offer this latter

information only as a bargaining device or if they have been treated fairly and nobly initially and thus did not need to trade for it.

- PCs wandering the camp might notice that certain members of the clan remain (hidden) within their tents. They might even notice minor blemishes. Mutations within the tribe are minor and/or beneficial since life for them is so hard. Mutations include minor skin blemishes and slightly longer limbs.

The overall attitude of the tribe is a superior one and they do not treat subserviently. If the PCs do not firmly rein their own men in, some soldiers will very quickly find out that the women are definitely not interested in smelly peasants! A representative will be sent from the tribe to demand that the PCs keep their “rabble” in check. That said, the tribal women are far less restrained than the typical Old Worlder woman and casual liaisons are quite possible with types of a superior nature – which might include PCs.

The Imperial Kislevans are in a very difficult position since it is unclear if the oppida could prevent the tribe crossing the river as they are under standing orders to do. They currently prefer to cower behind their walls and hope the problem goes away.

- The oppida is here to prevent invasion by enemies of the state. Chaos Marauders clearly fall into this category, particularly as only the wildest rumours are heard concerning them west of the mountains.
- The commander has no authority to authorise land grants to aliens, nor any land under his ownership.
- It is easier to defend the walls and protect the status quo than attempt a more radical, and uncertain, solution.

The situation might appear insoluble, but there are options.

1. As a gesture of good faith, the tribe can assist in the relieving of Starogrod described below. Of course, to the Kislevans this might appear to be all part of a ruse to get them to open their gates!
2. From the campaign’s perspective the expedition could simply move on. They are not employed to solve every (or any) border problem, but simply to progress to the Colonies. The Imperial Kislevans will vehemently demand that they assist Stettin, whilst the tribe will watch them move on.
3. The oppida is under-garrisoned and of very low morale. They have little support from the centre and lack workers for the land that they do own. Any PCs with relevant military and agriculture skills can see this on the most cursory visit. The tribe is more than happy to work for their land and are very capable fighters. Whilst not much use at garrison duties or farming, they can provide patrols north of the river, strong mobile reserve forces to chase raiders away and are generally keen. They also have a higher proportion of females to males, whilst the garrison is almost completely male. Provided the tribe’s women are not seen as either whores or mothers, but equal members of the community, they are not averse to settling down in principle. The primary problems are linguistic and cultural. The tribe are

not used to urban rife and the Kislevans inherently distrust marauders. Allow the PCs to develop a persuasive argument for both sides and then judge the outcome as with every other GM moderation. Whilst the village command has no authority to grant land rights, he is equally under instruction to defend the village and patrol this area of the Lynsk. It is very unlikely that anyone in Kislev will even notice the extra population!

4. Dressair, as noted above, is very interested in the tribe and seeks to preserve them for further investigation by his people. To that end, he is willing to assist in any way that he can. For example, he can send messages back to Erengard (and thence to Marienburg) to assist provisioning the settlement. Whilst such aid might not arrive this year, it is a powerful bargaining tool to this impoverished community.
5. The tribe do have some portable wealth that they will be willing to use to pay for the right to settle. However, they are canny negotiators and will require proof of the legality of an agreement before they pay out for one.
6. Given the apparent wealth of the tribe, they can confirm that gold deposits do exist in the north, though most of theirs are historic inherited wealth as they have been under gradual pressure to move southwards for the last century. They were highly successful post-2302 in picking off the shattered and disorganised remnants, but were unable to hold them once the others began to recover. They will use this information to their best favour. They can send scouts with gold-seeking expeditions, can provide maps or can even promise the location of the philosopher's stone! Gold-fever might blind the Kislevans to anything else in an agreement to allow the tribe to settle.
7. Devious PCs could militarily defeat the tribe, if they gained their trust and then attacked by stealth and surprise in co-ordination with the garrison. This would not be an easy victory and would be very costly. It might be difficult to persuade the expeditionary command to risk such a thing. In particular, Dressair (see above) will almost certainly oppose this and refuse his own troops; he might even side with the tribe – and thus destroy the campaign!

Starograd

Starograd is a settlement under permanent siege. The ferry has been terminated for approximately 20 years after the northern defences were overrun by local chaotics. Starograd seems to be used by local chaos groups as a testing ground, as there has been little attempt to take the southern fortress, but more use it as a target for raids and other fun activities. For shipping using the river, this section is extremely dangerous. The area is permanently under a very open siege; ships can be very lucky and see no enemies or run into a powerful force, in which case they are probably sunk.

For WheatCEF, this is a very dangerous part of the journey as they are clear targets for any chaos warband to attack. If the PCs were successful in Stettin, then they have powerful allies. A short attack will easily drive away the local chaos forces and negotiations can follow with the Starograd military governor, Rurik Kamissoff, to

reestablish a presence on the northern bank. He is an Ungol and also much better disposed to the tribe and can liaise with his colleague to the west to establish a home for the tribe between the two settlements, allowing them space for their horses and their way of life. Of course, this might be too neat an ending and everything can be left to end in tears – local chaos forces are enraged and return in greater numbers, tribesmen and villager quickly learn to dislike each other etc.

Praag

King Zoltan of Praag's son Piotr Kropotkin will greet the WheatCEF arrival with a formal welcome party. Unfortunately, the group will not be allowed access to Praag – 'for administrative reasons'. However, a banquet is laid on for their arrival within a small tented camp. Kropotkin can offer some general information on the area and (the lack of) news to the east. He will also explain that he is to set forth himself with the local Confederated States Imperial Army and will escort WheatCEF to the environs of the Pass. He will also suggest that scouts are sent to locate their own provisions promptly.

At Praag, three carts, their drivers and animal handlers, and the engineering detachment await WheatCEF. Unfortunately their provisions, due from the north, have yet to arrive and are overdue.

Here WheatCEF can confirm earlier rumours from officials. No traffic has come east from the Belyevorota Pass since the autumn of 2510, and nothing going westwards has returned. However, this is not quite as ominous as it first sounds – or so the PCs are told – since no merchants have traded through the Pass for some time now. It has always been dangerous, but migrating bands of whatever lives in the mountains have effectively sealed the Belyevorota Pass for close on a decade to any but very well armed groups. Rumours suggest that Prince Hayk is dead, although it appears that someone has sent tax revenues to Kislev for at least part of that period. It is suggested that Volkolamsk can provide more accurate information, but the town has little contact with Praag, dealing entirely with the Trans-Lynsk and (historically) the Wheatlands for trade and directly with Kislev politically. Officials within Praag are rather more suspicious of Volkolamsk.

Awaiting WheatCEF at Praag is Professor Salvatore Diliberto. Full details of Professor Diliberto are placed in the *Allied NPC Profiles* (at the back), together with details of the reasons for his joining and the repercussions that will follow. He has used his contacts to purchase a warrant from Count Pivoz, a powerful political figure within Kislev informing WheatCEF of his appointment as their academic liaison. It is unclear exactly what the role involves, but it does call upon them to protect and afford all courtesies. Professor Diliberto has also an additional surety from King Zoltan requiring WheatCEF to afford protection to him whilst undertaking his role within the force. If asked directly what he considers his role to be within WheatCEF, or why he is choosing to join the group, he will reply that he is doing work on early colonial settlements for the government. This will not involve any detours, since he is simply seeking safe passage to the Colonies.

Also at Praag are two Slayers sent to kill Professor Diliberto. They initially mingle with the various traders and others that meet the force as it camps in the hope of making some money from the soldiers. Obviously, a pair of slayers is quite noticeable and PCs should be allowed an Observe test to spot two outlandish dwarfs with tattoos and dyed hair. Only another dwarf should recognise them for what they are. They will not communicate with any and will simply ignore any questions, seeking to avoid trouble. Should a dwarf approach them, then they will demand the assistance of their brethren in their (as yet unspecified) mission. They expect unquestioning obedience as they swear “upon Grungni’s axe and the beards of our forefathers” that their duty is a holy one laid upon them “by the Axes of Grungni”. Any dwarf PC failing to do so, and Empire dwarfs are certainly under no duty to do so, will be cursed as a “traitor to your race, every dwarf will henceforth turn their back upon you and Grungni himself will pull out his beard before he recognises your existence”. ‘True’ dwarfs ought to assist if they are true to their race and honour, but the precise ramifications of this are left to individual GMs; whilst no direct result of the curse is felt, NPC dwarfs might look carefully at the PC in future –just to keep the player worried!

The two slayers trace Diliberto here, but have been unable to get to him inside Praag. However, they realise that this is their chance and will spring to attack him once he has approached the WheatCEF camp and, hopefully, before he spots them. The action flows best if the PCs are forced to defend Professor Diliberto, or not, by their proximity to him. The PCs are perhaps asked to escort him to Maximilian Snarfhelder in order to arrange for the appropriate supplies to be allocated. This is quite simple to arrange if a PC is a scholar and asked to ‘look after’ Diliberto or PCs are (quite naturally) nosey and wish to be involved with the introduction of a new NPC. Professor Diliberto, if he survives, will proclaim his innocence of any event that would lead to two slayers attacking him. “They were clearly mad and on drugs. Just look at them,” he will say. Whilst no-one will be entirely convinced, the two slayers do look like drug crazed madmen. Should a PC aid the losing side, then they too will be slain. The slayers will seek to kill any and all who attempted to help Professor Diliberto, and he (in turn) will attempt to kill – in self-defence – any who aided the dwarfs. PCs might save a companion, but Niksz will wish to hang any (attempted) murderers from the nearest tree.

Summary Timetable

Place	Miles from previous	Miles from Erengard	Day
Stettin	70	420	27
Starogrod	70	490	31
Praag	70	560	35

Locating the Lost Supplies

Our heroes are clearly the appropriate people to arrange for the collection of the supplies. They may take any reasonable force with them, but the WheatCEF commanders will stress the need for rest and training. The following encounter should be balanced to the size of force taken.

The supplies are to be provided by the village of Karmienic, approximately three days travel to the north. The trail that the supplies will use can be easily followed. The first day's travel will discover nothing and certainly no obvious use of the trail recently or by carts. The ground gets softer as the journey progresses without any obvious cause, but is still generally safe. The second day provides more of the same, becoming steadily boggier, until the supplies are discovered – or at least their remains. Four shattered carts, their cargoes strewn around, lie as if discarded by some giant hand. Nothing else is immediately apparent. On closer inspection the following can be discovered:

- The muddy ground shows many foot and hoof prints and a number of drag marks. Blood and body parts remain on the ground.
- There is no sign of anyone still living nor of any bodies.
- Drag marks can be followed to what appear to be rough holes in the ground.
- These holes appear to be simply tears, roughly circular, about 5' in diameter and infilled with loose earth and mud.

Obviously, the movement of the group will – at some point – trigger a further attack by the creatures responsible.

Fen Worm

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	0	6	4	17	30	4	–	10	10	10	10	–

Causes Fear

Most of the supplies can be salvaged and the carts repaired, since they were wood (and of little interest) and reasonably well stored in crates. The bodies of the men and horses of the convoy were more appetising and – so far – sated the worms' appetites.

It is likely that the PCs will return for reinforcements once they have ascertained what has happened. This is sensible. On their return, they will learn of an assassination attempt upon Ulla Holst Ivanova, advisor to King Zoltan. Should PCs enquire, it can be confirmed that she is a (Rainbow) Wizard. The assassin committed suicide by blowing his head off in some manner. Again, observant PCs might note the absence of Mallorn. The Marienburg contingent will *not* be forthcoming on the matter!

Stage Three: to the Colonies

Belyevorota Pass

The journey to the Pass follows a little used trade route, but can progress at an acceptable pace. With the assistance of the Kislev military there will be no external trouble. However, friction between the WheatCEF people and army is a different issue.

Volkolamsk is the nearest settlement to the pass, located to the north of the road with the aim of protecting it from attack. Located on a bluff, it is a small walled town. Its ruler refers to herself as the Elector Danila, in part as she assisted Radi Bokha to power. For this reason, she has been supplied with the troops to retain this northerly outpost at a time when colonies in better defensive or productive regions are not. All the same, she relies upon the support of Prince Hayk to protect her eastern flank. Volkolamsk is partially built from stone mined in quarries to the east, whose rock is that of the mountains. It has produced a streaked effect over the years and the town appears to be almost stonewashed. However, WheatCEF will catch only a cursory glimpse of the town as they are directed down into the Pass. Here they leave the Praag soldiers to their mission.

Prince Hayk rules the Belyevorota Pass as vassal to Tsar Radii Bokha. He is a loyal servant to Imperial Kislev and has managed to keep the pass within the Kislevan confederation by skilful placement of defences and an effective strategy for dealing with interlopers based upon a mixture of lightening raids, formal campaigns and rigorous defence. Did we mention that Hayk happens to be a giant? However, he is unable to prevent raiding parties from a variety of foes, particularly as the southern mountains of the Pass are held against him. Aware of the possibility of a relief column, enemies have prepared a trap for any such force and intend to blow the pass completely and seal it off. Sadly, their abilities do not match their plans and their gunpowder will prove inferior and inadequate to the task.

Ambush

Approximately half way into the trip through the Pass, observant PCs might notice movement in the mountains to the south of them. There is little time to react before a massive explosion occurs and the mountain falls in sealing the pass and WheatCEF beneath it – or at least that was the plan. In actuality, the explosion causes little serious damage to the mountain, simply blowing away surface rubble and rock. However, this will not stop widespread panic within WheatCEF and the rout of much of the force. Equally, horses will bolt and the Pass itself is actually partially blocked, at least to wheeled traffic. The result of the ambush is that WheatCEF finds itself needing time to clear the route, rally many members who are to be located some distance to the west – and still running – round up the horses and fix damaged carts. The NPCs can achieve this adequately. This is because one result of the explosion is that it appears to have revealed buildings beneath the rubble on and within the mountain. What is more is that the carving of a strange creature on the side of the mountain has also been revealed. This clearly needs some investigation.

The only casualties of the ambush are those who set off the explosion. Either they did not understand gunpowder or the mountain face was less stable than they believed. In any event, they are found jumbled among the detritus. Little can be made of their remains. They are human. Each is wearing a long tunic (covering body and legs), fawnskin boots (covering foot and lower leg) and a hemp-based cloak. Tunics are patterned on the border with a decorative hem and some are covered all over. The boots will be rapidly looted since they are very good quality, lace up the front and have a number of flaps hanging down from the top. The cloaks too are heavy, stiff and warm and can be folded over at the top to form a collar. They are heavily patterned with lozenge, zig-zag and embattled lines. A leather cap is worn too, although this is less useful to the looters. Nebala will recognise these people as being similar to a tribe from her own tribe, a warlike people who were difficult to control and lived in the hills and mountains even then. She will refer to them (in a literal translation into Old Worlde) as the 'Men of the Sethai', named after their mournful wailing known to drift down from the mountains.

Up the Mountain

The climb up the mountain is not difficult, though will take care and time. At this point, particularly with the slide, the gradient is not steep and the surface had been cleared to offer a fairly safe route up. What is more is that a wide staircase has been uncovered. At the base of the stairs are two toppled statues of dwarfs. These have been knocked away by the landslide, but are still quite visible. They appear to be simply normal dwarf warriors. The only point of any difference to many similar statues is that they wear horned helmets, which might indicate a Norscan heritage if the geography were not so awry. A number of what appear to be strongpoints have been uncovered by the fall, but entry to these is impossible. Most are filled with rubble, and they were clearly not designed to be entered from above anyway. They are carved out of the rock and have (crossbow) slits in their faces. One is larger, domed and with a wide single 360° slit. This is completely filled with rubble, packed tightly to suggest that perhaps this was done deliberately.

The Mysterious Entrance

Set well within the defences on the mountain is a large entrance between the forelegs of the carving of a monstrosity. The creature is a four-legged beast of some kind, winged and with a humanoid head. The head is well groomed having an impressive platted beard and locks. Details are unclear, as the statue is very old. It is obviously (to us) a dwarf head, but this is not necessarily clear from the original art or its current condition. Those with an appropriate skill would reckon this has been around for a number of millennia, though precise dating is impossible given that it has lain under rubble that has now been blown away.

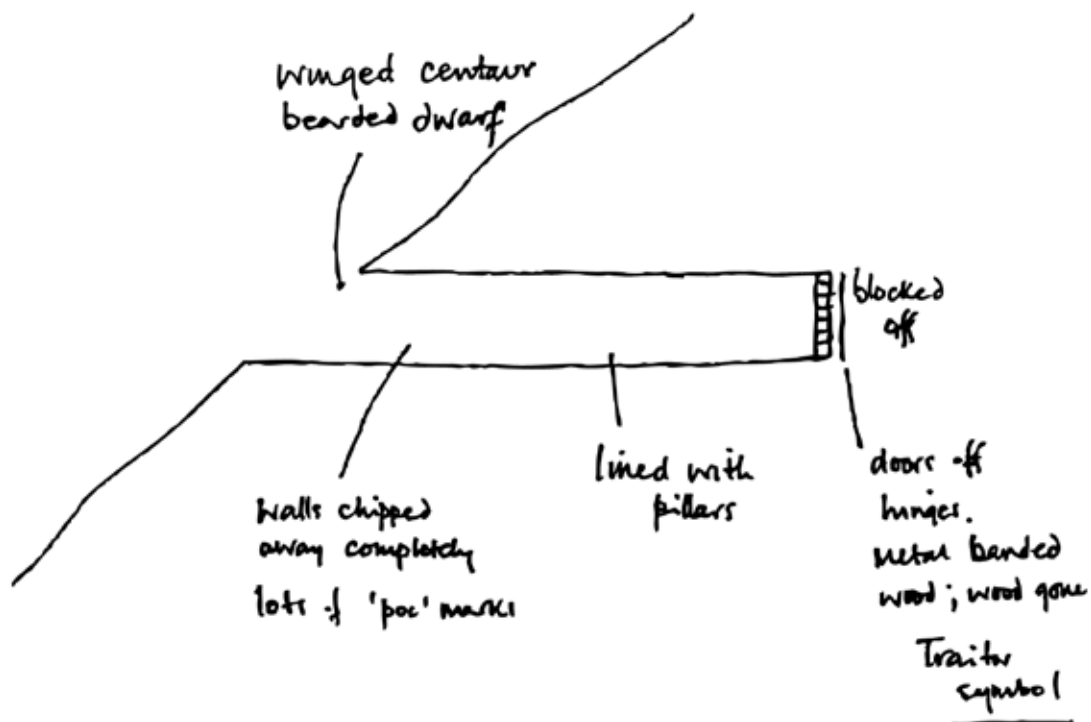
Around this entrance is an extremely angry amphisbaena whose nest has been blown away. It will sense an approaching group and will lay in wait for revenge and a well-deserved meal.

Dazed Amphisbaena

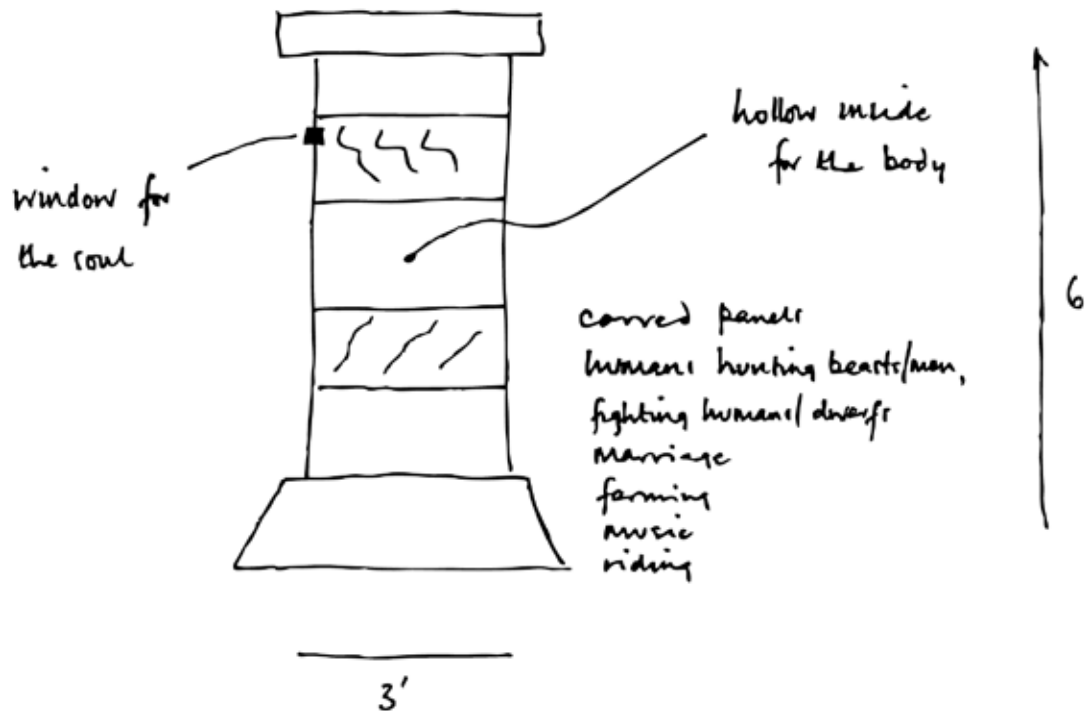
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	4	3	11	60			14	5	43	43	—

The amphisbaena attacks with two bite attacks in any direction at the same time or with a constriction attack (WFRP, p214). Bite attacks are poisonous (WFRP, p231).

Once the rubble and dilapidated wall are by-passed, a pair of double doors slumped in a stone wall are visible, through which can be glimpsed a plain anteroom with a carving on the floor. The doors were clearly of wood reinforced with metal, the former long decayed which caused the metal to bend and fall upon itself. Over the entrance is the dwarf grongol rune, indicating that this is a tomb vault. Note that visitors to dwarf tombs are permitted; indeed it would be very impolite for a dwarf PC not to pay his respects in the antechambers.



The pillars lining the corridor are Hill Men burial constructs. They look like this:



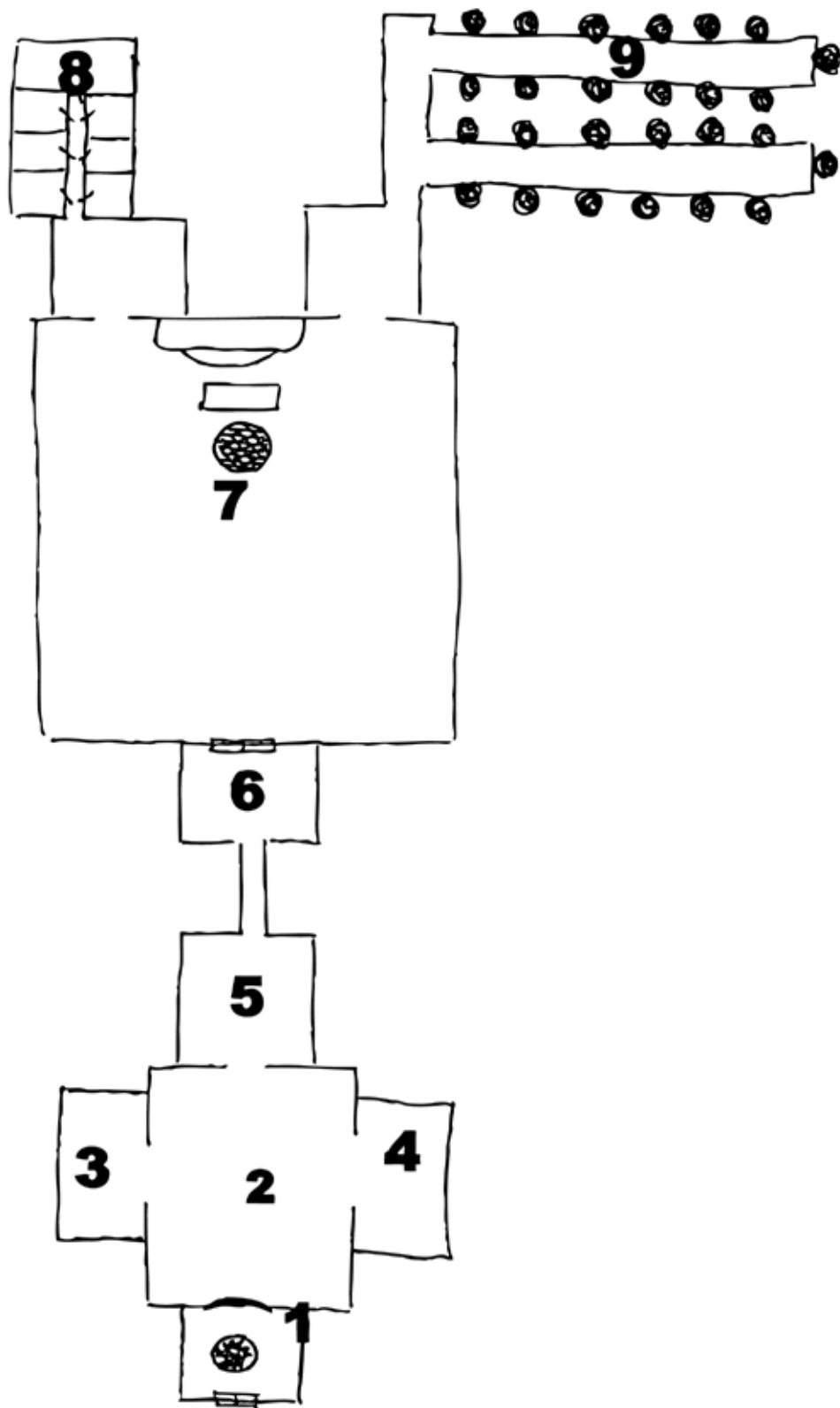
The (Chaos) Dwarf Temple

Room 1

Each corner holds a statue. The figure is of a dwarf wrapped in a cloak so that little can be seen of him. Dwarfs might speculate that this is Gazul, ancestor god and protector of the dead. However, this is not a normal representation, and the figure appears to be hunchbacked.

A symbol is carved into the floor in its centre. A complex series of zoomorphic patterns forms the surrounding circle to a symbol of what appears to be the dwarf thagi rune. Since its use is clearly meant to be a symbol, its purpose is problematic since the Khazalid word means a murderous traitor.

An arch leads further into the complex. The arch appears to be the mouth of a dwarf, a fine carving covering the wall. It portrays a bearded dwarf, with some notable characteristics. The visage appears to be leering, though this is to accommodate the entrance; those with the Art skill will realise that this is not the case. It has a very fine beard. It wears a horned helmet.



Room 2

A large empty room.

Room 3

This room contains only a large stone bench running around the entire wall at a height of about 3'. This would be dwarf reading height. The bench originally contained books containing the clan's history. Little now remains, even though the books were written on metal sheets.

Room 4

This room is bare, except for carvings on the walls, ceiling and floors. It appears to be a history of the clan. It offers the usual traditional fare, suggesting a prosperous – if tiny – community. However, at some point there is an apparent shift in perspective. It would appear that a different form of communication is adopted. Rather than regular rune, word and picture, the story becomes less linear, moves about upon the wall or ceiling and even writes over earlier history. This makes the whole story very confusing. It also ends suddenly.

Successful interpretation might estimate the following:

-4600IC the region is settled and all is well

-4500IC the region is beset by enemies, though it is not clear what these enemies are

-4400IC sees a shift in the history, although it is difficult to ascertain the precise nature of this. However, beyond this date normal dwarf terms of chronological reference are missing, which makes any dating very difficult. It might be deduced that this area was cut off from the main dwarf lands. It might also be speculated that the history becomes thematic rather than a simplistic chronology, which might explain the additions to earlier material.

-4300IC seems to be suggesting that the region is at war, though again it is unclear with whom. Beyond this, the history continues but becomes increasingly illogical to the reader. Wars (ostensibly with humans) are implicated and ores are also mentioned. The history simply stops, but it is unclear at what time this was.

Room 5

Offerings were originally left here for the priests and the dead.

Room 6

An ante-room to the main temple, it contains little now. Carvings around the wall show serious damage (due to age), but appear to represent the hunched Gazul once again.

Room 7

This is clearly a major temple. A large frieze stands behind a basalt stone altar. In front of the altar is a pit. The floor is extremely dirty but appears to be carved into a complex geometric pattern. Gilding shows through in places. A number of husks litter the floor. They appear to be ancient skeletons, apparently humanoid.

The frieze shows a dwarf. The dwarf is muscular, his body covered with tattoos and (ritual) scars now barely visible. His hair is spiked into a crest and he wears jewellery, suggesting a slayer. Dwarfs will recognise him as Grimnir, the dwarf ancestor god of warriors. Behind him is a demon or chaos creature with horns, a bestial (bull's?) face and a large gaping maw. The exact nature of the two is unclear due to deterioration of the original work. The most obvious interpretation is that the creature has sneaked behind Grimnir or is looming over him for some reason, but those with the Art skill might hazard a less antagonistic relationship is intended. Whilst it is unclear, the various proportions might suggest that a very large demon is actually alongside Grimnir with his arm around his shoulders; there is also a very worn trace of some ethereal link between the two, such as the demon emerging from the dwarf. All this is, of course, simply conjecture and speculation; dangerous too in the presence of a dwarf!

The altar contains a frieze, repeating the thagi rune and the slayer image. This was originally gilded, but much of this has come away. In front of the altar is a 100' deep pit. Bound to this pit is a fire elemental.

The elemental is summoned if his warding is broken. This is the circular extremity of a complex mosaic carved into the floor. It has kept all interlopers away to this point, and caused the various local peoples to leave the main part of the temple complex alone. Once someone crosses the ward, a smell of sulphur overpowers the senses, light sources explode (Cause Fire spell) and a flame of fire erupts from the pit.

Fire Elemental

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	4	4	40	40	4	40	40	40	40	40	40

This creature has the ability to cast magic and will act as follows:

1. Cast **Flame Sheet** to split those in the room from those not.
2. Cast **Extinguish Fire** to blind those without **Night Vision** – the elemental itself gives enough light to class as night.
3. Cast **Breathe Fire** or enter combat as required.

Rooms 8

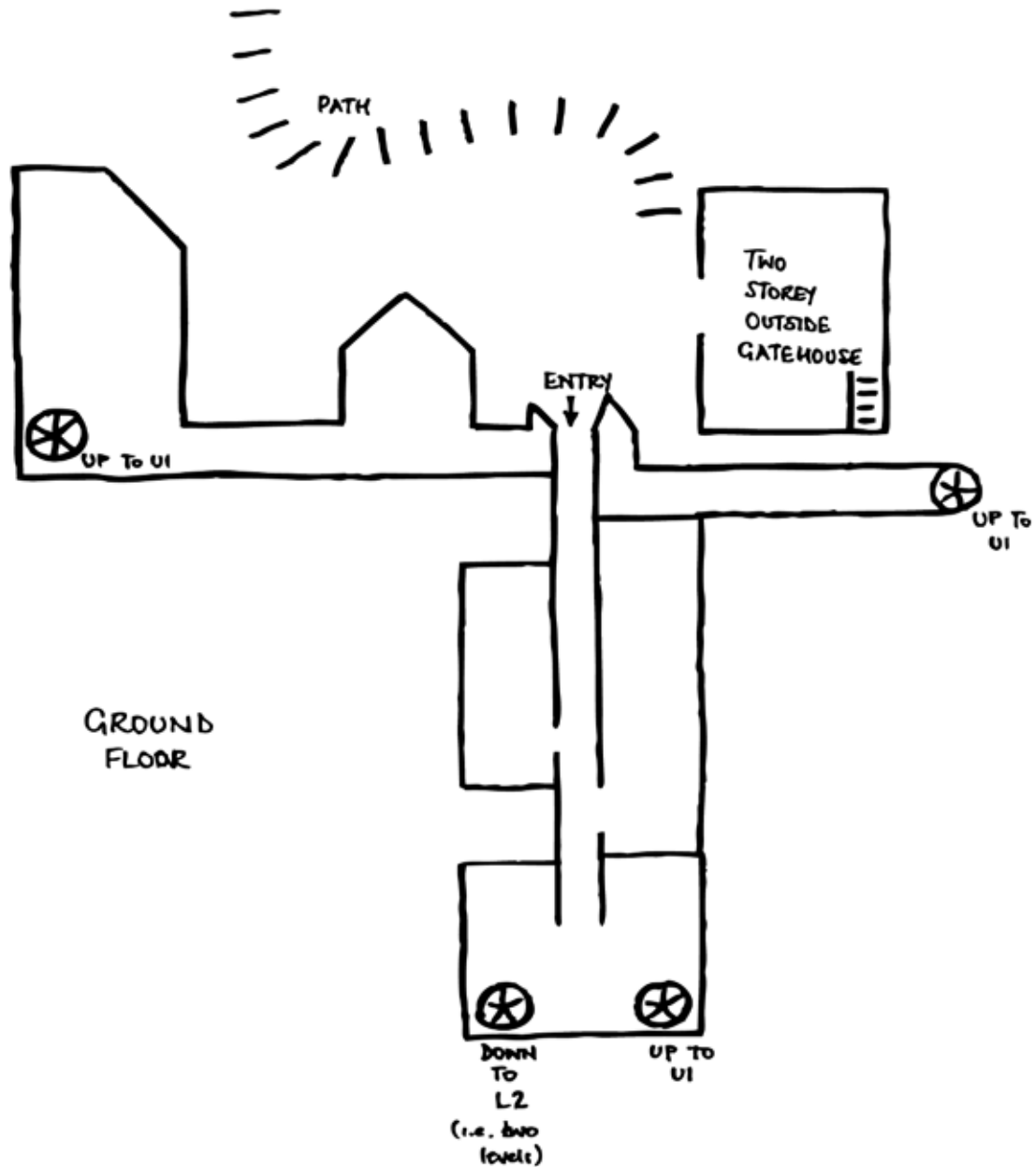
These were the priests' quarters and contain little of interest. The walls are carved with representations of dwarfs in varied aspects of work.

Burial Vaults 9

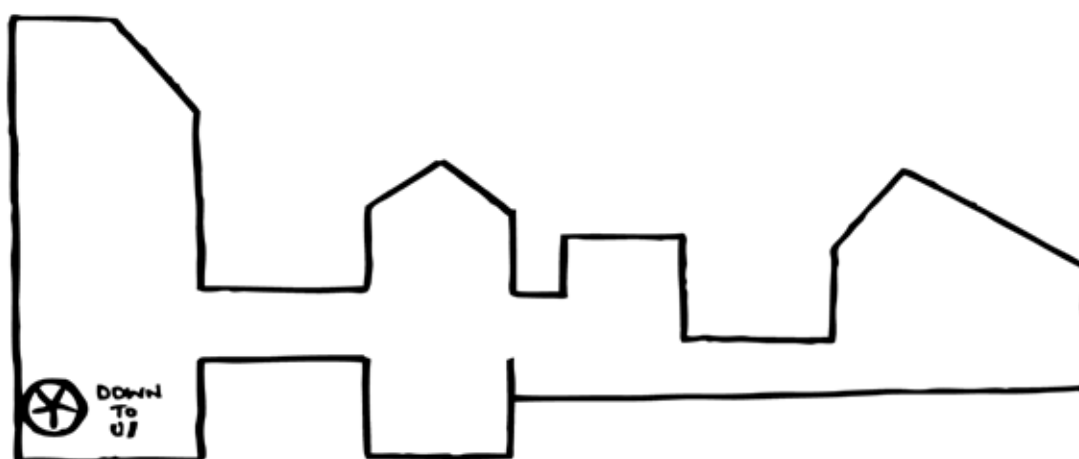
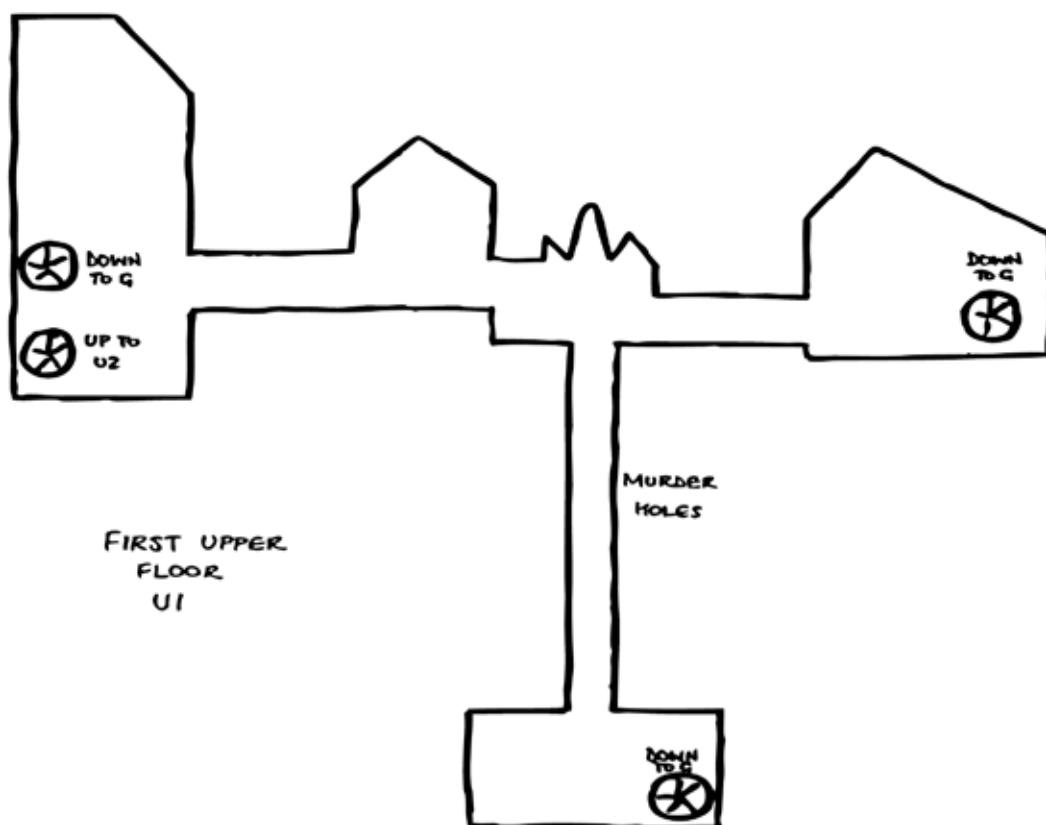
Two corridors contain a number of deep shafts downwards. There is no apparent means down. They contain niches for the dead, each of which is left with a representation of their clan, a weapon and a pick.

Deserted (Chaos) Dwarf Hold

A small block stands by the side of this entrance, around which is carved an impressive gateway fortification.

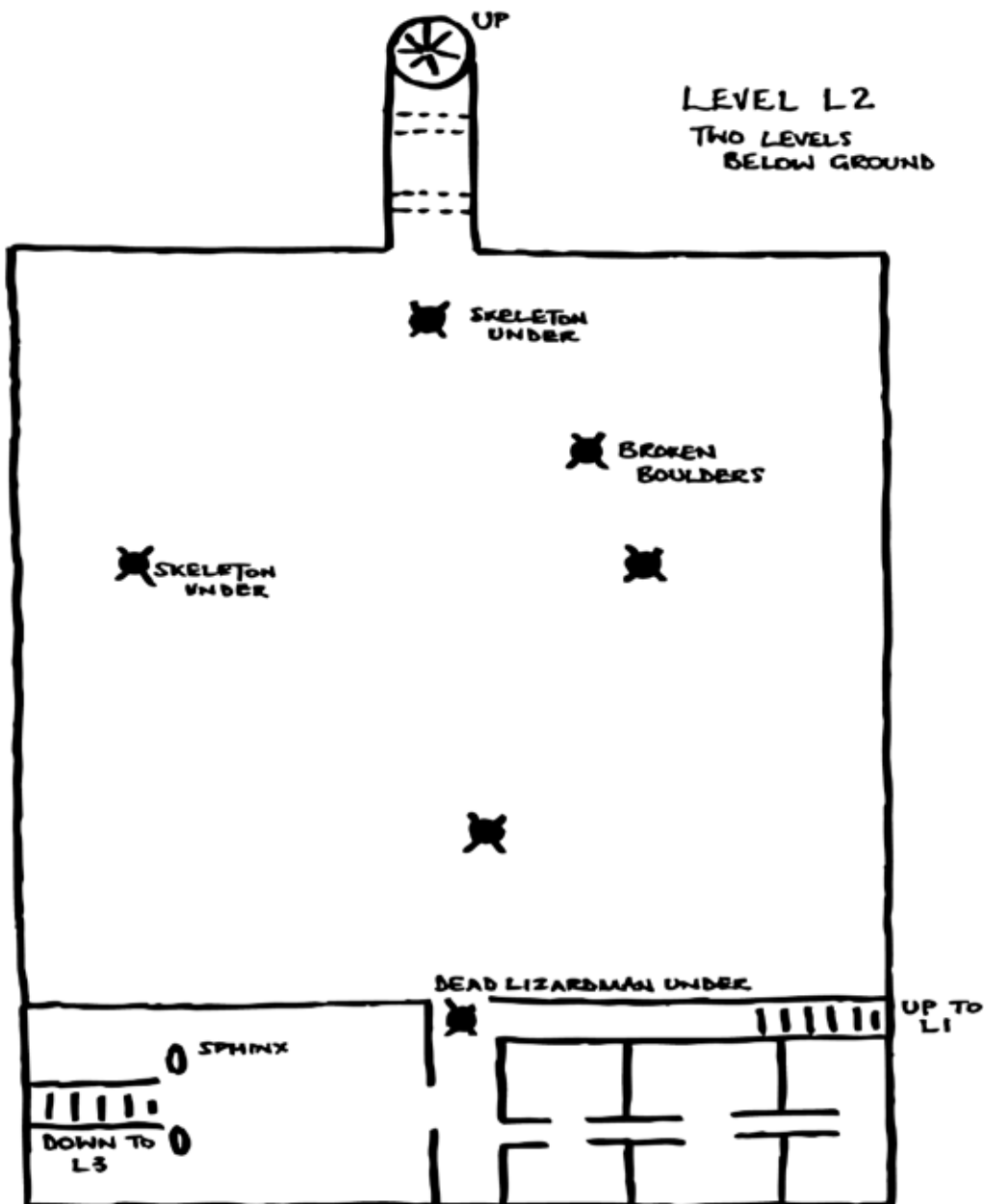


The following two levels are upper levels, of no relevance to the adventure. They are completely empty.



The stairs down from the ground go down two levels. A large stone block once blocked off the tunnel, but weathering, gravity and time have caused it to break apart. A more careful inspection, however, will discover that someone (or something) assisted via the use of sharp (metal) implements to hack it along fault lines. Further down a second block is in the same state. Both these blocks were dropped by the Elemental thousands of years ago, at a time before the then) locals determined to avoid this place.

This is clearly an important room judging from its size. Large carvings adorn the walls of dwarfs in the normal business of life – designing, manufacturing, trading, drinking, praying and socialising. Scattered around the floor area number of large boulders, a number of which appear to have crushed humanoid figures. Some of these are human-sized, but some (on inspection) appear smaller and inhuman (though humanoid). Of course, inspecting these will lead to attack.



This room is the lair of an earth elemental left to defend this entrance into the Hold. It will attack using its various powers. In addition to magic, it has a series of boulders on the level above, which it can drop into this room by simply removing the stone beneath it. There are also numbers of undead sealed into the walls, which once again it can release by simply dissolving away the stone front with its power over rock. Firstly, however, it will seal off the entrance with a stone slab, similar to the two broken up ones presently in the passage.

Earth Elemental

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	30	30	3	3	30	30	3	30	30	30	30	30	30

This creature has the ability to cast magic and will act as follows:

Its primary mode of attack is to utilise the in-built defences designed specifically for use by the elemental. These consist of traps behind solid rock, which the elemental is able to remove thus freeing the trap.

It is also able to cast the spells Assault of Stones and Create Quicksand. It will utilise these to assist in its use of the traps – such as trapping a target in quicksand before releasing a boulder – or as direct attacks.

Boulder Traps

This trap is effectively a boulder placed on top of a particular chute on the upper level. The thinned roof is dissolved and the boulder falls. Since these are static, they require a target to be exactly underneath. They damage as follows:

0-10% direct hit on target for 6d6 S4 hit
 11-20 narrow miss, but caught by flying segment for 4d6 S3 hit
 21-30 miss, but flying shrapnel causes 2d6 S2 hit
 31+ complete miss

Those specifically watching the roof or with the sixth sense ability may attempt to dodge a successful hit on a successful Initiative test (-10% if partially encumbered, -30% if fully encumbered). Success will change the hit by one class; for example a direct hit to a narrow miss or a narrow miss to a miss

Trapped Undead

This simply consists of a sealed but animate undead creature that can be released from within the rock wall. Niches were carved out and then undead sealed in. As before, the elemental can use its power to remove the enclosing rock and open up the niche, revealing very angry undead. Most are skeletons. These have all heavily degraded and some are completely broken up. Those that remain are very brittle. However, these

ancient dwarfs also perfected the art of mummification and created mummies from some of their enemies to use as defenders. These are perfectly preserved. All revealed niches are empty, but are covered with runes. These repeat the dwarf runes an (with purpose), dammaz (grudge), dum (doom, chaos), karaz (enduring), undi (watcher, keeper), uzkul (death) and vengryn (justice, vengeance).

Skeleton

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

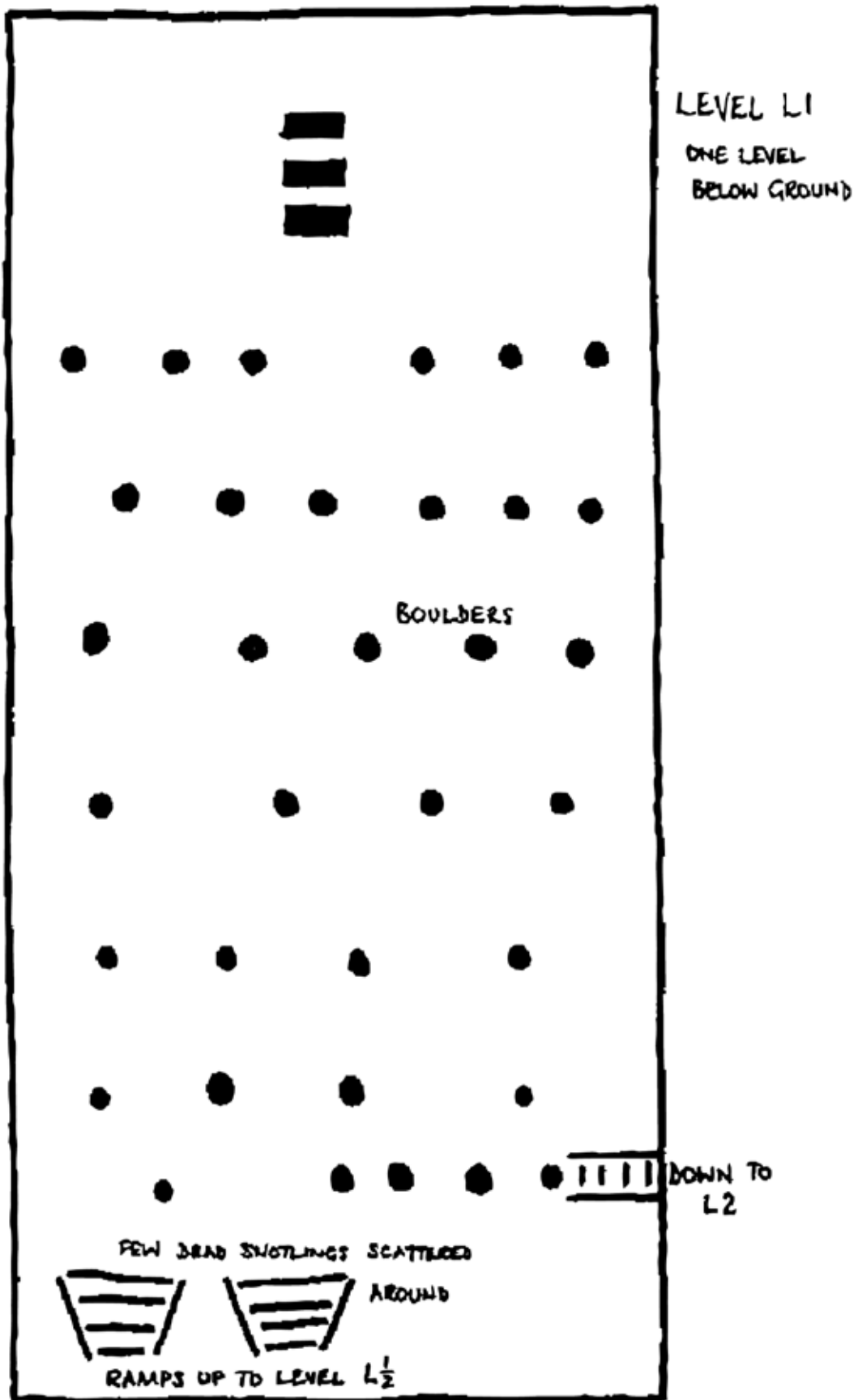
Special: Cause **Fear**
 Subject to **Stupidity** (WFRP, p71)
 Cause **infected wounds** (35% chance) (WFRP, p214, 83)

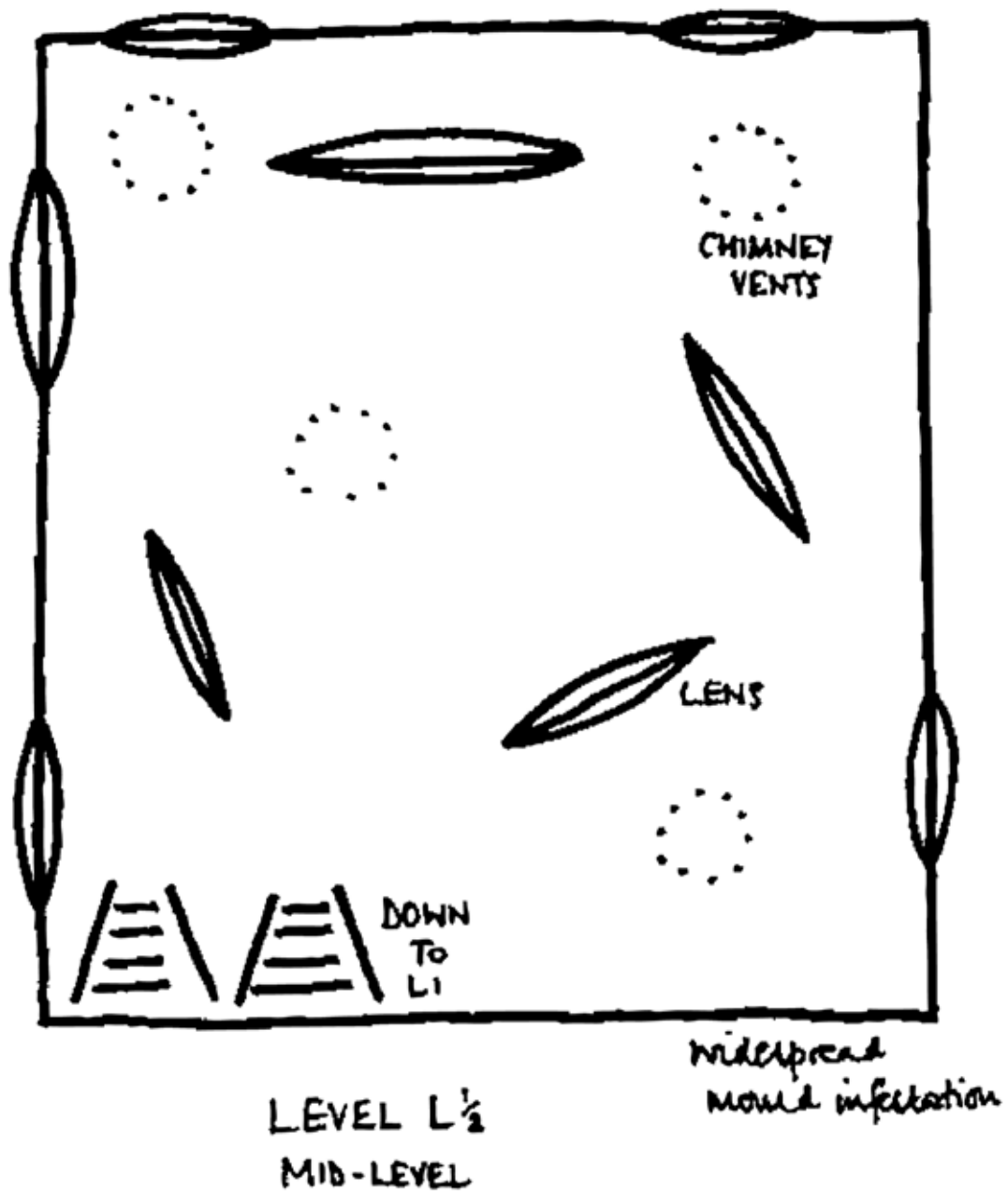
Mummy

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	33	0	4	5	23	30	2	24	89	43	43	89	–

Special: Cause **Terror**
 Subject to **Stupidity** (WFRP, p71)
Tomb Rot on inflicted wounds (40% chance) (WFRP, p214, 83)
 Flammable (WFRP, p80)

The following levels in this progression are upwards levels. Level one is simply where the boulder ammunition lies for the elemental and is a means to a sub-level above that, originally intended as a main section of the lenses used to light the Hold. These are now dirty and operating inefficiently, in part due to a snotling infestation. A sample shaft is given illustrating the lenses within a vent shaft, which also circulated air. These now contain innumerable snotlings to plague PCs with. PCs should find further progress difficult due to the vast number of these creatures and their range weapons and poisons.



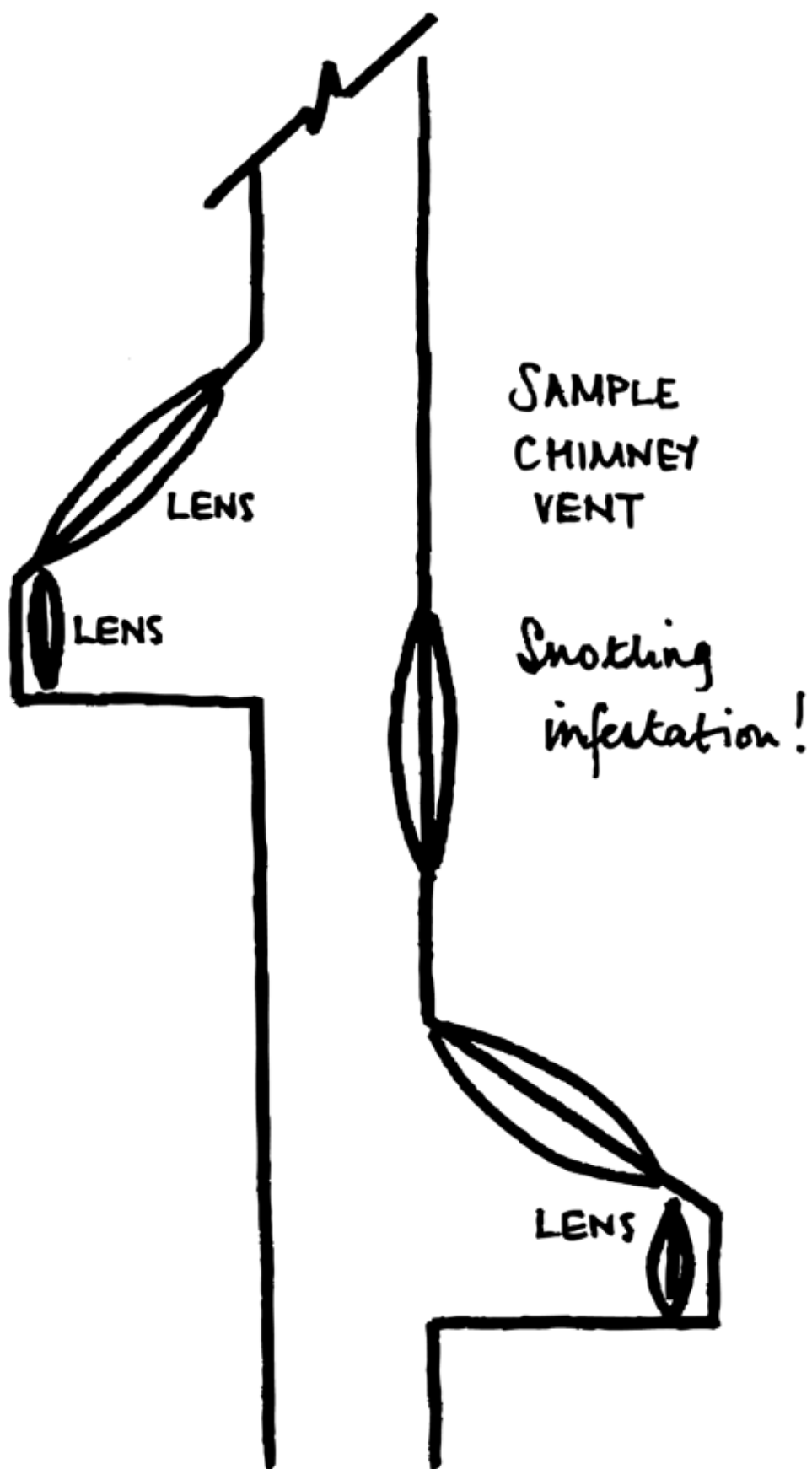


Snotling

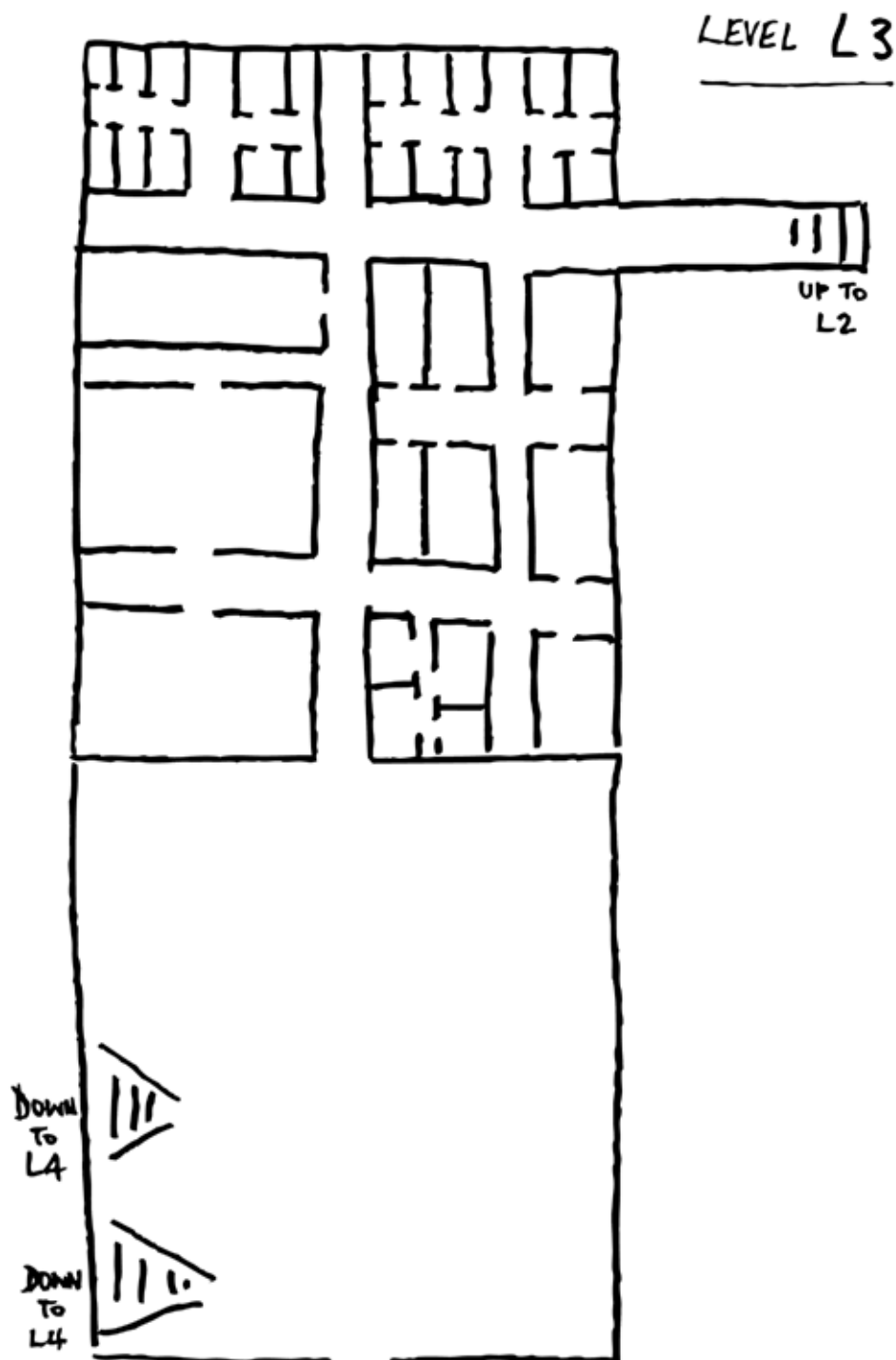
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	17	1	1	3	30	1	14	14	14	14	14	14

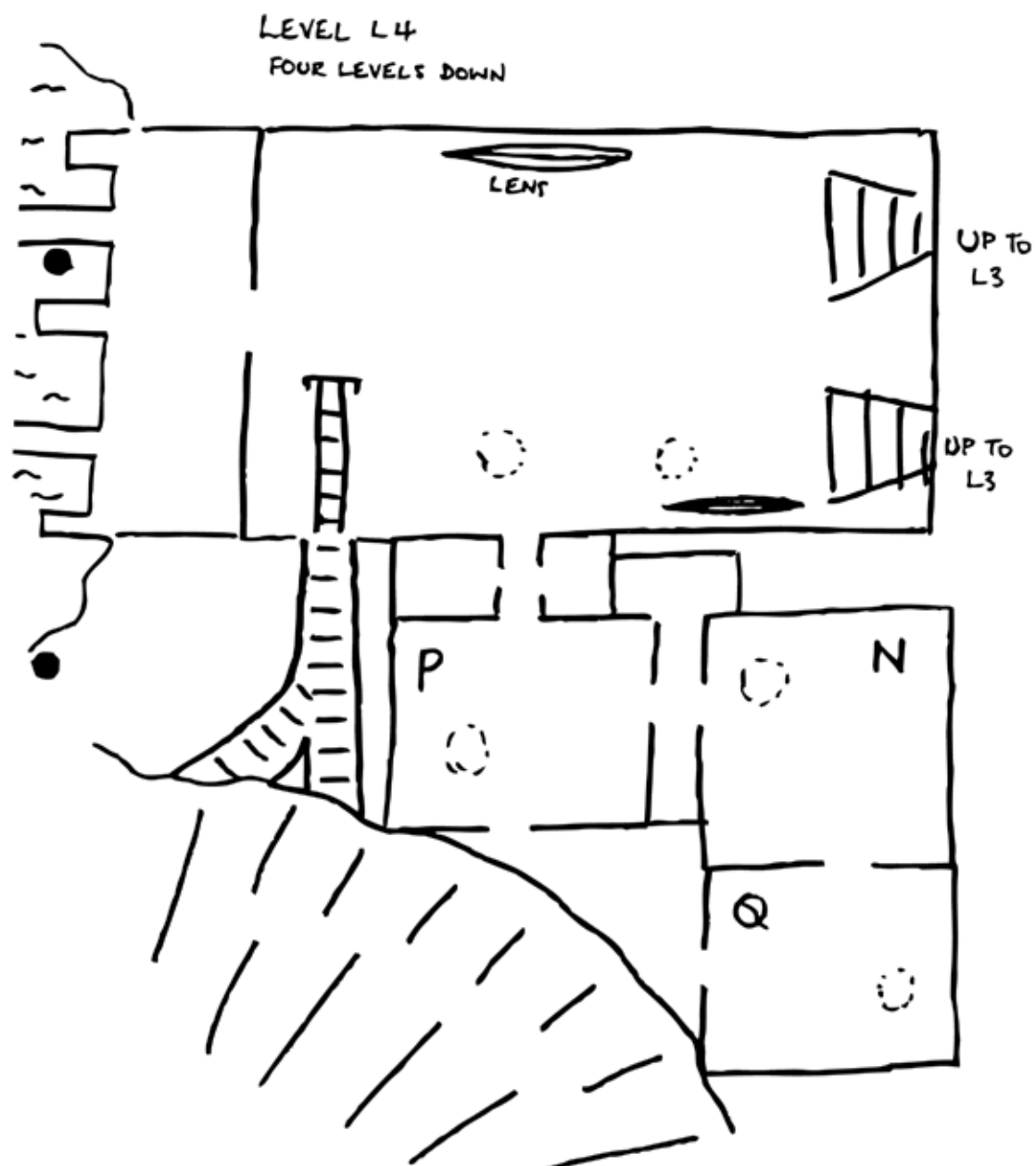
Weapons: Spore bombs of red and yellow mould (WFRP, p237)

Special: Subject to Fear
Night Vision – 10 yards



The following levels descend into the depths, where another invasion has occurred, this one by lizardmen. Play these invaders out to taste. I scattered them around, then had them mass for an attack only to flee back the way they came. A giant ant infestation on level 4 ensures that the PCs will ultimately retreat back to ground level, although they have no other choice – except to swim with the lizardmen!





Lizardman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	4	12	30	1	18	89	18	89	89	10

Special: Skin grants 1 AP
Night Vision – 30 yards

Other: Each lizardman is naked except for a skin loincloth and a few bones and skulls (mostly snotling) worn as jewellery. A few are adorned with an occasional tattoo. They are armed with swords made from bone.

Lizardman leader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	4	4	14	40	1	18	89	28	89	89	20

Special: Skin grants 1 AP
Night Vision – 30 yards

Other: He wears fine beads and a kilt and is tattooed with many sigils with no apparent meaning. He also carries a shield inscribed with what might be crude copy of the Arcane Language - Magick symbol for magic. He also uses a very rusted and damaged metal sword. This is actually a magical sword (+1 damage) made from mizpal, but is so badly damaged that it causes -1 damage (thus the net effect is no change). However, it is very light and the user gains +10 Initiative and -10 to an attacker's chance of parrying the weapon. Unfortunately, the weapon is so aged that should the user fumble, the user should roll 1d6; on the roll of a '1' the normal fumble result is ignored, and the result is that the sword shatters into fragments.

Troglodyte

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	4	4	10	10	2	14	89	14	89	89	10

Special: Subject to Stupidity
Skin grants 1 AP
Night Vision – 30 yards
Stench causes opponents to fight at -10 WS

Carnivorous Snapper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	25	4	5	17	10	2		10	5	66	89	–

Special: Skin grants 2 AP head and back
Night Vision – 30 yards

Giant Ant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
5	33	0	3	3	11	10	2	–	43	2	24	6	–

Special: Bites cause infected wounds (40% chance) (WFRP, p
Fear fire
Night Vision – 20 yards

Get Me Out!

There is no ‘easy’ way out of the complex once the elemental as sealed the PCs inside. Exits can be found via the snotlings or the giant ants’ entrances, but neither are built for humanoid use and their existing occupants will likely put up fierce resistance to interlopers. The easier of the two is probably the ants, if the PCs can manage to utilise fear to keep away the ants. However, by far the simplest method – although not the most heroic – is to await help. Assuming that the PCs informed WheatCEF of their intentions, then engineers can quite easily blow up the blocks using some of their gunpowder and ancillary stores. Of course, the cost of this powder *will* be deducted from their wages! Any PCs stupid enough not to have informed their colleagues of their whereabouts deserve to have to fight their way out the hard way; the lesson here is that PCs are part of a team and not super-heroes.

A small ceremony will be held claiming the sites in the name of the Tsar and a carved stone marker left to that affect.

Embassy from the Prince

As the rubble is cleared, WheatCEF scouts return with an emissary from Prince Hayk. The Prince welcomes them to the Pass and apologises for the attack, which was perpetrated by the ‘hill men’, who have infiltrated the southern side of the Pass. He requests that the leaders meet him for a parlay at a location near his current camp, where he can explain current geo-political events as he understands them and offer assistance as required.

There are a number of concerns about this plan, which decides the WheatCEF leadership to send the PCs as a balance of genuine leadership (albeit subordinate) figures and expendables. The ‘emissary’ is a dirty and unkempt individual, dressed in mangy furs, lice infestation and pervading smell. He also looks vaguely ‘different’, a trait that paranoid PC chaos-hunters can be wound up with. The implication is to carry on the theme of some goblinoid-human interaction and the existence of half-ores, but this should not be pushed and can be ignored. It is also unclear why the Prince will not meet WheatCEF here, but wishes to meet them at his own camp. This is highly

suspicious, but it would be both impolite and possibly dangerous to refuse. If nothing else, information and provisioning are worth risking the PCs!

Their guide is called Rhebulas and is fairly uncommunicative. He knows nothing about what the Prince plans to offer or discuss to WheatCEF, he does not ask questions and he simply obeys instructions. The Prince is located about a day's travel to the north within the mountains, and Rhebulas will stay in camp and suggest that they start at first light the next day. The travel is hard work for any non-mountaineering character but not inherently dangerous. Rhebulas will stop three times during the day, the first to rest weary PCs and the second for a quick meal. He will explain that they are now within sight of the forward guards (though PCs will notice no one). The final rest will be about two hours from the camp (according to Rhebulas) at which point he will go off in search of the guards or any signs left for him. He will not prevent PCs following him, but he will insist that only those able to travel quietly come with him. PCs have a right to be mistrustful, but it is preferable to have them, or at least some, wait for him to return at the spot they are left.

Once the PCs are alone a woman sitting on a boulder rises and greets them in Old Worlder. They did not spot her, even though she was very close. She clambers down to join them. She is short, unkempt and smells nearly as bad as Rhebulas. However, unlike Rhebulas, she is dressed in well-trimmed furs, quality boots and an impressive sword whose hilt is designed as a hawk with crossing bolts of light. She examines the PCs in silence and then inquires if they are indeed an expeditionary force from the Tsar to reinforce the Wheatlands Colonies. She will not answer any question directly herself. Eventually, she will approach the most attractive male PC and offer to allow him to accompany her. Rhebulas returns at this point. He spits on the floor and says "What are *you* doing here, and what do you want?" She then whispers something playfully in Rhebulas' ear, who flushes, looks at the most attractive PC – male or female – and winks and walks away. "The Prince awaits you," she says. Rhebulas will not discuss the woman.

Two hours travel later, Rhebulas arrives at what he – clearly – believed to be the location of the camp, but it is simply a desolate smoothing within the mountains. PCs making a successful Follow Trail test will detect signs of recent habitation, but expertly hidden. Rhebulas tells them not to worry, as he will find the signs left for him as to where the camp has moved. He will then go in search of the sign. He will not prevent any PCs from following him, but the surprise of the PCs meeting the Prince may be spoiled. GMS might have to discourage the PCs, but without being too obvious.

The Prince is – unexpectedly – a giant. Dressed in furs, he appears dangerous and primitive.

The Prince is prepared to offer assistance, but wants payment in lieu. His own people have been on the defensive for almost five years and have been steadily losing ground. They need to see that the Tsar has not deserted them, and they need a victory. He suggests the head of a giant would make an excellent payment, and there is one drunken lout to the east that has split his own holdings. He himself cannot attack it, for then his own western flank would be assailed (or so he says...). His own men can make a feint to the west in support.

Should the PCs agree, a clamber through the mountains will easily discover this rapacious creature. Whilst this might appear a difficult combat, the creature is stupid and dilatory; PCs can create a plan that makes use of their own skills and the terrain and should have the element of surprise. Canny PCs might also realise the value of a dead giant to wizards and the like.

Drunken Giant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	25	9	9	41	20	7	14	24	14	24	24	14

Description: 12' tall

Psychology: Alcoholism (WFRP, p84)
 Subject to Stupidity (WFRP, p71)
 Cause Fear (WFRP, p68)

Equipment: D3 rocks to hand, plus D3 per turn looking for additional ammunition
 Club (uprooted tree)

The giant is supplied every 2-3 days by a small troop of goblins that bring him his food and drink. Ambushing these might starve the giant into moving, but is likely to cause greater problems. Firstly, the giant will sober up. Secondly, the goblins will be missed and search parties will be sent out.

Should the PCs prove successful, they will be guests of honour at a banquet held in their honour and declared 'Heroes of Belyevorota'. The Prince's subjects are an assortment of Kislevans and two additional giants. The mysterious woman is also here and will be introduced as the Princess Katerin Bokha, but she will be disinterested in the PCs and any interest that they may now show in her.

If the PCs were successful, the Prince offers WheatCEF food and similar supplies that will make good those lost in the ambush, those used in the delay and as a contingency against what they might find in the Colonies. Without this aid, the expedition will be dangerously low on supplies. However, he is perhaps of most use in offering advice. He 'knows' the following 'facts':

The eastern edge of the Pass is held by a group calling themselves the Forever Tsarists. They claim to be the followers of the returned Boris Ursa. He tolerates their presence since they profess to be pro-tsarist, although in reality this attitude is more to do with his own limited resources. At the least, they are neither chaotics nor Hill Men. He knows very little of them, but 'the Princess' is on tolerable terms with them.

He knows nothing of the Colonies, since the Forever Tsarists have cut his last link with them. His final foothold in the southern reaches of the Pass adjacent to the Colonies was

lost two years ago to the Hill Men. He is struggling to hold both sides of the western entry – indicated by the Hill Men ambush. He attempted to organise a joint defence plan with the Colonies, but had no success. He strongly suspects that they were also attacked and might have been driven from the Pass environs. That they never sought to retake the lost ground is puzzling. His dealings have been with Hunedoara and its ‘leader’ (self-styled) Prince Janusz Obichowa, based in Preslav. He also knows of Cider Lane and its halfling community. They used to be strong allies, but his communications to the village were cut some 12 months ago. He believes that they are still active as they find occasional signs of their presence monster hunting.

Northern trolls and other ‘monsters’ are pushing southwards into his own domain. He requires assistance if the Tsar expects him to repel such continuous assault.

Forever Tsar

The followers of the Forever Tsar will watch WheatCEF’s passage down the Pass and send envoys to parlay. These are shabbily dressed Gospodars. Since the force carry tsarist insignia, they will simply assume that the group will join them; after all, they are followers of the first and greatest tsar. They will be very surprised at a refusal. They will then appeal to the Gospodars within the force, appealing to their nationalism, their cultural unity and their position as the downtrodden. Such calls will clearly have some affect and PCs need to act quickly to prevent desertions. Modified Leadership tests might prove necessary.

Shadow

Signs of watchers among the southern reaches of the mountains in the Pass will be evident. These Hill Men will simply watch WheatCEF and not interfere. At the mouth of the Pass, a small group awaits WheatCEF under a flag of truce. Once again, the PCs will be rewarded by being elected to the role of negotiators. These Hill Men are mounted, mostly on small ponies but two are on larger horses. A successful test will notice an Imperial Kislev brand on these two. They will simply politely suggest that WheatCEF returns the way that they came as “these lands belong to Prince Thurimuth, Protector of the True People”. Should the PCs refuse, then they will, bow and request that WheatCEF regard themselves as an enemy to the People: They will also offer three rather battered and burnt flags to the PCs as gifts. These are bloody and filthy, but whole. These are the Commonwealth flag, Prince Janusz Obichowa’s personal standard and the Preslav city flag. The leader will then motion the PCs forward, at which point they will see the grisly sight leading into the Colonies.

Wheatland Colonies

There are seven separate colonies that together form the United Commonwealth of Wheatlands Colonies. In reality, they are far from united! The seven are the Commonwealth of Mazovia, the Protectorate of Nieuw Jutonsryk, Hunedoara, Raska, Ruthenia, Vlachistan and Petznak. The Commonwealth has its own standard as does each individual region. These are as follows:

United Commonwealth of Wheatlands Colonies: Vsevolod standing before a rising sun, representing the bison spirit said to be protector of the Commonwealth. The motto is “Valour cannot fail, till it is conquered by greater valour”.

Commonwealth of Mazovia: Goose with outstretched wings, the local spirit, laying a (golden) egg.

Protectorate of Nieuw Jutonsryk: Brown pelican standing over its young, having torn open its own chest is feeding them with its blood. *This depicts a story from the time of Marius concerning a vision that he is said to have received concerning self-sacrifice in the cause of freedom.*

Hunedoara: Swan with its head arched back into its body, again a local spirit for the colony.

Raska: Twin-headed eagle grasping a bomb with spluttering fuse in its claws.

Ruthenia: A cut down tree stump with roots and new budding branches, surrounded by the Classical motto “In time the plant becomes a tree”.

Vlachistan: Sword, depicted in different forms and various guises due to the lack of serious coherence to the region.

Petznak: Four swords each with its hilt pointing at the centre and the point diagonally outwards forming a saltire.

Transnistria: Bear rampant with a crown upon its head, though as the region only exists on a map this is never used.

The traditional view of the region to non-Kislevans is that it is simply a part of Kislev, with all that entails (and as described within **SRiK**). This is simplistic as the Colonies see themselves (in principle) as both of Kislev and outside it. The principle reason for the establishment of the Colonies was economic and Kislev expected them to be both self-sufficient and to provide revenue for the central exchequer. Indeed, the original founding charter for the colonisation guarantees that Kislev will provide its paternal guidance provided that it costs the state not a single kopeck; the policy is officially termed *benign neglect*. This has since caused a great deal of difficulty in offering support from the west and resentment in the east. Primary exports from the Colonies have been its agricultural products and its raw materials. In part, neither has been inherently scarce in the west and so the east attempted to differentiate itself. The most recent attempt was first initiated by the Marienburg colonies, which converted most of their farmland to the production of corn from which they manufactured gin. This was meant for export and was initially so successful that almost all the Colonies followed this trend, but within a few years the production had created an internal demand for the drink and serious social and political calamities due to its excessive consumption. Work output fell, crime rose and drunkenness and other drink-related problems became serious problems. Many in the non-Marienburg Colonies blamed the cartels as an enemy within when disaster struck as much of their military was unfit for active service when the attacks fell. Others believe that gin-dependency is a sign of a lapse in morals and

worship of the Ancient Spirits and the ‘old ways’, and has created a strong puritan streak in some religious groups. Whatever, two years of war and famine has mostly sobered up the population.

In principle, the Colonies are self-sustaining. They produce enough food and other manufactured items for themselves, either as individual colonies or are able to trade along a specialisation. Each Colony has specific exports that it would normally trade back west in addition to its internal colonial trading. The main shortage within the Colonies is in specialised people and products, for which it depends upon either Kislev state or Kislevan entrepreneurs. This is the greatest cause of dissension. For example, in the context of military planning, whilst the Colonies export horses, gunpowder and muskets, they have little organised cavalry in their own armed forces and are reliant upon foreign mercenary drill officers to train domestic militias for their own military. Engineers are non-existent in the Colonies and this affects defence (recently found to be woefully neglected) and similar military activities, infrastructure (roads, bridges, drainage) and manufacture (tin production is severely reduced by the lack of an engineer as will be seen later).

Politically, the Colonies operate as a commonwealth under the rule of a directly appointed Tsarist *Veliki Knez*. Roughly, this translates as Grand Prince. This was Prince Janusz Obichowa, who is presumed dead at the first major battle of the current war. Since all communication with the Tsar has been lost, there has been no appointment of a replacement; the political fracturing of the Commonwealth has prevented any mediation or temporary solution. It is likely that his daughter Kristina should rule, but she is in the north ‘somewhere. The two Marienburg cartels are slightly removed from this, and even from each other. The Office of the Highest Representative theoretically controls the pair. Marek Belka was the current Highest Representative, until his (mysterious) death. Each colony has now moved further from each other. The shadowy Eureko company is also technically involved here, but has never been recognised by the Kislevans; legally incorporated companies do not sit around the table with the nobility and priesthood!

I have discussed language within Kislev in my **All Quiet in Kislev** and it is not necessary to repeat it here. This region follows the basic model of racial stereotype described within **SRiK**. The Gospodars form the basic peasant classes, whilst Norscan descendants dominate the aristocracy. Ungols tend to form the military hierarchy at most levels. An additional group is the naturalised. ‘Hill Men’ peoples that are now integrated into the Colonies.

Colonists live in fortified settlements, universally made of wood. Walls are made of either hewn logs (planed on one side) or planks. These are then filled, in to keep out draughts and painted. Floors are usually solid packed earth covered with moss, but might be of wood. Roofs are of turf. A palisade and ditch for defence surround most villages. Whilst these might not appear well maintained, they are serviceable. Locals see little point in their walls looking good, when they are likely to be burned or attacked continually. Most settlements fly a flag, or use something similar, to denote their allegiances. Given the shifting nature of alliances and the highly parochial nature of the region, these serve as an identity for the settlement. Buildings are often poorly maintained, although will generally keep out the bitter weather. The typical peasant dwelling is a single room dominated by a hearth, which has no chimney or flue. Whilst this helps keep the heat in, it also results in a thick internal atmosphere. Houses have a

small corner devoted to their owner's pantheon and visitors are expected to offer some form of devotion upon entering. Communal facilities provide ovens, storage facilities and the like. Wealthier villagers might have two or three rooms for some privacy, but even the nobility will have little more than this. Domestic animals live inside the houses. Most houses have gardens (of some description) fenced off (to keep animals out) from the otherwise muddy and filthy ground that act as paths between the houses. Sometimes stepping stones are to be found to allow one to step above the refuse, but even where these exist, stones are missing more than present. The stench is noisome. Some details can be found in **Something Rotten in Kislev** [page 16]. Visitors entering settlements are liable for tolls, though these are very flexible and are frequently waived to traders and other 'interesting' visitors. Locals are wary of armed tourists and even more so of military groups. Negotiations will be necessary to enter with anything but the most basic of hand weapon and jerkin.

The local currency is called the Paltora. It is a silver coin of equivalent value to the silver shilling. Otherwise, Guilders and Gold Crowns are adopted by default due to the economic influence of Marienburg. However, many of these coins are rather old and might date back more than a century. Paper transactions are quite common and many people are paid in scrip. This will be the method used to pay the expeditionary force and will not be terribly well received. Grivna, a debased campaign coinage, will be minted during the adventure in an attempt to underpay the force.

Given the general nature of the region, religious faith is reasonably strong. The region has a liberal tradition of acceptance of practically any faith portrayed as part of their basic pantheon. There is little religious intolerance or debate with certain exceptions. Immigrant religions are officially banned, including the worship of Sigmar. A pogrom was enacted in 2509, although few are aware of the rationale. This was unpopular in the Marienburg colonies and not widely enacted. However, a series of trials and hunts were undertaken and the question "Are you, or have you ever been, a worshipper of Sigmar?" remains a question of fear. Details of Kislevan religions are discussed in **SRiK** and **AQIK**. A number of localised spirits are worshipped as patrons of the Colonies including the bison (United Commonwealth), goose (Mazovia) and swan (Hunedoara). One note of interest is the rise of the worship of Ursun, the Father of Bears. This is an attempt to re-adopt Father Bear as a mainstream religion by Gospodar radicals, and has favour amongst some hard-line Ulricans. In these hard times, it is seen as a way to unite the Kislevan peoples behind one cause. There has been some (inconclusive) discussion to replace Vsevolod with Ursun.

Shallya has a strong following, although worship has taken a number of different forms. The most immediate (official) representation is through the Order of the Exaltation of the Teardrop. This has been linked with local Ancient Spirits philosophy and has a strong martial aspect to its teachings. Given the realities of the Colonies this is hardly surprising. There is also a seedier aspect to faith. Here Shallya is not seen as an unsullied maiden and has a reputation for having 'slept around' as well; there exist close links between these aspects and the worship of Ranald, certain less legitimate Ancient Spirits and lawless aspects of society. Again, given the harshness of life for the poor, this is not surprising from a deity perceived as being 'on their side'.

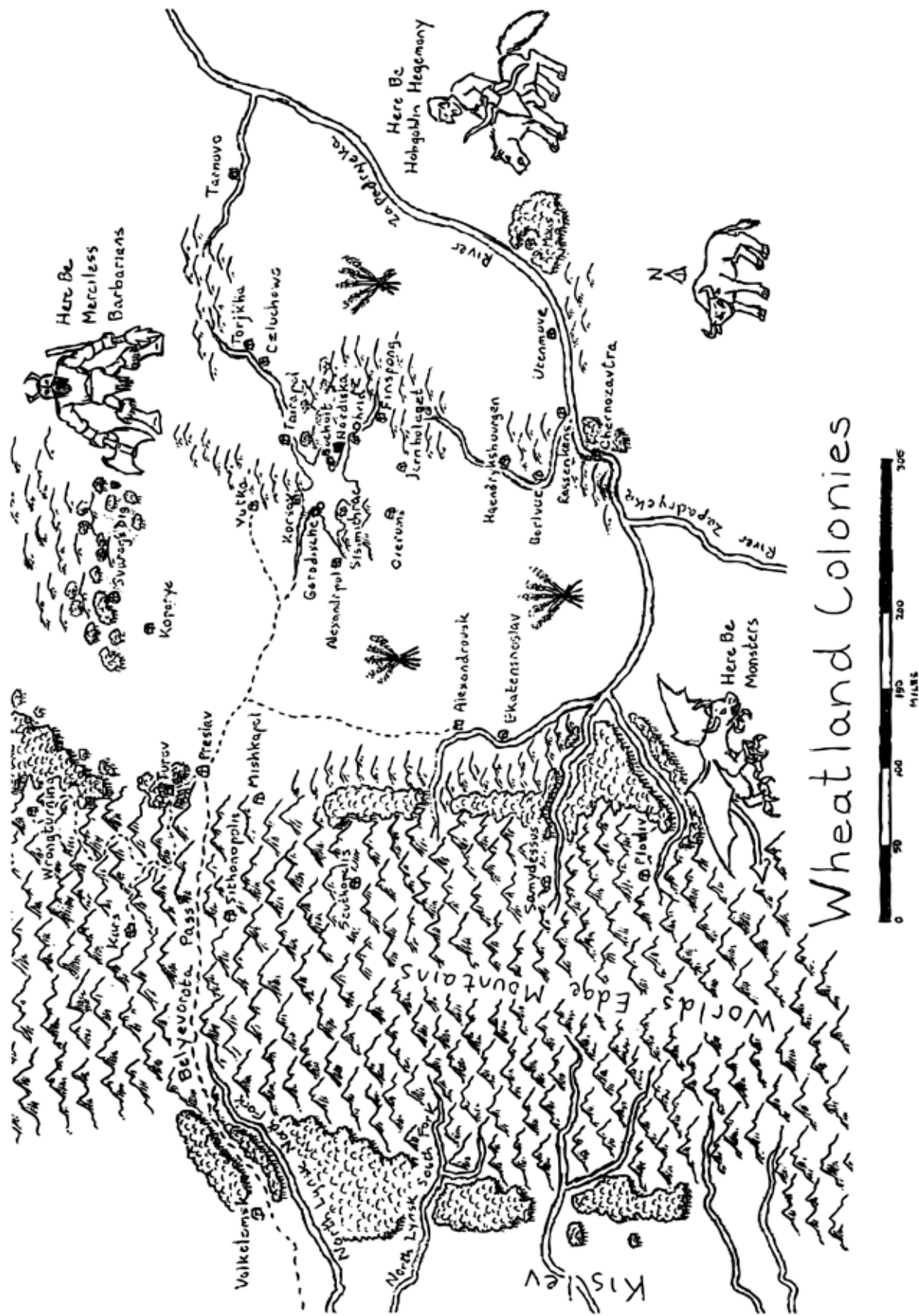
Svarog is another local deity, though his worship is rather more abstract than the typical spirit. He is known as the god of white light and sometimes portrayed as the sun or moons (or all three). In this alien guise, some have deemed him more a God of Law than a true spirit and deemed him an aspect of Alluminas. However, he is also regarded as a patron to smiths and is thought to have provided Gospodars with their knowledge of working metal and provided other basic manufacturing skills. In this guise he is portrayed as a short man carrying tools; whilst this might imply some dwarf connection, he is always represented as moustached and not bearded. Worship of Svarog is not encouraged in official Kislevan doctrine, but like so many others, his followers have found greater freedom here in the Colonies. However, few would regard Svarog as an important god; he is simply another spirit to acknowledge in the hope of obtaining favours. Svarog is at odds with the Church of Dazh, since both seem concerned with worship of the sun. Officially, Dazh is recognised as primary, but the lack of a vibrant priesthood has hampered the spread of the gospel.

The worship of Bendis has been assimilated within the Colonies, partially from a Hill Men goddess of that name but more openly as a representation of Myrmidia. Given the warlike nature of the region, the need for strategic planning has clearly influenced the adoption of the goddess, but she retains local roots and is known as Bendis. Representations are usually dressed in local styles. With the adoption of bendis, little thought is given to the god Tor. His primary followers, the Norscan nobility never came this far east, and so there is little political interest and less functional use.

Wizardry has been seen as a pragmatic tool of defence. Unlike most of Kislev, the link between magic and Khan-Queen Mishka the Slaughterer is regarded as a positive. As discussed in **All Quiet in Kislev**, the Cult of Ulric continues to argue that the art is inherently dangerous and corruptible and that their own divine magic is suitable for all Kislev's needs. However, as described above, the respect for the old spirits and for Mishka the Slaughterer as a powerful goddess lend magic use much greater normality than in the rest of Kislev.

As described in **SRiK** slavery is legal. Unlike Kislev, widespread conscription and other forms of indenture are the lots of those without property or other forms of security. The constant struggle for survival is used as an excuse (some say) for a heavy-handed nobility, whilst others accept the need for suffering for the 'greater good'.

A prime form of communication within the Commonwealth is by pigeon. Most major settlements have their own broods trained to travel to other major settlements. A number of local 'druids' (most are actually lay followers of Rhya or local spirits with the **Animal Training** and **Charm Animal** skills) are employed to tend these and to travel with military units on campaign. A few have some minor magical powers (**Animal Mastery**); this allows them to send pigeons to a specific person with similar powers.



Hunedoara

Hunedoara is the nominally most important colony, protecting entry to the Belyeterova Pass and hosting the capital of Preslav. Its primary export to the west is tin, but it provides the other colonies with much of their timber and acts as the hub for export from the Wheatland Colonies back into Kislev. It is also the most diversified of the colonies producing small amounts of saltpetre, sulphur, pitch and manufacturing rope and musket stocks (from indigenous timber).

Hunedoara is organised traditionally around a nobility, most of whom are absent landlords living on their primary estates in the west. Hunedoara was settled predominantly by the 'old' nobility and is retained by them as additional – but subordinate – landholdings. A large number of stewards are found here, notable for their rather superior attitude since their masters are rarely here to keep them in check. However, true nobility – such as any PC – will quickly be able to cow them and should find the region a most servile and humble one. Lower class PCs will find it far more officious and unwelcoming.

Emerging from the Pass, the group's first sight is that they at least have a road to follow, one made of battered stone slabs, once very imposing but now rather worn and uneven. However, their immediate attention will be drawn to the poles staked into the ground either side of the road, upon which are nailed the remains of people. The GM might require an appropriate test for this gruesome sight of crucifixions. Closer inspection will discover that these appear to vary in form. The oldest are of goblinoids, mostly skeletons. Some of these have clearly been knocked away, in order to place a second target on the same pole. These hold humans; from the scraps of clothing and other detail, a successful intelligence test can ascertain that these appear to be of the same type as the ambushers in the Pass. More gruesome, and more recent, are other humans, who appear to have been burnt whilst on the poles. A faint smell of burnt flesh remains, although these too are clearly not new. Little remains to discern their origins but a successful Search test will uncover enough tatters and detritus to suggest that they are Kislevans.

A more rounded inspection will reveal that their road leads down into a large grassy plain. Burnt out farms are scattered around, each completely destroyed with (at best) nothing but a shell remaining. Wild crops grow in the fields and it appears that whatever happened here did so at least 12 months ago. Other remains can be found scattered around, including those laid out and used as road markers to various locations during the winter.

At the base of the Pass is a small cave, once a shrine to Ulric used by travellers grateful to reach their destination. This has been destroyed and the remains of a statue are scattered. The only real sign that this was of Ulric is that the head has been retained and placed on a pile of stones. His nose has been chipped off and a 'crown' of withered leaves has been placed on his crown.

There are two signs of habitation, just visible from the higher position afforded by the base of the Pass. However, only those with Excellent Vision will be able to make out details. Otherwise, all that can be seen is smoke normally associated with mundane

hearth fires. The closest would appear to be a number of tents approximately five miles to the north-east. The second is the city of Preslav, though some fifteen miles from the entrance details cannot be made out.

One final noticeable feature, set in the mountains to the south, is a large rocky pillar jutting upwards like a great tower.

Any attempt to travel northwards will encounter a number of Dolgan raiders. The same initial encounter will also be met should WheatCEF also travel towards the city, since Dolgan scouts will obviously notice them. A half dozen Dolgans will approach the force with arms held high in a gesture of peace, awaiting WheatCEF to send out its own emissaries. Need we even mention who these will be?! They will peremptorily demand to know what the group is doing in the lands of “Halqa Gorgipok”. They are arrogant, boastful and aggressive, but will not initiate a combat and the tribe will move away to the north once they realise who the PCs are. They lay claim to these lands through conquest and demand their rights are honoured, but they are simply opportunist raiders and will move on.

Preslav

The City of Preslav was never terribly impressive. It was placed here as the first settlement in the new colonies and was placed to defend the entrance to the Pass. However, it had few raw materials within its environs and farming was barely adequate. Merchants even began to circumnavigate it on their passage westwards as a means of avoiding tolls, and it was in many ways too far from the Pass to offer a complete defence. However, the scene that meets the WheatCEF advance is pitiable.

There is no sign of habitation around the city; fields are wild and unkempt – though those with farming skills will note that some harvesting of these has occurred. Preslav has clearly been attacked in force at some time in the past and has fallen or at least been badly sacked. Approximately two thirds of the town has been burnt down. However, the Commonwealth flag flies over a part of the city, along with two other (unknown) flags. One is crossed swords loosing a teardrop where they cross (Order of the Exaltation of the Teardrop) and the other is of a bear strangling a giant insect (the personal standard of Beg Ligezy). The city walls have been rebuilt in part and also within the original layout of the city. In other words, the current settlement is about half the size of the original. Much of the walls surrounding the settlement are now earth, with timber clearly in short supply. A very large ditch has been added. A number of earthen ‘strongpoints’ with covering arcs of fire have been established. Some of the ruins outside the walls have also been converted into forlorn hopes. Around these points are signs of cultivation.

The makeshift walls are manned primarily by peasants, though WheatCEF’s arrival will arouse the pitiful garrison too. Large musket pieces are mounted on the walls and will be trained disconcertingly upon the PCs and WheatCEF forces. They will be met suspiciously by Beg Ligezy, Bocland Kalisj and the other members of the Council (see below). Once they are satisfied of the group’s identity they will be gleefully allowed in. A successful Fellowship test will note that Kalisj and Seerak are far less enthusiastic than the others; this is simply as they recognise the supply issues caused by the entry of such a large force.

The city inside is filthy and run-down, although some order appears to apply here. Food .is being grown inside the town in the many vacant plots that are located everywhere. The people look starved and are ill dressed. A number of buildings exhibit the sign of the Order of the Exaltation of the Teardrop; worship of this faith appears to be booming.

Veliki Knez (Grand Prince) Janusz Obichowa and most of the noble and military elite are dead (or presumed dead) having been slain in the battles in the last year. Hunedoara has been at war with certain revolutionary states within the Commonwealth, but suffered attacks from the Hill Men. These became critical at just the time Dolgan raiders broke out from the north. Finally, Preslav itself whilst besieged by the Hill Men (an unknown event in itself) was betrayed from the inside by an unknown force.

Beg Jan Ligezy appears of medium height, slight build and studious air. Misleading. He has kept city together through force of will and heroic fighting prowess. The term 'beg' is a military-religious one. Administratively, an idiot and has relied upon the priestly Bocland. Hates 'traitors' as much as the Hill Men and others and will immediately seek to use WheatCEF to attack them.

Bocland Mikolaj Kalisj is rotund with care lines engraved into his face. His primary issue, which he will be quite happy to state in front of them, is that WheatCEF is yet more mouths to feed during what is bound to be a harsh winter. Serious consideration must be given to their billeting over the next week or so.

Hunedoara is currently ruled by a 'Defence Council' (the Veche), though for reasons of security many of the nobility are rarely here. They are holding various other strongpoints within the region. The council members are as follows:

Beg Jan Ligezy, leader of the Cult of Ulric, Templar of the White Wolf and elected regent. (Preslav)

Bocland Mikolaj Kalisj, senior priest of the Cult of Svarog, administrator and de facto advisor to the regent. (Preslav)

Elder Thordis commands the Order of the Exaltation of the Teardrop and has been highly successful at mobilising the entire population to defend the region. She is an immensely popular figure, though less so with some of the nobility and other elite as she is a Gospodar who makes it quite clear that she follows a fundamentalist Ancient Spirits philosophy to her teachings. (Preslav)

Krystyn Todleben is acting military commander for the United Commonwealth of Wheatlands Colonies, primarily as everyone else is dead. She was originally simply a captain of a minor company. Whilst many are quick to remind her of her relatively weak social position, she has gained many friends due to her abilities in the field and holding together what remains of the armed forces. (Campaigning in the north around Koporye to keep the Dolgans in check)

Mezyk Seerak is a Master Goldsmith and posadnik (portreeve), who represents the city's (business) interests. He has interests in tin, and is currently acting Stannary Warden. (Preslav)

Jakob Tarnow is a Master Builder and city posadnik (portreeve). He represents the city's (business) interests, but has also proven an able planner in ensuring that Hunedoara remains supplied. (Preslav)

Jageillo Brezia, Master Armourer, represents the (business) interests of those outside Preslav. (Leihe)

Kihelkond Vlodimir Zygmunt is the most important remaining member of the local nobility. (Campaigning in the north. to keep the Dolgans in check)

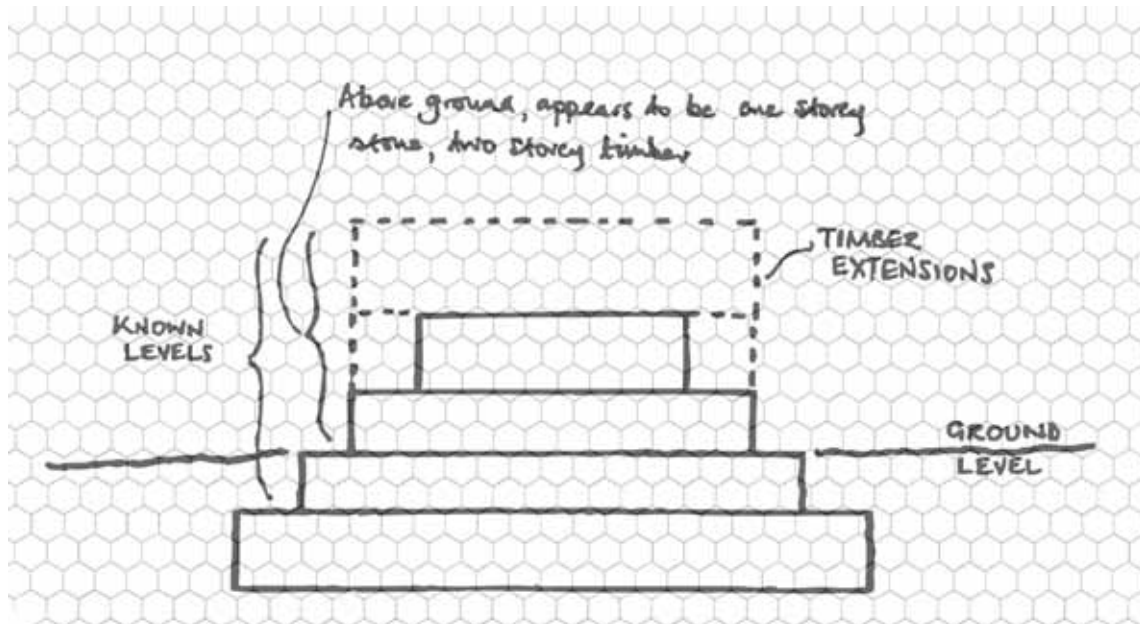
Kihelkond Svyatoslav Klemens has lost much of his land to the invaders and represents the most aggrieved and vengeful members of the local nobility. (Preslav)

A messenger will also be awaiting on the Veche with news of the murder of Alexander Popov. This might be considered a serious political and economic catastrophe at the best of times, but these are far from that. Feelings in the region are running high already and the central government is particularly wary of worsening the situation. What is needed is a group of independent professionals, experienced in solving similar problems. Who *can* they mean?

One minor feature is that all dogs within the town have been slain or driven out. This was in part for their meat and their consumption of limited rations, but also as they were seen as acting very peculiarly. An initial reaction to the disappearances had been to obtain a guard dog, but these seemed to be of absolutely no use whatsoever. Indeed, when sent in the tunnels on their discovery all the dogs simply disappeared.

The most notable feature of the town is the central stone keep, known locally as the Citadel. This was the reason for the city's original location, since the building was already here and simply needed to be converted. Its true shape (and origin) is not realised.

There are uniforms available in store, but since the Prince is dead no one has the (theoretical) right to order their release. Indeed, they have actually been forgotten in a warehouse. Distribution of the clothing is a good time to have the PCs encounter the entrenched bureaucracy that remains even in these times, and then face the wage deductions for the equipment distributed.



The town is still (technically) under the Sigmarite pogrom and the few remaining members of the Commissariat here will interrogate all members of WheatCEF regarding their beliefs. Three members remain: Emanoil Bârzotescu, Ioan Mihescu and Alexandru Saidac.

All remaining carrier pigeons in the town were ‘mysteriously’ poisoned.

Rumours

Dogs have been acting pretty ‘ornery’ around here for a while now. Sign things were going to go wrong and that they are going to get worse.

Imperialist immigrants have been arguing over articles of belief in the worship of Sigmar for years, but things got violent a few years ago. The authorities banned some cults and threw out some leaders.

The Disciples of the Octagonal Square, a minor sect of Sigmar, was banned in 2510 for preaching sedition.

Tensions have been running in Preslav for a few years now between Kislevans and a minority immigrant population. The Imperialists seem to think that they are better than the rest of us, but they are just a bunch of criminals and thugs.

Vassily Chelm, son of Saratokas Chelm (Captain of the Watch in Preslav) disappeared immediately on the news of his father’s death. *Some say that he was involved in illegal political groups and was assassinated once he lost his father’s protection. Others believe that he was involved in the death of his father in some way. Most believe him to be yet another victim of the mysterious disappearances.*

The citadel is haunted. Strange noises are occasionally heard at night in the lower levels. It is the ghost of a scullery maid who tripped down the stairs and broke her neck. They say that she was murdered by an earlier Prince.

The northern and eastern borders are under severe pressure from robbers and nomad invaders. Not only are the normal Marauders and Dolgans to be feared, but the Vlachistan princes and Petznak rebels are also creating mischief.

Now that the Tsar has sent in the first of his relief columns we'll sort out these miserable traitors. The Petznak will be first. Damned bunch of goblin breeders, half-ores the lot of them. I bet that they would even sell us out to those sub-humans in the Hegemony.

Petznak was corrupted by a devilish plot by the Hegemony. A powerful shaman raised thousands of spores into the air that landed throughout the land. This corrupted them all into half-ores. It isn't their fault; we should simply kill them all to put them out of their misery. We must be ever more wary ourselves. A great evil is coming this way. We must unite together to face it. Once we drive the Hill Men back into their holes and then slay those Marienburgers and traitors in Ruthenia, then we can stand together against the evil.

Town Features

The local "wizards' guild" is simply a small communal hall in which a number of hedge wizards, wise women and the like sleep, eat and meet. They have basic supplies, but which are very limited and consequently will be sold at a premium to any outsider. There is a local shaman ice wizard, Andrey Paskiewicz, who lives separately and regards himself as above these 'amateurs'. He is rather snobbish, with little basis for his attitude, and very open to flattery. He lives in a small hut near the Citadel, proudly boasting that he has to be near 'things'. In reality, the Veche regard him as little more than an irrelevance. Should the PCs need advice or an item identifying, the GM can fudge the issue as required with this group of eccentrics. Any rite almost certainly involves the PCs and old women dancing naked around a fire, lots of alcohol, cavorting with each other and any Ancient Spirit that happens along, and other similar activities.

The only official temple here is one to Ulric, who also has three surviving shrines (and four that were lost in the sacking of the city). A number of Ulrican priests can be found, in addition to templars and other assorted Ulrican personnel. Shallya is represented in a number of locations offering ministrations by the Order of the Exaltation of the Teardrop. Shrines to many Ancient Spirits are to be found throughout the city, some hurriedly saved from the destroyed parts of the city simply perch next to houses or by the side of roads. A small shrine to other Old World deities can also be found, along with a minor Gospodar priest of Verena and Ungol priest of Mórr. Both are unpopular with the city officials (and people) since they opposed the crucifixions of prisoners and the treatment of Imperialists generally. A Dolgan travelling preacher to Rhya completes the resident priesthood, although a Norscan-Kislevite preacher is known. to pronounce upon what he describes as the Teachings of the Sword Mother. He simply seems to offer a series of warnings of the coming of Chaos and the need to stand united under one uniform code of law. Constantin Panaiiu, the local druid, visits the town occasionally and won friends due to his assistance during the recent siege.

Issues to Resolve

There are in fact four possible advantages prior to the end of the campaign season, plus some background material to develop. Investigating exactly what happened in Preslav prior and during the invasion and siege will ultimately uncover the tunnels beneath the city and the ziggurat that forms the frame for the current keep. The Veche (will) have two outstanding issues that an independent third party can usefully assist them with and which WheatCEF will be quite willing to put forward the PCs as willing agents. These are the rebellion in Turov and the murder of a very important tin merchant to the east. Finally, the campaign season closes with the termination of the Ever Triumphant Army's campaign along the northern border.

More general issues, which the Veche will raise – either individually or as a group – with the PCs, are as follows.

Garrisoning: WheatCEF will need to be broken up during the winter in order to spread the load of maintaining such a large force amongst the remaining towns. The Council would prefer to divide the groups as they fear such large cohesive units, but this will be resisted by each. One particular problem is that the Council fears that the Marienburg contingent will desert and side with their 'enemies' in Mazovia and Nieuw Jutonsryk. These fears should be built up over the first few weeks after WheatCEF's arrival.

The Emi: The Emi area clan of 'friendly' Dolgans who have been missing since the various incursions. The Council needs to know where they are and whether they remain loyal vassals.

Diplomatic Offensive: There is clearly a need to attempt to restore unity within the United Commonwealth. This will be discussed by both the great and the good, and the unwashed masses in the drinking holes. Again, utilise this as background as PCs might happen upon muttering nobles, rather loud arguments between key political figures and even fist fights in the streets.

Disappearances: There is a need to discover exactly what internal machinations have been happening, who poisoned the carrier pigeons and the extent (and motivation) of the enemy within. At the same time, the Veche would rather this problem did not exist and would much prefer to overlook it.

Tunnels of Doom

The Citadel is actually an early chaos dwarf ziggurat, although this is not evident due to much later building on its levels 'in-filling' the stepped shape with wooden extensions. From the outside, the building looks like a stone and timber building, although inside

the rooms within the timber extensions are of different architectural style and size. The stonework also appears very old, certainly more than the few centuries of the Colonies. Locals are all aware that the building pre-dates the Colonies, but are unaware of its shape.

There are four particular carvings on the wall of note to us. These will immediately be of interest to those with the Astronomy skill as they appear to be complex astronomical maps. Two things will be apparent: they are very old, and they are wrong. Firstly, they show stars (consistently in all four) that are either discredited by 'educated' astronomers (and who are wrong!) or simply do not exist. Secondly, they each have three stars that do not exist, but are placed differently in each case. Touching these three stars simultaneously will open a secret door in the wall through which can be seen descending stairs. A foul stench slowly seeps into the room.

Should the PCs descend the stairs, the reek grows steadily worse to the extent that everyone must successfully make a **Cool** test or gain one **Insanity Point**. In addition, all those who suffer from claustrophobia will suffer -1/ -10 on all actions within the ziggurat.

The following 'dungeon bash' requires the GM to weigh the encounters according to the PC's own party. However, there are a number of general principles that should be utilised. The enemy should be recognised as a powerful force, intelligently led and in prepared positions. At the same time a determined party can break this impressive façade, since the enemy are individually poorly motivated to fight a capable opponent. This is reflected in their poor Leadership profile and the fight should move fluidly with the monsters fighting from a series of prepared positions and uncoordinated rushes.

Two groups are located within the complex and have been operating under the ziggurat for some time. They have been operating as the enemy within for some time. Whilst they might appear peculiar allies, they are a perfect example of "the enemy of my enemy is my friend".

The first group is the liche Sitalkes and his ghoulish followers. Sitalkes will be a major character within the campaign, possible nemesis and possible ally (and probably both) to the PCs. His predominant motivation stems from the fact that he regards himself not as undead as much as one of the 'true people' of this land, and seeks a return of what are now known as 'hill men' to their rightful homes. He is thus a natural enemy of the Kislevans and sought to assist the recent invasion. Saratokas Chelm was his 'acceptable face' being convinced by a mixture of flattery and promises of power to support Sitalkes and his 'heritage'. Saratokas' ancestors were one of the few indigenous groups that joined the Kislevans on their advance eastwards, but then felt slighted by their treatment once the settlements were established.

The second group is Empire immigrants feeling increasingly aggrieved by the attitude of the Kislevan nobility towards them. Believing themselves superior to the Kislevans, they were easily susceptible to the whisperings of Sitalkes and his human followers. The term oZo was adopted since it firstly built upon the feelings of the Marienburg immigrants in the region, but was skilfully expanded into a wide anti-Kislevan movement. Whilst the alliance would always be tenuous, as long as they had Kislevans to hate, the disparate Imperialists and Marienburgers were likely to stay focussed. They

formed a nominally Sigmarite order, calling themselves the Disciples of the Octagonal Square and promoted the more southerly gods of Sigmar, Handrich and the like.

All of its members are essentially motivated by self-interest. Sitalkes regards these lands as those of his own people. Chelm believes that an independent Wheatland Colonies is necessary to their survival, and that Sitalkes and the Hill Men offer a more secure future. The Marienburg immigrants- see little future under their Kislevan 'masters' and regard independent Marienburg colonies as essential, whilst The Empire immigrants have been offered promises of equality. Indeed, a primary plank of Sitalkes's argument has been .the common racial heritage of Empire, Marienburg and Hill Men peoples, as distinct from the Kislevan easterners. The size of this secret alliance under the very city was possible due to Saratokas Chelm's position in the Watch, which allowed him to provide a steady source of meat that would not be missed from the jail, work details or slaves. Equally, he could ensure that disappearance were misreported and that investigations found nothing. Chelm also ran a criminal gang, based around the oZo people, to supplement income and help consolidate their power base. The group bought two houses on access vents into the complex to provide extra cover. One One was a simple shack and the other became Chelm's own townhouse. Sitalkes would also loan the sword Arph (see below) to any raiding group, which with its ability to pacify any guard dog, was a very useful item to help ensure success.

There are two primary strategies for the monsters' defence.

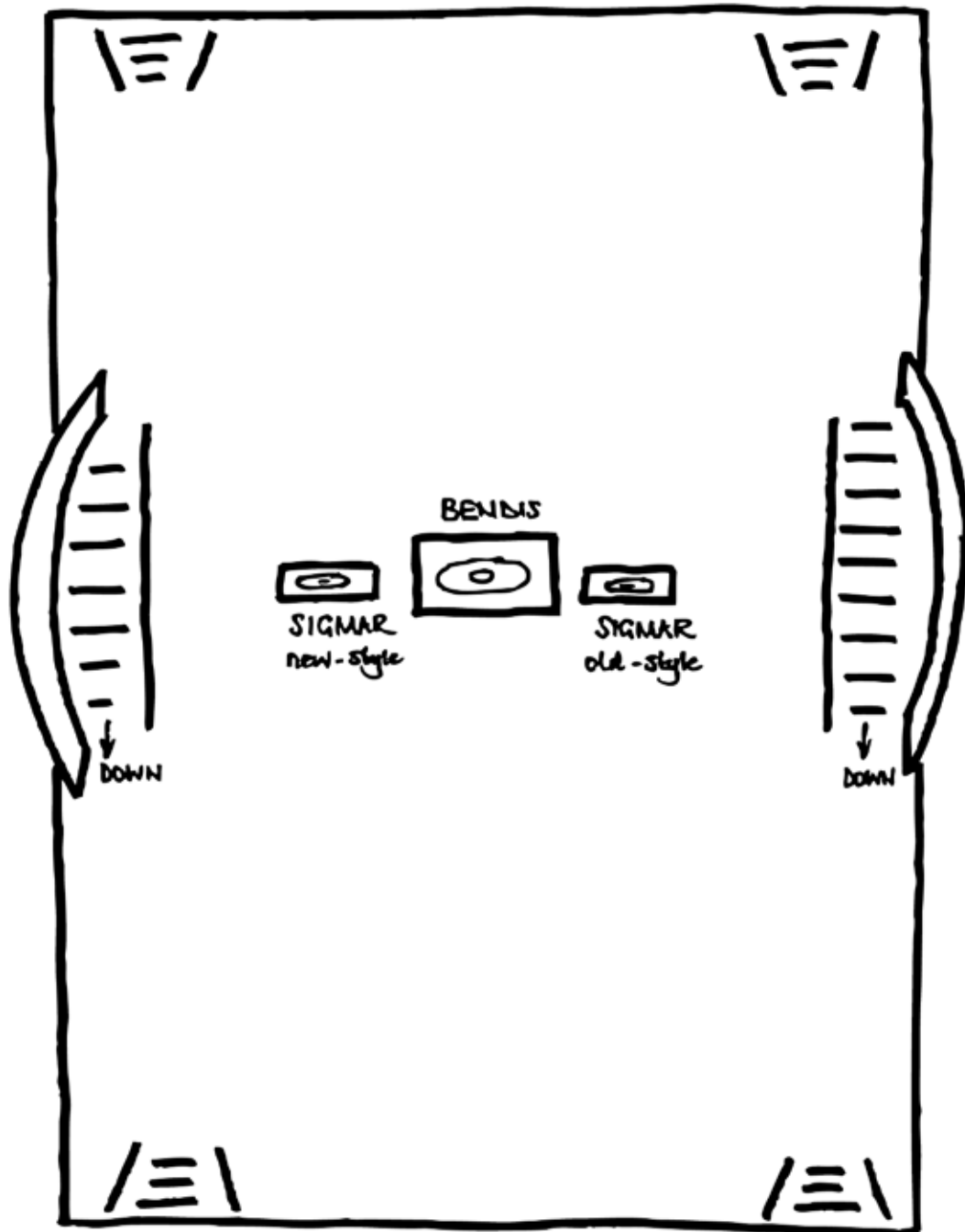
1. Should the PCs adopt the sensible manoeuvre of retreat and attempt to break down the door that seals them in, the monsters will attack immediately in strength up the stairs and through the upper vent. Additionally, the ethereal dead will attack directly those attempting to open the door by moving through walls into their midst. The primary advantage for the PCs is the limited room on the stairs for the monsters to use their numbers; the main problem is that the ethereal undead will act in concert to disable the PCs – and might prove too much to handle.
2. PCs determined to progress into the complex will be met initially on the second level in prepared ambush. The human crossbowmen will hide in the balconies with hooded lanterns, whilst ghouls and carrion crawlers will await in the rooms. Once the PCs descend, the ambush will be sprung. Sitalkes will watch the progress of the battle from the sidelines, prepared to make his escape. However, he will summon a skeletal hero and guards to act as his bodyguard and/ or shock troops. PCs might elect to fight into one of the rooms, and hold this defensive position or retreat up the stairs and hold the top of the stairwell. However, ghouls will rush up the second set of stairs too in an attempt to outflank the party. Also, as the PCs progress into the ziggurat, carrion crawlers and ghouls waiting in the vents will drop out of the vents and follow the PCs slowly, keeping their distance with the aim of cutting off a retreat. Whilst this might seem deadly, a determined attack by the PCs for a few rounds will quickly rout the rabble to the third level, allowing them time to recover and prepare for the next phase.
3. The third level defence is based purely on movement, and the ghouls and humans will seek to defend the doors of the first room, thence flee and seek to use the maze of rooms and passageways to constantly attack from the rear. The final defence of the inner chamber will have seen Sitalkes depart and the ethereal dead make a last

stand with their ghouls. However, equally many of these and all the humans will choose to flee and take their chances above ground via the vents.

Communication and the co-ordination of the defence against the PCs are facilitated by a primitive code developed by the ghouls to counter such an attack. It works by tapping on the walls of the ziggurat with a stone, and the acoustics of the place transmit the message downwards and to the rest of the underground.

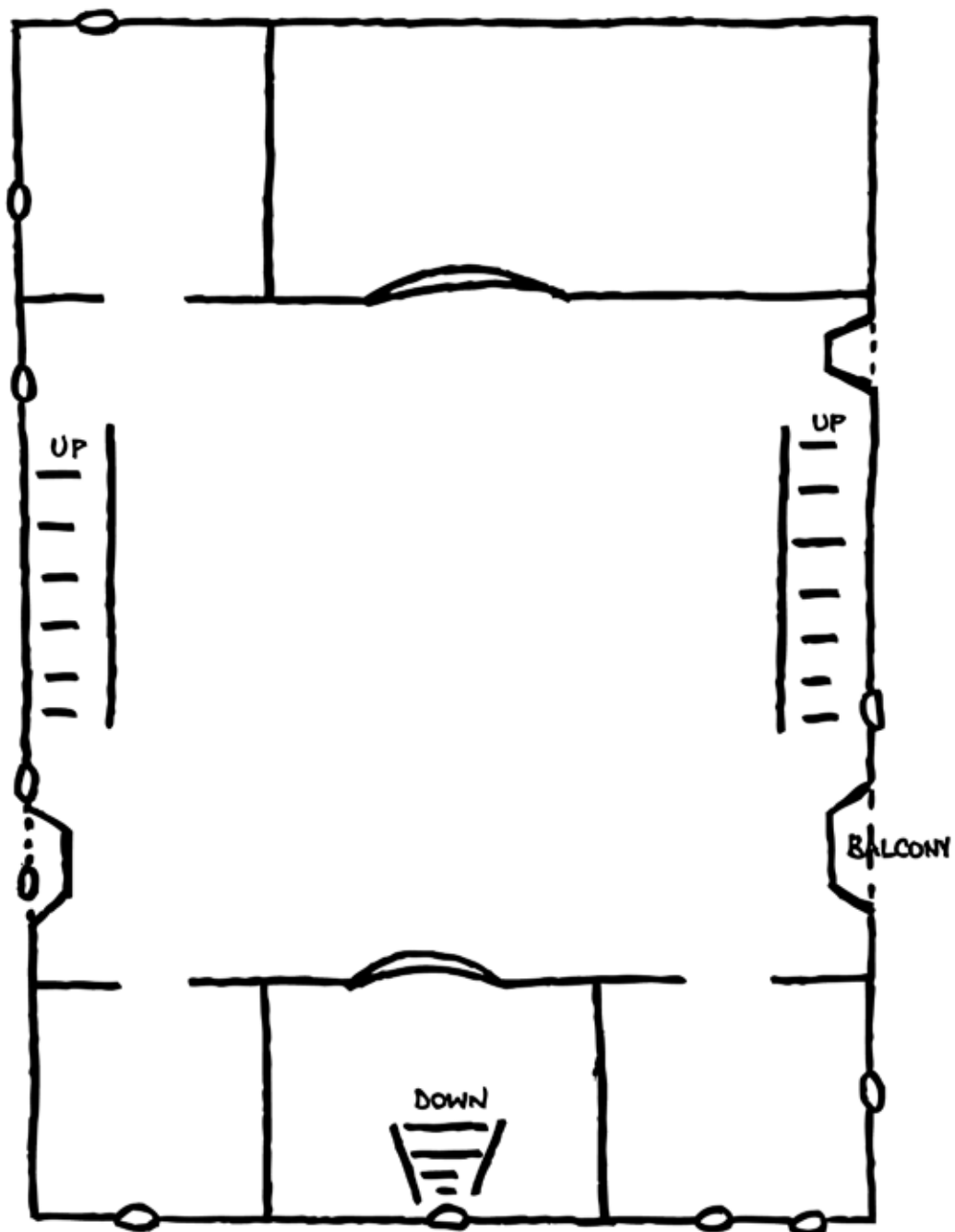
I always favour weighting dungeons to personal needs and tastes. I enjoy using figures in these situations and creating an apparent horde for PCs to fight. However, these hordes are usually weak and ill-motivated, which generates a tense game as the PCs know that time is on their side, and they only have to break their enemies and not actually kill them all. I ran this with 30 ghouls, 10 carrion crawlers, 12 humans, two wraiths and a wight. Sitalkes also utilised magic for a skeletal major hero, the dozen well armed skeleton 'guard' and some additional make-weight summonings. With a ghoul and two crawlers blocking off each exit, this created what appeared to be a mass battle of some 40-50 monsters, initially causing the players to almost give up and then immediately to move into the best defensive area that they could and fight for their lives. Both humans and ghouls soon gave up lining up to be next in line for the mincer, as the low monster WS characteristic meant that in 1:1 combats they were severely outclassed. In fact, the PCs only really had to fight through a small number of ghouls to get to a room in which they set themselves up and then destroy the skeletons for their opponents to decide that they had had enough. Sitalkes and the wight determined to fight on the third level and make use of the passages; more accurately, Sitalkes decided that this battle was lost and was interested in saving himself for the continuation of the war.

This first level is reached by one of four stairways, leading down in a circular pattern. Periodically, the stairwell is broken by holes, approximately 5' in diameter, at above head height. These offer ventilation and access for the crawlers and connect with a vast maze of such passages under the entire city.



The statues are blood-soaked. One shows Sigmar in traditional ‘barbarian’ guise, whilst the second represents him dressed in modern clothing. The central statue is of Bendis in traditional Hill Men garb.

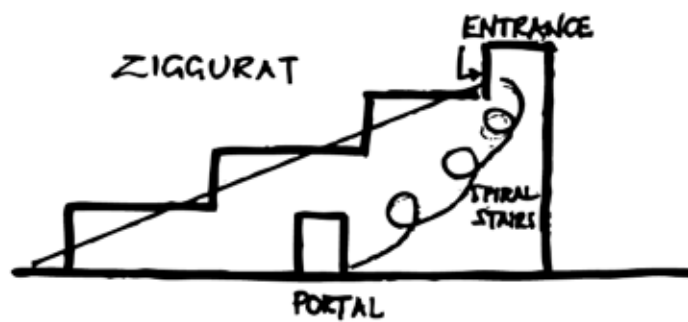
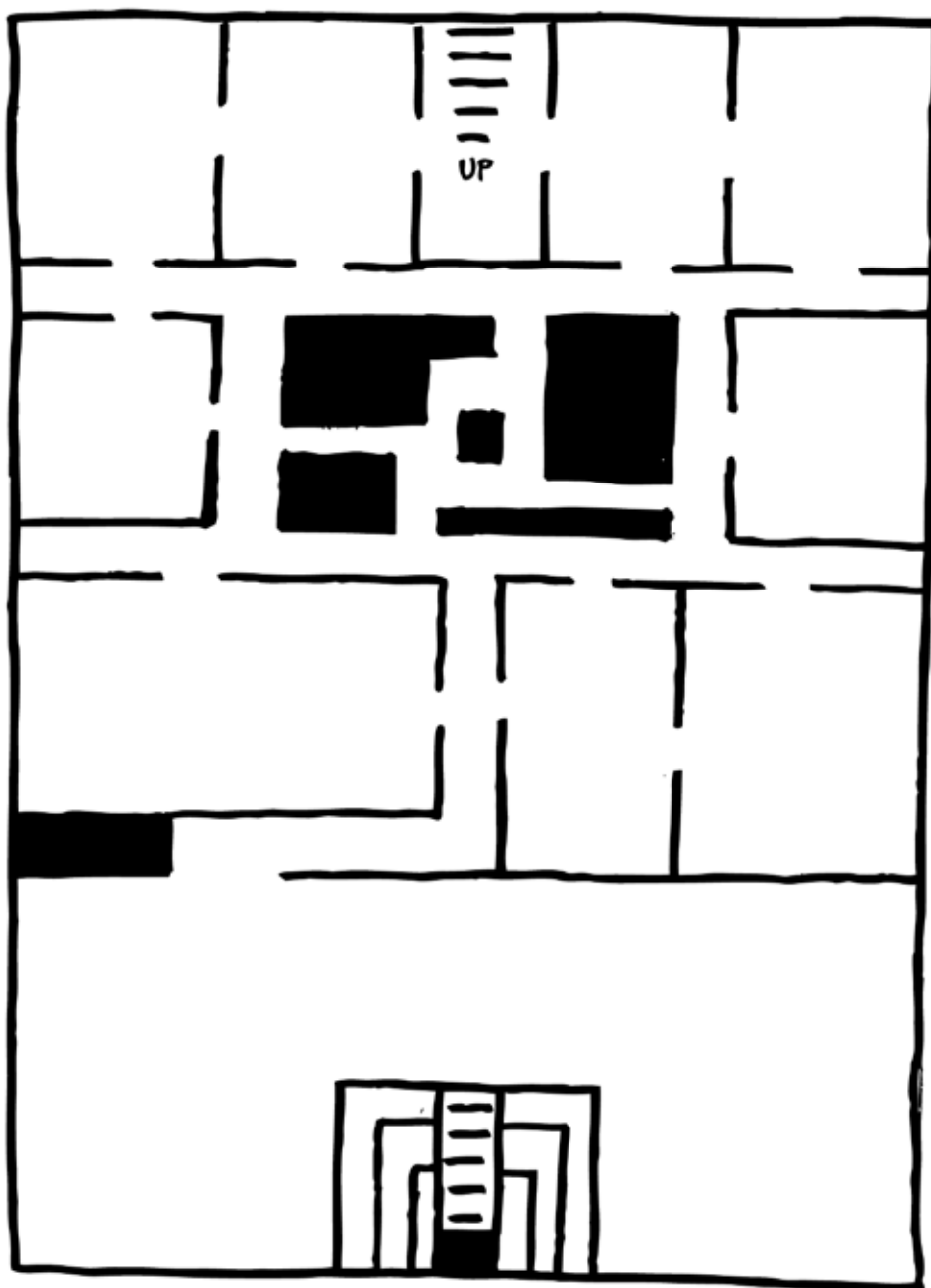
This was once a large meeting hall and hub of the complex, but for our purposes plays out nicely as a large fight. The PCs will initially be overawed by the mass of forces against them, but they are not well organised or competent.



4-6' DIAMETER
HOLES, VARIOUS
HEIGHTS. THESE
TUNNELS INFEST
COMPLEX AND PRESLEY

Ghoul

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



4	25	0	3	4	5	30	2	43	6	18	43	43	–

Special Rules: **Venomous Hits** (WFRP, p248-9)

Possessions: Trinket (cheap, oZo) [25%]

Carrion Crawler

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	–	5	4	10	30	3	–	14*	14	14	14	–

Special Rules: **Venomous Hits** (WFRP, p248-9)

The carrion crawler is a giant insect, some 10' long and about 4' high at its body. However, its body is segmented into approximately 1' sections, each with a pair of legs and each capable of independent movement, allowing the crawler to move up walls, on ceilings and even to raise its front. It has a rounded head with a number of mandibles surrounding its mouth. These wave around and are its primary method of attack. In game-play it can only paralyse its target with secretions from these mandibles; it then takes its prey to its lair for feeding at leisure or deposit its eggs. For this reason, the crawler has proven a useful ally of the ghouls as it is able to paralyse food for them too. These crawlers are domesticated by the ghouls and will attack to their command. Some are even kept on long leather leashes. They will test against their handler's **Leadership** if appropriate.

oZo Men

Outlaw

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	42	3	3	7	36	2	29	24	23	48	25	22

Skills: Disarm, Dodge Blow, Scale Sheer Surface, Secret Language – Battle Tongue, Set Trap, Spot Trap

Possessions: Crossbow with 10 quarrels (some), Lantern (hooded), Leather Jack [0/1 AP body/ arms]; Shield (most unrimmed), Sword, Trinket (cheap, oZo); D6 grivna

Description: These men are clearly not Kislevans, but have the appearance of southerners (Caucasians).

Vasily Chelm

Racketeer, ex-Watchman

M	WS	BS	S	T	W	I	A	Dex		Int	Cl	WP	Fel
4	55	55	4	4	10	42	2	43	45	24	46	25	35

Skills: Dodge Blow, Specialist Weapons – Fist Weapon, Street Fighter, Strike Mighty Blow, Strike to Stun

Possessions: Crossbow with 10 quarrels (some), Helmet, Jewellery (gold ring with Chelm family crest 25GCs; gold necklace with oZo); Shield, Sleeved Mail Shirt, Sword

Wraith

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	0	3	4	11	30	2	–	18	18	18	18	–

Special Rules: Cause Fear
Drains Strength

Wight

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

4	33	0	6	4	17	30	1	18	18	18	18	18	

Magic Points: 8

Special Rules: Cause Fear
Drains Strength

Skeleton

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

Special Rules: Cause Infected Wounds (35% chance; WFRP, p83)

Possessions: Guard wear ‘new’ mail shirt and leather sleeves [01/ AP arms), shield and have sword, all scavenged from the recent battlefields or individual victims. Should the ‘piles’ be animated, these simply use improvised weapons.

Skeleton Major Hero

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	47	4	4	13	50	3	28	28	28	28	28	–

Special Rules: Cause Infected Wounds (35% chance; WFRP, p83)

Possessions: Scale armour, gilded with gold and semi-precious stones, Sword (curved blade; machaira)

The machaira (whose name is Arph, used to call upon its powers) is a curved bladed sword and very unusual to traditional Old World weapons, as the cutting blade is on the inner of the curved surfaces. For this reason, PCs will have to take an advance in the machaira as a specialist weapon. However, the advantages of doing so to use this weapon are relatively clear. The machaira is enchanted to inflict +1 to all damage done by it and has the following abilities:

Danger Sense

Dark Sight

Petty Animal Healing

Petty Beastfriend

Petty Healing

Sharp Eyes

All operate as the relevant spells and use the sword’s own magical storage reservoir, a gem in its hilt. It currently has 20 MPs.

Ziggurat

The small half-ziggurat abuts the wall and on the upper level is a carved doorway. It appears to be of a bearded man wearing a one-piece hide cap, rising to a high peak with neck and cheek flaps. His face is tattooed with a swirling pattern. Those with skill in stone will note traces of an earlier work over which this has been carved, but only those with the Art skill and succeed in a successful test will be able to detect that the earlier character had a more cylindrical helmet and wore ringlets in the beard. The dwarf rune Thindrongul (secret vault) is carved above the head, flanked by the Thagi rune (traitor) and Vengryn rune (vengeance).

A Guardian Spirit protects the doorway to a radius of 40'. This distance is the exact distance to the first tier and so the spirit will attack the first person to step onto the ziggurat. Note that it is invisible and it will simply appear that the attacked character staggers and holds his head, as if in pain.

Guardian Spirit

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	0	0	0	3	17	40		0	40	18	18	48	0

Special Rules: Invisible
Spirit Combat

The doorway reveals steps leading down into the darkness. Two characteristics are apparent to the observant: the steps are not designed for humans, but smaller-legged creatures (in fact, dwarfs) by their size. As the PCs descend, they are travelling below the level of the floor of the room in which they left. The stairs open out into a small dark room, bare except for two features.

On the wall is carved another star chart, again with three 'extra' stars that will release the doors when pushed in to a pattern described on an accompanying plan. This shows the locations of four entrances to these levels, plus also a map of the service tunnels.

A circular stone step rises some 6" from the floor and leads to an arch carved into the solid wall. The step is carved into a zoomorphic pattern, whilst the arch itself is carved with dwarf runes. The pattern on the step serves no obvious purpose but detects as being magic.

This is in fact a teleportal device, although it will not work for the PCs at this time as they do not have a ring to operate the magic. The dwarf runes, however, offer evidence of the nature of the trigger mechanism. There are two themes intertwined around the arch. These are:

Drek (Far)
Drin (highway)
Gorak (magical)

Got (travel)
Gromdal (artefact)
Izril (jewel)
Rhun (rune, word, power)

If PCs do not have the appropriate skills, then Professor Diliberto has and will be happy to expound upon the runes in great detail – subject to PC dwarfs being elsewhere.

What is ‘oZo’?

The answer to this question is dependent upon whom the PCs ask. To most Kislevans, Ozo is usually an abbreviation for Diiozo, a local spirit of the mountains. He is seen as very fickle, sometimes defending Kislev from its enemies and sometimes aiding them (without apparent cause). To the Colonies, he is even more feared (and despised) as he controls their lifeline. Ordinary Kislevans presume that Diiozo is worship by the Hill Men tribes and they sometimes refer to them as the Wildmen of Diiozo (Divji moz in Slavic).

To Marienburgers with skills appropriate to their own (political) history – which includes the relevant WheatCEF personnel – oZo is the name of a major political group within Marienburg prior to the independence of the city. It retains some current use amongst a few more hot-headed individuals who wish to develop a pan-Marienburg confederation within The Empire (and elsewhere). They cannot offer any suggestion as to its relevance within the Colonies. However, should the PCs be on reasonable terms with Aer Dressair, he can suggest that certain groups within the two Marienburg-leased Colonies have been making some political moves towards a more permanent arrangement with their ‘home’ city. This might make a connection with oZo, although it does not explain its presence within this Colony.

Bringing this to the attention of the Hunedoaran rulers will bring a slightly different response. Within all the Colonies, a pan-independence movement had been growing for some time. This was clearly most developed amongst the non-Kislevan immigrants who had no ties to Kislev in the first place. However, in recent years, the movement grew even amongst Kislevans, largely due to the inadequate support granted the Colonies by the Tsar’s advisers and bureaucrats (it is important to note that the Tsar himself is perceived as guiltless in this). As they became more organised, the group coalesced into a single movement that named itself oZo. The origins of the group are amongst the ‘Imperialists’, particularly those within Marienburg (this is, of course, an honest misrepresentation since Marienburgers – the true cause – are not Imperialists themselves) who wished for independence almost from the first “and were nothing but trouble”.

None of these groups can offer any detail on the movement, its formation, its leaders or what its links with the liche might be. Of course, to the Kislevans this is evidence of

the unholy nature of the movement and reinforces their desire to crush it and restore the United Commonwealth to the Tsar as a united group.

The known leaders were Thomas Rokewood, Heinrich Winter, Beatrijs Aarden, Vasily Chelm and Krijn Keanes. Enquiries concerning these individuals will likely be referred to the current acting Captain of the City Militia, Tomas Nibbet, whose force now acts as both civilian police and military defence. He will be far from helpful. Asking around, perhaps with some 'encouragement', can obtain the italicised information. *Nibbet is a member of the Order of the Exaltation of the Teardrop.*

Thomas Rokewood committed suicide. He shot himself with his crossbow. *Rokewood had three bolts in his body when found.*

Heinrich Winter committed suicide. He shot himself with his crossbow. *Winter had two bolts in his head when found.*

Beatrijs Aarden was expelled from Hunedoara in 2509 for preaching sedition against the Tsar and his rule in the Colonies.

Vasily Chelm has disappeared. When did you last see your father?

Krijn Keanes committed suicide. He stabbed himself with his own sword. *Keanes had three sword cuts in his chest and one in his back.*

Tin

Veliki Knez (Grand Prince) Janusz Obichowa was Stannary Warden, representing the powerful interests of the tanners. However, he was not popular with the tanners, who

viewed his taxation on tin as an abuse of power. Effectively he had raised taxation on tin as the only product that he could control and (to be fair) as the only product that could withstand the charge due to its high demand to the west. Rumours implied that he was skimming for his own personal income too.

At the time the tanners were demanding that a tanner be elected as Warden. Effectively, there were three competing, candidates. Alexander Popov was popular in the east and was theoretically the biggest tanner in the north. He employed large numbers of men in traditional workings along the many small streams and rivers to the east. His primary opponent was Anton Galvan, whose family is originally from Estalia but who is third generation Kislevan. His workings are smaller than Popov's, and he is known to have had a number of offers to purchase workings rejected. He has succeeded in buying out some smaller businesses. Both of these are based at Vutka. However, a newer rival, Arenski Okram, was increasingly more powerful for he was adopting newer mining methods in the mountains to the west with very effective results. However, Okram was very unpopular with the Hunedoaran elite as he was demanding greater independence and recognition for the economically powerful but politically weak tanners. He also aped the nobility, such as his interest in hawking. His demands included formation of a guild, direct representation with the Prince, tax rebates, monopoly protection, the creation of his own independent Worlds Edge Mountain Tin Company and direct trade with Kislev.

Mezyk Seerak is currently acting as Stannary Warden, primarily as he is deemed politically strong to the immediate needs of the province. This has not placated the tanners, who required Alexander Popov to be elected. The death of Okram has unified the tanners – mostly – behind their man. Seerak is known as the 'Tin-pot Smith'.

Serious disruption has occurred within the tanning operations of Hunedoara. Okram was slain and his mines overrun at the start of the war and with the loss of the Pass, all export has ceased and thus the price has collapsed.

With the loss of the west, war and the many outlaws and armed raiders of the last two years no noticeable trend had been noticed. However, despite the relative security of the east and the generally improved situation throughout the region, sabotage of equipment has continued. When the overseer of one of Popov's workings was found dead an investigation (of sorts) did take place, but found nothing. It is generally assumed that this activity is the result of the breakdown of central control and either Marauder raiders or certain princes within Vlachistan or Petznak seeking to take advantage of the current situation. However, reports have now reached Preslav that Alexander Popov has been found dead and a serious investigation by experienced professionals is needed. If this is the work of Marauders, Petznak or Vlachistan rebels, then the culprits need to be dealt with in order to dissuade others. If this is an internal problem, it must be resolved so as not to upset tin production. This will be the PCs brief.

Alexander Popov was the leading tin miner with a large number of workings and workers. However, this meant that he was also hardest hit by the current downturn in tin prices. He was also under pressure from Anton Galvan who was expanding his own workings. Alexander was touring his digs, but did not return for his expected evening meal. When his horse was found by a group of locals a search was organised. The body

was found, stabbed, stripped of cloak and boots and robbed of his money pouch and fine sword. He had been dead a few hours, but no one with requisite skills was available to be more precise. This leads the time of death rather vague between his last visit of the day and the discovery of the body. Equally, no tracks were found – but no one with particular skill looked. No trail can be found at this late date. It is unclear exactly where Alexander was heading, but there are four old workings in the region that *might* have been his target. Two are long disused, though. At one of these will be found the Emi.

One key question that investigators will be keen to discover is who inherits Alexander Popov's business and other interests? Popov has a legal will lodged with Brother Petre, a travelling priest to Verena. Unlike the local Verenan, he is on reasonable terms with the authorities as he is essentially a pragmatist and businessman, more interested in selling the law than arguing philosophical tracts; that said, he is honest and upright. Petre is currently in Preslav, having just recently returned from Vutka. Brother Petre had agreed to visit Alexander next week, but had to rearrange his plans due to some dealings caused by the military advances in the north that he had been instructed to attend to. Therefore, he agreed to visit Alexander this week, at short notice. In fact, only his wife knew of the visit. He will refuse to discuss his dealings, but will admit to having amended Alexander's will.

Markus Popov is the brother of Alexander. He is based in Preslav and dealt with the secondary smelting and shipment to the west. He has been badly hit by the loss of trade, since his money was made in the shipment and smelting. He is left only with smelting for local use and with what he can skim off the second smelt and taxation. He acts as agent for other tinnerns too, and is unpopular with them for his dishonesty. Unfortunately, the alternative merchants are smaller and can only offer a pay-when-paid arrangement. Markus also rips off his brother. He is unsure whether Ivan Sagun was sent here to keep him away from his mother (newly married to Alexander) or to uncover Markus' theft. He was also on a tour of the workings in the region of Vutka when the calamity happened, and did not hear about it until his return. He had seen his brother the day before when he had presented him with a new sword, made to special order. It was inscribed with the words "sic itur ad astra", a Svarog litany, and had a hilt carved into tools twisted around as a sign of the god. Whilst Alexander was not a devout follower, he followed the entire pantheon – particularly any craft deity that might favour his enterprise! He 'knows' that his brother had left him the business in his will; what else would he do?! *Careful investigation of Markus' claims and interviewing the various workings that he visited will not provide a guaranteed alibi. Had he known where his brother would be, he could have killed him in the available time.*

Ivan Sagun is the stepson of Alexander Popov (being the son of his new wife, Anya) and manages Markus' work. His mother re-married to Alexander Popov. He liked his step-father who honoured his mother and gave him this important post. He is honest and suspects Markus of dishonesty, but can neither prove it nor is sure if he even should tell his stepfather. However, he wonders now if Markus is involved in the murder, as he knows Markus feared losing the firm should Markus leave his property to his new wife. Provided the PCs appear fair and approachable, he will readily reveal his concerns to them. Ivan was in Preslav on the day of the murder, variously around the works. In order to maintain a degree of suspicion, everyone at the factory will confirm this, although if specifically asked to confirm that they had personally seen him then they will be unsure.

They simply 'know' he was there and cannot really differentiate one day's business from another.

Anton Galvan becomes the leading tinner on the death of Popov and rumour suggests that the younger man was dallying with Anya Popov. He had attempted to buy a number of Popov's workings (including the Vutka one) but been rejected. He had purchased some holdings after the war and was catching on Popov in terms of size, but many of these workings were marginal or needed substantial repair from months of neglect or war damage. However, he was certainly taking advantage of the collapse in tin prices to buy out smaller producers, and at a greater rate than Alexander Popov. No one knows where either was getting their money from. Galvan is known as the 'Tin-man'.

Georgi Georgivich was overman of the Vutka workings and was found dead one morning. He was popular and fair. The official verdict was that chaos invaders had killed him, since a beastman and Chaos Marauders had been seen in the region. Note that this was actually Caraend-Bereth and his people.

Ekaterina Etluk is the new overman of the Votka workings. She does not particularly want the job and certainly had no (obvious) motive for killing Georgi. She has seen Antonella Prokhorovka dressed as a Dolgan with other Dolgans, and will inform an outside party in secret.

Nikolai Petrevich is Anton Galvan's second-in-command. He knows little of the affair, but is in possession of Alexander's sword. He bought it off a Dolgan (named Vishtal), who he was meeting secretly on behalf of Anton and claimed to have traded for it with Mikhael Meecha. Nikolai has no knowledge of the sword's true owner as only his wife and household had seen it since he was given it the day before his death. He does know of Galvan's dealings with the renegade Marauders (see below) and will trade this information to save his life. He knows (roughly) where they are camped and will even take the PCs there. They occasionally visit the workings at Vistul to trade and sell 'goods'. The locals are willing to turn a blind eye to the origins of these goods, provided that they personally are left alone and they can make a few coins themselves. Nikolai knows nothing of Galvan's illicit trade with the Petznaks, but if pushed (and threatening to hang him for murder certainly counts) he knows that Oleg Kalach operating a number of workings to the furthest east around Kark is used by Galvan to engage in some of his 'dirty' work.

Grigore Nicolau was Alexander's second-in-command and fiercely loyal. He dislikes Anya, who he sees as taking advantage of Alexander's vanity. Alexander told Grigore of Anya's pregnancy, as he was very proud. Grigore is also a childhood friend of Nikolai Petrevich and the two have attempted to keep animosity between the two factions to a minimum on a practical level. He had travelled out with Alexander on the day of his death (with two others as escort) but they had been dismissed early afternoon, as Alexander had said that he had some "private business" to transact. Grigore suspects that tin was being sold to a third party due to some recent works management and logistics decisions, but knows nothing for definite. He is also suspicious of Galvan, though this is quite natural given his affiliation, since the attacks on Galvan's workings have generally been of less severity and have been minimal recently.

Anya Popov is a new wife for Alexander, much younger than he was. She is grasping and scheming, having married Alexander for his money and social position. She had indeed made him his will in her favour, as she informed him that she was pregnant. She is not, but was hoping to become so before Alexander discovered the truth (possibly by Anton Galvan). Her previous husband was Eduard Suzdak a merchant in Preslav and who died some 18 months ago from natural causes. Anya (and her sister) were originally from Turov. Her maiden name is Prokhorovka.

Zvetlana Isenchnko is Anya's maid and companion. She knows of the affair between Anya and Galvan, and that Anya is not pregnant. In fact, she was unaware that Anya had stated that she was, though if told she will recall that Alexander had intimated something to the effect in a conversation just before his death. At the time, Zvetlana had not understood what he was talking about. She still does not really, as Anya is not pregnant.

Antonella Prokhorovka is Anya's sister. She appeared two days before the death, but is now allegedly here to offer sisterly support. At the same time, she will push her family interests in the Popov estate through her sister. At the same time, it will be fairly evident that the two dislike each other. Antonella sees Anya for what she is; Anya sees Antonella as simply 'strange'. Antonella arrived just before the murder, having come with her husband. Further details of Antonella are found in the third nomad group description below. She is a Gospodar and will refute any suggestion that she is a Dolgan; even her sister does not know of her marriage. Antonella is also a Njevskist and working to strengthen the Colonies in whatever way she can. Caraend-Bereth is a dependable enemy of Chaos. She is obviously not the simple maid that she pretends to be as any form of investigation would uncover – she can fight, is battle scarred under her 'modest' attire and hidden in her chest is worn riding clothing and weaponry. Note that Prokhorovka is her maiden name and not really her actual name anymore.

Natascha Vladescu is an engineer, and the only person professionally qualified to open new operations. She hates Galvan, who has frequently ordered his men to carry out the engineering work need to repair old workings or create new ones without authorisation. The sluices and other workings necessary for tin production can indeed be complex, but Galvan regards Natascha as slow and expensive and unnecessary in many cases. Natascha blames Galvan for many of the recent accidents (with some justification) since others have copied him and many of the supposed instances of sabotage are simply the result of poor quality engineering.

Mikhael Meecha is an itinerant druid. He travels the region preaching on various issues, mostly linked to the damage done to the environment by the tin production. He is known to have damaged equipment and even attacked tanners, but has not actually slain anyone. No one knows where he lives or even if he has a single home. He discovered Alexander's body and regards it as a fitting end to the man. He took his cloak, boots and money, since they were of more use to him. He wears the clothing and still has some 15GCs stamped in Stannary coin in Alexander's purse. He paid little interest to the body, but did note that there were horse tacks around, that they had been ridden hard (probably multiple ones chasing a first) and that the body had been stabbed in both back and side, laterally (as if from horseback) and that a third stab had been in the front chest.

Olaf Vishnevski and Skarde Newky are the local nobility. Both were known to dislike the rule of the Grand Prince as Warden and to covet it for themselves. At the same time, they were very lukewarm to the tinnerns moves against the Prince since they disliked the notion of a populist movement against a noble, albeit one they opposed, and realised that neither would be likely to obtain the post in this manner. At the same time, both appeared to be supportive of the tinnerns in order to maintain some level of popularity. Skarde Newky currently runs the new Stannary Prison, since it has been built within his own fortified manor house for security reasons – and to tie his support to the new Warden. He is leader of the political grouping ‘Kislev United’ that are believed to be a fundamentalist group involved with the various pogroms and developing very narrow ‘Kislevan’ interests.

Dolgan raiders are known to be in the region and occasionally attack the tinnerns. However, there is no apparent reason for them to kill Georgi Georgivich. There are in fact four groups of nomads in the region. Finding any particular group will necessitate an expedition into the wilds and should be played out to the GM’s own needs. Different tribes than the one sought can offer additional clues as well as the location of those being looked for.

The Emi were badly mauled during the invasion from the north, since they attempted to honour their pledge and defend the Wheatlands. Worse, their reward was to be treated as pariah by the easterners, petrified of all nomads. They have thus taken up localised banditry. They can be persuaded back into semi-loyalty by careful persuasion and the acknowledgement (and rectification) of the wrongs done to them. They also know where Meecha can be found, and have seen him in expensive new cloak. They also know of the other groups and that at least one deals with the tinnerns.

The second group is a renegade assortment of Petznak Iaxamatae and Alanoi, who decided to join in the raiding of the Chaos Marauders and have yet to go home. Their leader is Zinafer. They were responsible for killing Alexander. They have been accepting pay-offs from Galvan to leave his sites alone and attack those of Alexander Popov. Unfortunately, Alexander happened to run across Anton in a meeting with Zinafer and was slain by the Marauder chief after a chase. Galvan told Zinafer to leave the man where he was, but the latter took the sword and gifted it to one of his men (who then sold it as being too cumbersome for horse fighting).

The third are Dolgans (with a few Ungols) from Inner Vlachistan. They are here simply to purchase tin, and have been trading secretly with Alexander Popov to avoid official taxation and censure (official policy attempts to limit export of ‘metals’ and other ‘military hardware’ to the north). Their leader is Caraend-Bereth, a centaur. The centaur met with Alexander in secret on the day of his death, and the two departed leaving Alexander with about one hour to make the 45 minute journey to his home in time for the meal that he ultimately missed. The husband of Antonella Prokhorovka, Magyarken, is a member of this group. He knew of Alexander via his wife and thus the group arranged a secret meeting and the deal.

The final group is an assortment of renegades, mostly hobgoblins from the Hegemony and some Khorne Marauders from the far north unable to resist the lure of further bloodshed. However, to date, they have been singularly unsuccessful and have been limited to fights with the other three nomad groups. Their sole purpose here is to act as

a group of ‘bogeymen’ and the obvious culprits upon which blame can be placed, either by confused PCs or a devious plot to arrange favours and political blackmail. They were, however, responsible for killing Georgi Georgivich, and were chased off by the Vlachistan Dolgans.

Oleg Kalach is a brute of a man, interested only in himself and his own. Whilst he works for Galvan, he is technically independent. This will allow Galvan to deny any knowledge of the fact that tin from Kark is being sold to the south (the Marienburg-leased colonies) and the east (Petznak), whilst he makes the sizeable part of the profit. Oleg is simply a bully. Should things go awry, Galvan will send word for him to flee into the east (for a time). If Oleg is caught, he will readily talk – but Galvan has been careful to cover himself. All the money to Galvan has been for ‘technical support’, equipment and the like. It stinks and will harm Galvan’s reputation but charges cannot actually be made to stick. However, Galvan will be quite prepared to make a deal to avoid the unpleasantness. To further complicate matters, Oleg has another use for his tin and is also an illegal coiner – a fact unknown to Anton. Should the PCs fully investigate, there is a fair chance that they will find his coining headquarters. The irony of convicting Anton Galvan of a crime that he actually did not commit is perfect **WFRP!**

The exact train of events will depend very much upon the PCs’ actions. At some stage, the will should be read to the assembled parties, allowing contact to be made with anyone not yet met. At the same time, suspicion can be placed upon Markus who will be most decidedly unhappy when he hears that Anya – and ‘Alexander’s child – is to receive the business. Anya will, of course, have to get busy quickly!

Alexander Popov was in fact trading tin to the Dolgans, since he simply could not survive without additional income. Anton Galvan has been dealing with an assortment of buyers from the south and east through his agent Oleg Kalach. Anton has also been paying Zinafer’s Marauders ‘protection’ money. Export of tin within the Colonies is prohibited due to the current political situation; many of the supposed confederates are actually at war with Hunedoara. Export to the Marauders or Hegemony has always been prohibited, and is treasonous. At this time, all export is technically treason.

Proving what happened to a definitive and just outcome is far from easy. Anton Galvan is unlikely to be tried on sketchy evidence; far more likely the PCs’ findings will be used against him by Mezyk Seerak to support his own position and force Galvan not only to withdraw but give him support. Use Seerak as a ploy to have the PCs constantly state and shift their evidence. There is no need for a definitive solution. Provided the PCs interrogate relevant witnesses and build up a plausible line of argument, this is quite adequate. This is the way of the Old World, and is doubly true in the frontiers of the Wheatland Colonies. Seerak can prove a useful friend if he is presented with enough to blackmail Galvan. Galvan will play things calmly, but he *has* committed treason – and this is a deep worry ultimately. He might be set up as an example or to improve Seerak’s position. If the PCs could convince Seerak, he would be willing to do this to enforce his own position – but he would have to be sure of success. The easier option is simply to accept Galvan’s money and support and let him off. The Emi will also prove willing to help chase off the Marauders, making them locally far more welcome and earning gratitude to any PCs involved too.

Tin

In the east tin is obtained from river beds and banks in the form of an alluvial ore taken from gravel through a series of sluices in a quite complex ore washing system. The tin ore is then carried to a bowing-house where it is weighed (and taxed) and given its first smelting. From here the ore is transported to Preslav where it is smelted again to improve purity (and subjected to a second tax) and then packed for shipping west to Praag and then by river to various destinations.

Rebel Town

Turov has refused to recognise the Defence Council and although it has not formally seceded, it has effectively done so. The town is predominantly a border fortification

guarding against the Wayfoot mountain giants (and others) and, of course, the northern Marauders. Due to its location, it is partially built of stone and is arguably the strongest Commonwealth bastion. It trades primarily in lumber and assorted mined materials. Hunedoara must regain control the town if it is to regain its integrity. In reality, this is not as difficult as it might appear. In reality, its leader Knez Petrov Nakhimoff simply wants greater recognition internally and his town to be granted prisgorod status. This has a number of domestic implications but nothing that the Council will not agree to.

The Veche realise the need for neutral and impartial negotiators to initiate the first contact and hopefully the PCs will have proved themselves worthy. Their initial job will be to arrive incognito as apparent representatives of certain merchant interests to find out what is happening in the town. Assuming all goes well, they can then formalise their visit under the pretext of offering the fraternal greetings of the Veche. They can then request to receive the Prince's demands and negotiate upon the fundamental principles of confederation, that Turov cannot be allowed its independence and that Nakhimoff must abide by his sworn obligations to the Tsar. Whilst none of this will prove difficult, the PCs should be made to think otherwise – simple enough since Nakhimoff has apparently gone mad, although the Veche have only the vaguest reports and will be careful how they brief the PCs. They will be sent with Ivan Arbuzov, an Ulrican priest, who will act as the Veche's negotiator should the PCs make successful initial contact with the Principality. However, until then, he will appear as a junior member of their party and independent of the Veche. Appropriate equipment can be loaned to the part if necessary.

Chancellor Yustina Zavoika has always been a steady influence in the Principality and a committed supporter of the Union. The Veche have heard nothing from her since the invasion, their pigeon messages have been unanswered and official messengers turned away with demands for independence, coupled with very odd requests including awarding the town a monopoly over purple dye, the rights to arrange a party for 2599 and launching a Commonwealth navy through the building of what the design referred to. as a. corvette (to be painted red). A spy sent to the town reported that the Prince appeared to have gone mad, unsubstantiated, but of a generally prosperous town that survived the invasion intact. It seems that his mother has recently died. She had been regent for him since the death of his father (when he was 6 months old) until he was 16. He is now 3 5. His father was slain when on campaign against Chaos Marauder invaders.

Nakhimoff is now to be known as *The Artist*, formally a prince.

His work is on show and must be accorded the greatest respect. Unless one were to fumble one's Art skill, it is appalling.

Statues and pictures of the Prince are to be found everywhere. Like all good dictators, the Prince beams upon his subjects in many poses, styles and modes of dress: Nakhimoff the military leader, Nakhimoff the friendly uncle, Nakhimoff the proud father, Nakhimoff the dutiful son, Nakhimoff the worker etc.

The calendar has been re-organised into four-day weeks, consisting of the days Vsevolod, Bendis, Sigmar-is-shit and Euphema.

His mother Euphema has been declared a goddess and a temple devoted to her.

No details on these are known to the Veche and most of the above is from their spy and merchants. Unknown to them, Prince Nakhimoff declared that all women must be naked in the presence of His Highness. His Chancellor refused to do this for which she was imprisoned. This issue might cause PCs some concern. If any women PCs refuse – or there are no women PCs – then at least one male PC must strip naked. This will be explained before the group is permitted into ‘The Artists’s’ presence. Therein in actuality a half sensible reason for this, as the prince is concerned about mutants. Of course, the fact that only women undergo this ritual is less understandable. An advantage for those willing to play along is that they will then be expected to join the Prince’s Maiden Guard, his bodyguard of naked women. Efficient soldiers, they are bored and incensed at their treatment. Remember this is Warhammer FRP. These are ordinary women, mostly experienced combat veterans. They will be very friendly to anyone else forced to join them and offer them hospitality after the audience. In private their leader, Anna Tverdislav, will admit that she is more than willing to permanently put an end to Nakhimoff provided that the Veche accord the title Prince to Gheorghe Cialâk, a local noble. This would not be a problem.

As the PCs head north and west, the countryside becomes increasingly ravaged. Some villages are intact, but most show signs of having been attacked. Many more villages are burnt out and desolated. On the positive side, signs of the return of civilisation are also present where smoke from hearth fires can be seen as locals attempt to rebuild their lives. Clearly many received warning of the major invasion and fled to the more defensible towns and fortifications. Locals are wary, but generally glad to see ‘official’ military groups like the PCs, provided they do not expect too much in the way of hospitality. As the party advances, build up this picture to illustrate the resilience of the local people, coupled with the fairly superficial nature of the incursions – most crops, for example, have simply gone wild rather than been systematically destroyed. Equally, on approaching Turov, the town appears to be remarkably intact for a region so – apparently – decimated. First impressions are of a vast military fortification – someone clearly knows how to defend in depth. A series of trenches, strongpoints and redoubts are scattered throughout the environs of the city, each controlling ground and everyone covered by the fire of supporting positions. Cannon and large mounted muskets are embedded in the emplacements, although many of the former are in poor shape or fakes from wood and have been left to rot now that the danger is over.

The walls themselves are also built up by earth in front of the stone, in part held up by wooden framework and in part by additional earth. PCs with military backgrounds will realise that this is to reinforce the walls against gunpowder weapons. The walls are also predominantly stone with some wooden support work. Large numbers of heavy muskets are mounted on the wall, as are some cannon. In certain places, particularly around entry points, there is an additional outer wall, built squat and thick – this again shows a modern military mind, as even within The Empire few strategists have been successful in arguing for the replacement of pre-gunpowder tall and thin ‘medieval’ walls by shorter, thicker firing platforms. The point here is to show that not everywhere in Kislev is necessarily backward or ill maintained. Whilst it might be generally true, it is important that the poverty, filth and inefficiency do not become tiresome.

Spending time within the town itself will uncover a number of things.

Generally, the defence of the town was successful and quite straightforward. Gheorghe Cialâk is regarded as a hero of the region, since he was behind the plans for defence. He is an octogenarian, well respected for his many (partly) successful actions against the town's enemies. Whilst now somewhat infirm, rather deaf and known to be a little intransigent, he is still an able leader and military strategist. Less well known to the general populace, he is rather the 'dirty old man' and very keen on Anna Tverdislav, a fact that she knows that she can put to good use and become the 'power behind the throne' if the Veche accept Cialâk as Prince of Turov.

There is some antagonism towards Cialâk, primarily due to the success of his defences. Such works required the entire mobilisation of the town and the establishment of martial law. Since the defences were actually barely tested, since both the northern Marauders and the assorted Hill Tribes realised the uselessness of anything other than a major siege, they mostly by-passed the town. This has led some to mutter that the work was not necessary and part of a plan to empower certain nobility and military sections within the region – proven. (to their point of view – by the recent actions of their Prince.

Gheorghe Cialâk is currently campaigning to the north somewhere, although it is unclear whom against. Some think that he has been sent away to 'get him out of the way', whilst others think that he has fled to avoid being arrested and is plotting rebellion.

The town appears to be bustling with people, traders and peddlars. However, looks are somewhat deceiving, since many of the town's inhabitants are (impoverished) immigrants from the burned out villages and lowlifes (or the desperate) making money out of others' losses. For example:

- A rumour has appeared within the town that The Artist has declared himself to his senior administrators as being immortal. Most dismiss the tale as a story, but others are concerned as to what it means – religious heresy, possible revolution, total madness or an actual immortal being to protect them from the Chaos Marauders.
- A peddler will accost PCs offering to sell them one of a number of books. These might even be dropped in the hustle and bustle of traffic in front of the party. He is offering *Origin of Tree Worship* (a very dry text on early Earth Mother and less savoury cults in the northern Old World, banned within The Empire by the Cult of Sigmar – but not by other cults), *Bretonnian Birds*, *The Holy War* (a narrative of Magnus' crusade, populist rather than accurate in places) and *Works of Catlus* (a poet from the time of Sigmar, whose works have been 'preserved' via oral traditions, and suffered accordingly). All are printed books in mediocre condition. All are cheap – because they have been looted from some manor to the north. They are marked in Classical "Ex libris Boris Andropov", a northern boyar should anyone enquire.
- Two merchants complaining about the rise in transportation costs due to the lack of feed for draft horses and oxen, skilled handlers and the general lack of security.

- Three ostlers – wearing Teamster Guild insignia – begging for coppers due to the lack of work.
- Criers calling for farm labourers to assist in bringing the harvests from the field. PCs with agricultural skills will find this very late in the season for trying to bring in crops.

A pervasive fear also bubbles-under the surface. Svetlana Muntu, commander of the Prince's Guard, has been ordered to create an elite secret police force to uncover the enemy within, and given the Prince's extreme paranoia few feel safe.

Halflings are dealt with warily in town. Baragin Hogweed led a number of halflings here approximately twenty years ago from the north, where they fled the attacks of Glune Wayfoot. His people retain a hatred that burns very deeply and has corrupted these normally affable people into a greedy, overactive and troublesome group. They are constantly proposing a variety of military and other projects to defeat the giants (and others) and always on the lookout for 'action'. They live around Mill Hill and despise the other halfling residents, who are very wary of going anywhere near the others.

PCs can resolve this issue in whatever style best fits the game. Knez Petrov Nakhimoff is by no means stupid, even if he might be regarded as insane. Whilst he might not have directly been responsible for daily command of the army, he was sensible enough to appoint the right people, considered and weighed advice and acted upon the need for total mobilisation. Equally, he created the economic prosperity that allowed the defences to be ready in the first place and had store of the hardware necessary to fight a defence. He has also encouraged the re-population of the lost villages and supported military sweeps to clear away bandits and the last of the invaders. At the same time, his madness and paranoia do have some basis in fact. Whilst he has been efficient and organised, the most obvious roles in the defence and re-building were by Chancellor Zavoiko and Cialâk. Their popularity is a concern, as it would be to any dictator. Zavoiko's refusal to follow his – admittedly peculiar – order simply fuelled his insecurity. The appointment of his cousin, Vladimir Koniev, to the position relies upon the principle that family is a strong bond. Equally, the power granted to Svetlana Muntu to convert the Prince's Guard into a secret police is intended to reinforce his position. Nakhimoff simply wants greater recognition for himself and the town, the details of which the Veche are prepared to negotiate. His actions and attitudes should be made irrational and difficult by the GM, but his actual demands are reasonable and can be accommodated. On the other hand, a coup can be simply accomplished, and the status quo maintained via Gheorghe Cialâk, albeit with Anna Tverdislav pulling his strings. Turov is unusual in the Colonies in that it is relatively democratic, and thus has less interest in its nominal leadership. True power rests in the hands of business corporations who employ most locals and operate the mines, timber processing and all ancillary work. Many of these are co-operatives, whilst others have shareholders in Kislev – indeed, many traditional Kislevan noble families ironically depend on these for their living.

Ending the Campaign Season with the Ever Triumphant Army

Around this time, the region will be looking to close down its campaigns for the winter, parcel the new soldiers to various garrisons where they can be supported and draw up its plans for the next year – and the re-establishment of the Commonwealth! To this end, the campaign by the Ever Triumphant Army (ETA) to the North must be brought to a successful conclusion and the forces withdrawn to re-supply. The Veche have agreed with Aer Dressair that the Marienburg soldiers will take up garrison duties along the northern border, once the existing campaign is stabilised. Messages need to be sent to the north to find out the current situation and appraise Krystyn Todleben of the situation. In game terms, once the adventures within Hunedoara are played out, this is probably a good time to take stock and for the PCs to winter in the Colonies. However, first they will be asked to assist in the closure of the northern campaign where their experience might prove useful.

To this end a command group will be sent, under escort to the border post at the town of Koporye. Kihelkond Svyatoslav Klemens (and retinue of six bodyguards) will travel with the authority of the Veche to instruct their field commander. With him will travel Fararej Sergeivitch Czarny as representative from Kislev and to report back to WheatCEF command. Mikolaj Traba will proceed to winter garrison quarters with Brother Godfryd, Andron Vyslavovich Volosatiy, Sven Harald Aesling and his troops, Stephan Dusan and his horsemen and the WheatCEF quartermaster, engineer and baggage train contingents. Clearly, it has been agreed to garrison Koporye in force with a view to continuing a serious campaign next year. In reality, the primary aim is to consolidate and fortify the frontier. However, on arrival they will find that the ETA has departed on campaign to the north into Vlachistan. It would appear that the ETA has joined up with elements of the Vlachistan Border Constabulary (VBC) and auxiliary tribesmen to pursue a campaign against the chaos invaders into (and perhaps beyond) Vlachistan. The local Commonwealth Frontier Force commander (Paznei) refused to join them and strongly advised against the move, but was ignored by the nobles who called him a coward and a lowborn half-breed. Kihelkond Klemens will appear very angry since this action was clearly against Krystyn's orders. She must be ordered to return, although he understands the likely dynamics behind the decision. The WheatCEF garrison forces will not proceed further, but the PCs will be required by Kihelkond Klemens to join him with their diverse skills. At the least, this is an ideal opportunity for them to ensure that they receive appropriate resources – most notably horses. Fararej Sergeivitch Czarny will accompany them, together with Stephan Dusan and his scouts and a local Dolgan scout (Vyshata). The group will be advised by the local posadnik (Alioshin) that the ETA was initially headed for the important mining town of Svarog's Dig.

Ever Triumphant Army

Technical support for the Army is poor. It is served by the Order of the Exaltation of the Teardrop, providing reasonable medical care and administrative support.

The ETA has adopted a unique hairstyle, whereby the entire back half of the head is shaved, and the front either tied into a topknot or swept forward. It is unclear quite what

the source of this is, but it is probable that certain marauder hairstyles influenced this. It has proven a useful instrument of morale, and Krystyn Todleben popularised herself overnight by also adopting the style.

Krystyn is a popular leader, but politically weak and frequently ignored by certain of the noble retinues nominally under her command. A prime reason for her lack of communication is not the disasters that the Veche fear, but more her unwillingness to admit that she cannot control her 'subordinates'. The ETA has been competent, in that they have stabilised the border. However, most Marauders have simply melted away and not offered battle and so the danger remains. This apparent retreat has caused the nobility to assume that they have their enemy on the run and has led to some problems of retaining order within the ETA. At a council of war, Krystyn was completely overruled and ignored and the ETA split into three columns. The 'grand plan' was to outflank and encircle the enemy bringing them to battle. Of course, the reality is that this has simply split the Kislevan force into three smaller units and allowed them to be attacked individually. Fortunately, Krystyn's superior organisation ability has ensured that her scouts have (albeit accidentally) met with sizeable movements of enemy forces and caused her to order a retreat to a better line of defence. She has sent riders to both flanks, but Kihelkond Vlodimir Zygmunt's force has failed to respond. Into her time of desperate need arrive the PCs with orders from the Veche to stabilise and withdraw – orders that even Zygmunt cannot ignore. They must be passed to him at once...!

Standards

Voitek, a local bear spirit and patron of the Transnistria, has been taken as the symbol of the ETA and all offer regular worship to the spirit. The sanctified Order of the Exaltation of the Teardrop heroes Grand Duchess Elena Pavlovna and Alexandra Stakhovich are also recognised. Each has its own military standard and iconography can be found throughout the army.

The Troops

The core infantry are armed with the musket, mostly the cheap, large and heavy matchlock. A forked rest for support is common. Cavalry also use light jezails. Muskets and gunpowder are from local Commonwealth supplies, but the ETA is facing severe shortages of gunpowder causing troops to rely upon other weapons. Musketeers are not reliant upon separate infantry for protection whilst reloading as they utilise the local bayonet, but polearm troops do mix with units. Most soldiers carry a hand axe that is useful in mundane tasks as well as combat – chopping firewood and sharpening stakes inter alia. A sword is the standard side arm, but these are of low quality and many have been lost on campaign. Captured weapons have sometimes replaced these, giving the force an even more irregular look. Officers carry a mace as sign of their office and wield this in combat.

Bows are used by many in the ETA, partially due to its tradition in the nominally 'auxiliary units' and those of Ungol, Dolgan or other nomad culture. It has also proven useful given the paucity of gunpowder supplies.

Troops wear an assortment of gambeson and chainmail or any concoction that they can scavenge. The use of their enemies of the mounted skirmisher means that they need every protection. This has, of course, slowed them down but most reckon that they would rather take the extra protection over the loss of agility. Officially, soldiers are equipped with a small shield, but many have obtained larger ones for the extra protection. The ETA sports many emblems on these showing their provenance, some even openly chaotic! A popular move has been for many to 'build' a large wicker shield, that whilst bulky is light and offers full protection from most distance weapons. An open bascinet type of helmet, again of varying look and age, is ubiquitous and many have fashioned an array of cheek,- nose; eye and whole face protection devices for them.

The ETA has limited cavalry, and these have proven very unwilling to directly confront the nomad Marauder horse. Generally, they have acted as dragoons with their muskets. They still retain the light lance for manoeuvrability, but most of the heavier ones have been 'lost' during the campaign. One trick that they have found useful is to fit an iron spike to the butt, in order to add weight and move the balance of the weapon; this allows it to be held further up, effectively increasing its reach. Cavalry also carry javelins and throwing darts. The ETA tends to have irregular looking cavalry on relatively small mounts.

Auxiliaries

The Vlachistan Border Constabulary (VBC) is a semi-official Commonwealth force, wearing a uniform and nominal allegiance to the United Commonwealth. They are reliable, provided pay is forthcoming and victory relatively certain. They will argue (with justification) that they are border policemen. and not soldiers, and should not be expected to fight as such.

The Vlachistan Native Contingent (VNC) is simply an assortment of volunteers and auxiliaries willing to fight for pay and revenge against the Marauders – or those that they decide to regard as Marauders. They have limited military use, but are useful as scouts, cavalry screen and to offset the paucity of Commonwealth cavalry. Sadly, this aid is mostly illusionary as they will not stand and fight when they will be most needed.

Leadership

Kihelkond Vlodimir Zygmunt is the primary noble on campaign and resents the fact that the Veche placed a 'professional' and a woman in charge over him.

Kihelkond Aerin Kaminsky is a vassal of Zygmunt, and her lord's 'man'.

Kihelkond Taras Borovets believes completely in the natural superiority of the nobility and agrees with Zygmunt's sidelining of Krystyn.

Kihelkond Stephane Uchenka is a reasonable man, but knows where his self-interest lies and will not openly disagree with Zygmunt

Kihelkond Brattislaw Vlasov is a Templar of Ulric and believes in the same basic natural order as the majority. However, he also believes that Zygmunt is a self-serving idiot and will take any opportunity to overrule him should this be possible without apparently undermining his innate superiority.

The three columns were divided as follows:

Kihelkond Vlodimir Zygmunt and Kihelkond Aerin Kaminsky with their retinues and most of the VNC formed the right column.

Krystyn Todleben and Kihelkond Taras Borovets with most of the ETA and the VNC infantry were to form the anvil upon which the enemy was to charge. They had VBC scouts and Borovets' own light cavalry.

Kihelkond Stephane Uchenka and Kihelkond Brattislaw Vlasov formed the smallest (left) column with their own retinues, the ETA cavalry and most of the VBC.

The Current Position

Okay, this is obviously based heavily upon Isandahlwana and Rorke's Drift. Use the films Zulu and Zulu Dawn or the history books to flavour the encounter. This can either be a 'flee' encounter or a siege in Svarog's Dig to taste.

The left column discovered a small Marauder force heading north-eastwards across the front of their own column, but misrepresented them for a much larger force. These led the force a merry chase for some days, until they finally melted away. This confirmed to Krystyn Todleben the stupidity of this action.

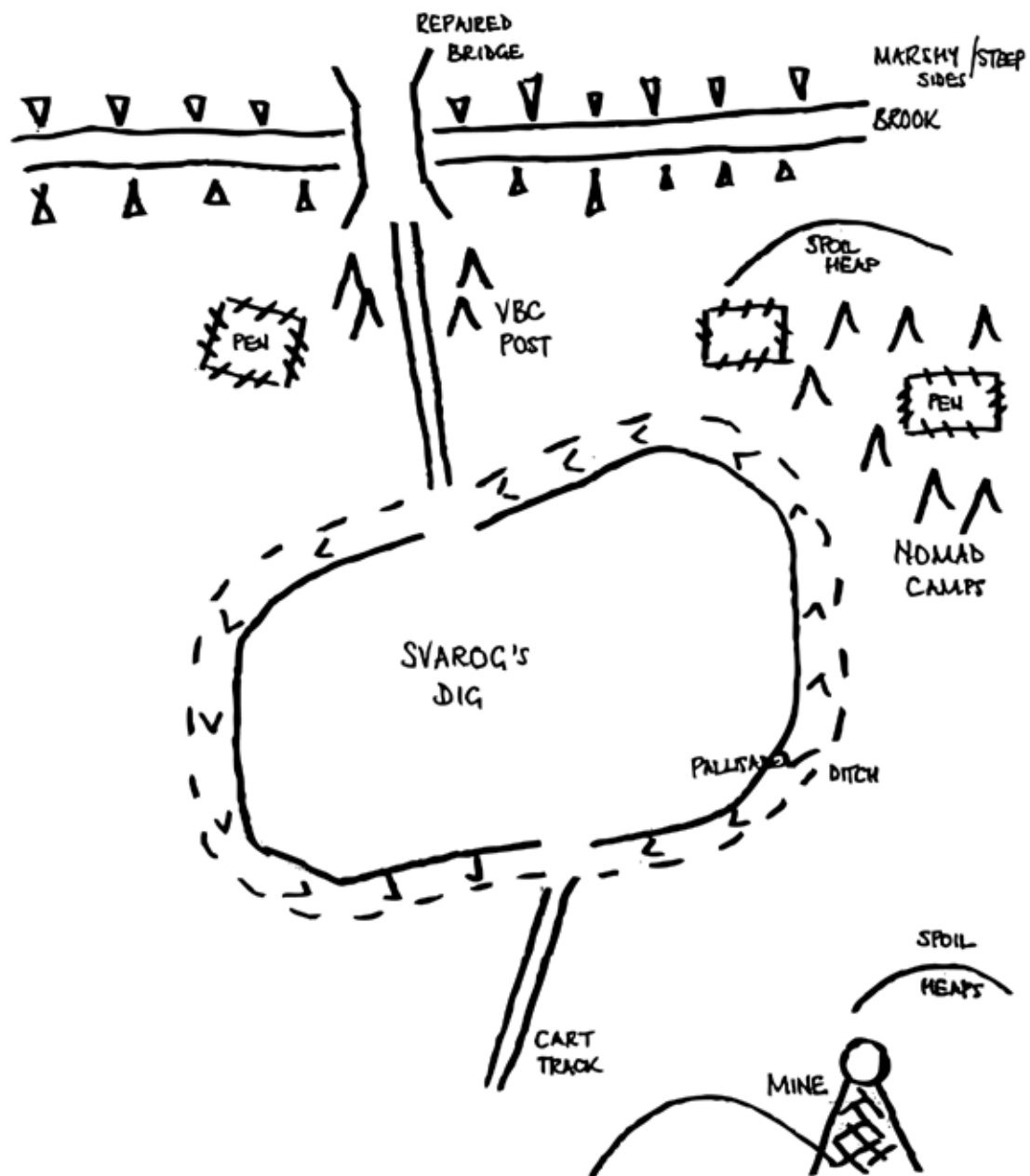
Scouts in the right column spotted a large Marauder force moving to envelop their right. However, the reports were (in part) discounted as it seemed unlikely that any sizeable force of Marauders should be operating, and it was assumed by the aggressive Zygmunt that this was actually the smaller force that the Commonwealth forces had lost contact with. They thus moved to engage, sending a message via a courier to this effect. Unfortunately, the column had already been partially encircled. It is doubtful if the column could have survived, but a mixture of betrayal and cowardice by its VNC auxiliaries doomed it.

Krystyn Todleben's scouts reported the debacle and she withdrew her force on Koporye, against the wishes of the nobles who insisted on avenging the defeat. They believed that Zygmunt's force had simply been ambushed, but common sense – and military discipline – prevailed. As the PCs approach Svarog's Dig and thence move on, they will discover the catastrophe and realise that doom is heading towards that settlement. There are a number of options that can be played out. Obviously, the PCs are going to flee, but the question is where to?

Svarog's Dig

Svarog's Dig is a rather tired ore mine and trading post. It was once a major mine, but is almost dug out and most of the ore now retrieved is lead left when the original lead-silver ores were mined. It remains an important trading and meeting point for Vlachistan tribes.

The local leader is Svetlana Koroleva who presides over a motley assortment of people. The usual citizens are here, including merchants and miners, but many were once nomads who have given up the life for varied reasons. To the local tribes, these people are of very low status.



End of Campaigning Season Issues

Political Differences

Given the divided nature of the United Commonwealth generally, and attitudes with and between the Marienburg-leased colonies in particular, a number of political difficulties arise with the arrival of WheatCEF and its various contingents.

The Marienburg forces clearly wish to proceed to either (or both of) the Commonwealth of Mazovia and the Protectorate of Nieuw Jutonsryk. Equally evidently, the beleaguered Kislevans do not wish to allow this.

For the forces from The Empire, things probably could not be any worse. If serving this far east were not bad enough in itself, deciding who the good guys are is clearly almost impossible for anyone – and far beyond the wit of Leo Kessler. The only thing that immediately stands between them and desertion, is where they might desert to. For better or worse (and much more likely the latter) their fortunes are likely linked to those of the central government. However, the troublesome Lorenzens are clearly much more interested in setting up a new turf for themselves, and will become increasingly less cooperative. At the same time, Leo is becoming increasingly useless, leaving Heidi to attempt to mould the force together. Because of her age, inexperience and her sex, this will not be easy – and she will need the PCs to offer her support.

After a deal of negotiation, the following garrison destinations have been selected as winter quarters:

Mishkapol: Middenheim Lorenzen family is sent as additional forces to strengthen the west against further assaults.

Preslav: Middenheim indentured troops.

Koporye: Czarny in nominal command of Aesling and his troop, together with Dusan's scouts and the Quartermaster, Engineer and Baggage Train WheatCEF departments. Ideally, the intention is to integrate these units into the Ever Triumphant Army strengthening the field army for next campaign year.

Tairapol: the Marienburg contingent is posted to the east, where they can add to the defence against Petznak raids and keep Raska 'honest'. In reality, it is recognised that foot soldiers are unlikely to be able to chase down nomad raiders, but this removes them from the Marienburg colonies to the south. Tairapol is the northernmost of the Gorodische Forts, located along the rivers and the Great Brown Lake.

Alexandropol: Traba commanding Branedimm's troop of Kislevans and the Sibirian scouts, where they will be placed for an offensive against nominally Hunedoaran land claimed by Ruthenia and the independent kingdoms. Alexandropol is the westernmost of the Gorodische Forts, located along the rivers and the Great Brown Lake.

Senior figures, unless otherwise stated, will remain in Preslav.

Payment: the trouble with money

This is a good point, if it has not already materialised, to realise that there is no money to pay the soldiers. To this end, they need to be garrisoned in different locations so that a unified mutiny does not ensue. The Commonwealth will mint a grivna campaign coinage to meet its obligation but this will be debased to the next value – gold to silver and silver to copper. Whether the PCs suffer the same fate or are involved in the deception can be left to individual GMs.

At this point, the Lorenzens will disappear en route. Ambushed by Hill Men or deserted to appear later as a thorn in the PCs' side is left open at this stage.

Should the PCs be asked to assist in the deception, then appropriate role-play can be involved. There are a few possible avenues for scrip payment. For example, the Commonwealth has a warehouse of its uniforms (azure) that it has not thought to use, since it officially needs the grand Prince's authorisation to distribute them. The colonists have simply not thought to overlook this bureaucratic requirement.

Sitalkes is a once proud leader of the Hill men, when they ruled these lands in the days before even the Gospodars arrived. He is now a brooding liche that has seen his people decline to the point of annihilation. Whilst the Gospodars were a menace, they never culturally dominated the Hill Men as do the Kislevans. For Kislevans, he has a special hatred in the place where his heart once was. At the same time, he also recognises the true scourge of his people – Chaos and its continual southern incursions. Long has he waited for someone who might lead his people to a return to their homelands and glories. The years have not been kind to Sitalkes and the constant brooding has left him slightly unbalanced. He idealises the (long) past and his own people, ignoring their rivalry and pettiness. He blames the dwarfs for his peoples' ills, but cannot remember why; this has become an irrational hatred. He has also tended to oversimplify the complex political position within the Colonies. He tends to view people as enemies or friends, with little in the middle.

Sitalkes believed that he might have found his man in Thurimuth, but was never sure. However, his hand was forced by the arising in the north of yet another Chaos power determined to conquer the south. Therefore, he pinned everything on this new man. Helping him to take and maintain control of the tribes, Sitalkes believed that an alliance was possible between the Gospodars, the new Empire immigrants, many of the Chaos Marauders (with whom they maintain cultural and religious links) and even some chaotic Chaos Marauders (who would have no wish to serve this new power). He gambled everything on being able to overthrow the Kislevan authorities quickly and then establish a united resistance against the north. His plan failed from the start, since his belief in Thurimuth was exaggerated and that in the commitment of his allies misplaced. Rather than destroy the government and field units, most of his forces much preferred to loot, burn and pillage. Worse, Thurimuth proved unable (or unwilling) to quell the inter-tribal rivalry of his own forces. Finally, Imperial Kislev proved surprisingly resilient. The next campaign season will see Sitalkes attempt once again to destroy Imperial Kislevan Farside and, in particular, the figures that have appeared as such a focus for this resistance in the shape of the PCs as they resolve adventures for the authorities and make a name for themselves.

The campaign as envisaged will involve the PCs engaging on various tasks for the United Commonwealth, building up their reputation. At some point it will become obvious that they are the perfect neutral agents to bring the United Commonwealth together once again, in the face of the growing menace in the north. With fewer prejudices than the average Kislevan, they will also be able to negotiate with disparate groups – the Hobgoblin Hegemony, Chaos Marauder tribes, Hill Men tribes, Skudra and the like – to join an anti-Chaos alliance. I had always envisaged my campaign ending with a Chaos Incursion, with victory for the good guys dependent primarily upon the political manoeuvrings of the PCs (and maybe with some tabletop battles too). Whilst this is not a new idea, I do like the way in which the background tension rises slowly over the sessions. Normal adventures are still carried out, but there is always a backdrop to these and a constant search to do good turns for a third party that will later feel obliged to the party. This is community as it should be – not treasure but social reward and obligations as payment. I am not sure that I intended to write up the entire campaign for reasons of time, but the announcements concerning **WFRP2** occurred just as I was finalising the editing of this first part. No-one is ever likely to play this campaign now, given that **WFRP2** will likely change the (Kislev) background and (if nothing else) the game will be set about a decade later than this campaign is set – nothing here will have happened in the ‘official’ timeline. For that reason, I have decided to print it up until the end of the first year. I have added copious background details for the region and the various parties, and I hope that it will still serve as a useful ‘ideas’ manual for campaigns under the new system in this broad area. Individual adventures that I played with my own group might get written up for the new edition somewhere or form cameos in other places, of course.

There is little more to say, except ‘thank you’ for coming this far with me. At the time of writing, things look very optimistic for **WFRP2** and I hope to see you all over in the new edition!

Commonwealth of Mazovia

The Commonwealth was sold to a Marienburg trading cartel in 2400. The cartel was specifically created for the purpose and is called the Commonwealth Permanent Society. Initial returns were excellent and caused something of a clamour for investment in the group. However, only long-term secondary shares were issued and these proved to be of little worth. Even today, the ownership of the society and Mazovia is a mystery and complaints of the lack of accountability and poor returns continue. However, little progress has been made due to the lack of power of these investors within the investment model and constitution. Equally, Mazovia is (reported to be) in good financial health and is the only colony to be up to date with its taxation – particularly intriguing as it has been cut off for nearly two years-from Kislev. Its traditional exports to the west are corn (gin), wool, linen and wheat.

Mazovia operates on a relatively egalitarian basis. Nobility has no standing in the colony, but family is still important. Wealth is – effectively – the measure of a person's importance and powerful ruling families remain in charge, albeit that they are mercantile and industrial rather than simply noble. Guilds are the most important organisational structures, but these are fewer and more functional (or modern) than in the west. Notwithstanding the business orientation of the colony, it retains the trappings of power and of social levels including titles and the use of liveries and heraldry. The following are the key leaders of the community:

Anselmo Adornes
Ghent Vanden
Jan van Guinegate
Lieven Brugges
Agnes de Roo
Carl Bossche
Adolph Spiere

Heraldry

The following heraldic devices are used within Mazovia.

Commonwealth: The official Kislevan standard is a goose with outstretched wings, the local spirit, laying a (golden) egg. However, the Marienburgers adopted their own device of a golden lion rampant holding a white circle in its outstretched arms. The former can still be found on older buildings and in official United Commonwealth uses but the locals uniformly adopt the latter.

Rassenkens: Woman in a long gown holding a rampant lion in her outstretched hands.

Utenhove: Hill with a tower under crossed keys.

Borluut: Three running stags.

Haendryksbuurgen: Balanced scales, left pan containing gold and the right holding, representations of corn, linen, wheat and wool.

Guilds: Each guild is allowed its own heraldic device. These are worn as livery, on appropriate buildings, by militia units raised by each guild under its obligations to the United Commonwealth and by local private militia and security forces.

Individuals do not have their own heraldic devices, but these are assigned to the settlements of the region and its organisations – predominantly guilds, which use liveries extensively. However, many powerful individuals have begun to adapt the device allowed to them by office to their own by the addition of a minor alteration. Most use their guild device, a few use their town symbol, but only Anselmo Adornes uses the Commonwealth symbol – a golden lion rampant holding a white circle encompassing the letters AA in its outstretched arms. In the current times, this is not necessarily a sensible symbol!

Titles

The basic title is that of **Stavel**, which is used by all free men and is roughly equivalent to ‘citizen’. **Koninkstavel** is applied to those of the rank of ‘knight’, which here equates to lesser gentry, guildsmen and the like. **Opper Koninkstavel** is reserved for what would normally be the landed nobility, including guild masters and property owners. It should be noted that these are official titles, and many powerful figures insist on the use of others to reinforce their own positions. For example, Anselmo Adornes is entitled to the title Prince as de facto ruler of Mazovia. Some laugh at his pretension (but in secret), whilst others envy him and adopt similar titles.

Military

The Commonwealth army consists primarily of pikemen, famed for their particularly long 6m pike. However, they are also well equipped with handguns and the warhammer is a traditional hand weapon. The Military Association is a private club of crossbowmen, who provide elite missile-men for the nation. The latter are accompanied by a valet who performs mundane tasks for them on campaign and carries their targe when in battle.

A great cannon, the Goedendag, weighing some 15 tons and whose barrel is 5m long, is located in the arsenal at Rassenkens. Never used in battle, due to the lack of appropriate target, it remains a symbol of the (perceived) might of the Commonwealth relative to both its ‘allies’ and its enemies.

Uniforms:

All Commonwealth soldiers and other paramilitary personnel wear a letter on their surcoat indicating their origin. This letter is the first of their town’s name – U, B, H etc. In addition, each town’s military also wears its own individual uniform. However, this normally only applies to permanent garrisons today due to the economic situation. However, most militia would at least seek to wear a ribbon of appropriate colour, and many guilds still insist on equipping their members in the correct uniform as a statement

of prestige and power. In current times, to save money, the uniformed surcoat is simply a long sleeveless tunic worn over normal apparel. Soldiers wear breast (and usually back) plate, helmet (usually with cheek and neck pieces), leg greaves (or similar) and (often) armoured shoes. This is bought personally and usually of fair to good quality. In the recent troubles, cheap armour was mass produced for poorer citizens and can be distinguished by its blackened and/ or rusting state.

Commonwealth: azure

Rassenkens: red and yellow

Utenhove: red and black quarters, centred in each quarter a white swan

Borluut: red and blue (officers red and purple) with a white running stag on the right front, three stag device on the shield and all firearms painted red

Haendryksbuurgen: blue and yellow (officers purple and yellow)

Each town has its own individual permanent police force, which also wear uniforms. However, these differ from the military and might prove confusing to passing PCs. Each force is named after the colour of hood it wears. All officers also wear a white surcoat, except for the White Hoods who wear a black one.

Rassenkens: White Hoods wearing red and yellow.

Utenhove: Blue Hoods wearing red and blue.

Borluut: Red Hoods wearing tawny.

Haendryksbuurgen: Black Hoods wearing black with a red lion rampant on the left side of front.

Slavery has been banned within the Commonwealth and contractual enforcement has replaced noble vassalage. However, criminals are always fined for their crimes and are expected to pay these off through what is effectively slavery. All military prisoners are also regarded as criminals and expected to pay off a financial penalty imposed upon them. This has two effects on the state. Firstly, legal enforcement is simply slavery in another name, and entails the same basic provisions as would slaves (although it avoids the need for prisons and the like). Secondly, it allows the Commonwealth to offer the principle of reformation and salvation through hard work and the repayment of debt to society. This forms a strong tenet of the social and religious belief system within the Commonwealth. In effect, the Commonwealth has a slave population without the initial capital cost.

Due to the colony's current ownership, the people of Mazovia are known by the Kislevan 'proper' colonists as *menheers*.

Protectorate of Nieuw Jutonsryk

The Protectorate was leased to a Marienburg trading cartel led by House Fooger in 2404. The company was named Eureko. As part of a complicated legal manoeuvre shares were also transferred to two firms PKO and PZU that are both to be found dominating all aspects of business within the Colony.

In part, the success of the Commonwealth of Mazovia led to the purchase, but it also ensured that the price was higher than would otherwise have been obtained for an apparently failing colony. The lease was for 150 years, and one reason for the Marienburg component of WheatCEF is to discover why recent profits have not been returned to the shareholders, how to maximise financial returns from the colony before its return to Kislev and why PKO and PZU were recently transacting with business interests outside the cartel.

Nieuw Jutonsryk's primary exports are high quality gunpowder, corn (gin), wool and linen. The province has closely guarded their secret of manufacturing powder that gives off white (rather than black) gun smoke. Timber is also available around Maas, although felling is very difficult due to the current fighting within this Protectorate pocket inside nominal Hegemony lands.

The Protectorate is governed by a triumvirate of important families – those of Pekao, Handlowy and Slaski. Each family has its own business interests and shares within the two companies – the prime reason for a lack of profit to Eureko.

Due to the colony's current ownership, the people of Nieuw Jutonsryk are known locally as *menheers*.

Raska

Raska is the only other colony, after Hunedoara, to retain its loyalty to Tsar Radii Bokha and this is primarily due to a lack of interest in formalising its effectively independent status, coupled with the localised nature of the state's power structure. Central control is too weak in Raska to succeed in a co-ordinated breakaway; rather each region would rather treat separately for favoured treatment on its own. Given its importance to the Kislevan military as a centre for gunpowder and consequent arms manufacture, Raska has always been favoured in its dealings with Kislev. Exports are saltpetre, manufactured gunpowder and guns. Production traditionally remains small-scale by **faktors**, small industrialists who manufacture themselves or own a few small factories. However in recent years a small number of powerful figures have arisen and begun to consolidate production within a small number of 'state arsenals'. This has been achieved with the backing of a Kislev desperate for ever more guns within a limited ability to pay, and the United Commonwealth's own needs. Originally, the extension of production into the blacksmiths and similar craftsmen of the region was thought capable of meeting demand, but this proved unfeasible – and impacted badly upon those in need of normal smithing services. Proposals were made to the Tsar and the Duma to centralise production, and approval was rushed through due to the desperate state of the Kislevan military. The social structure of Raska was changed immediately through state-sponsored creation of monopolistic powerful armaments 'businesses' called **faktorier**. The most powerful of these 'new men' is Diophantes Bossan, but others include Ronneby and Orebro. Kislev has appointed Victor Melderstein its **Gun Inspector** and he is responsible for the collection, inspection and transportation to Kislev of the guns. Melderstein has found himself in an impossible position. Without doubt, locally produced faktor guns remain of better quality, but more expensive. Faktorier guns have proven prone to jamming, but are more easily mass produced and very cheap. Either he accepts cheap junk from those licensed by Kislev (and is accused by Kislev of accepting poor quality) or he approves quality weapons (and faces demands from Kislev for quantity that faktors cannot meet, and complaints by faktors that they have not been paid and from faktorier that he is breaking their deal with Kislev). One cause of contention that had recently come to light was that the Grand Prince had set the gun production quota for export to Kislev higher than Kislev itself had done, and had been retaining the surplus for his (the United Commonwealth's) own use. He claimed it necessary for the protection of all; Raska saw it as profiteering.

Raska has tended to adopt a less antagonistic relationship with the Hill Men, replacing military domination with economic. Local production of linen and wool has been traded with raw ores from the mountains to underpin the production of weapons. Raska has been attacked within the current wars, but has been less affected. Its geographical location has assisted, but its less aggressive stance has also made it less of a natural target.

The military in Raska has a surprisingly limited use of the firearm. Although the musket has replaced the crossbow and the army is equipped with musket and pike, the musket is only used as a short-range weapon. Tactics are to fire once at short range and then charge into melee and 'get stuck in' with sword, axe and bayonet. In part this is due to the part-time basis of much of the military but experience has also shown that the

quickest means of beating typical goblinoid and Marauder opponents is a quick rush with 'cold steel'. Training in the musket has also proven difficult. Another area of shortage caused by the lack of support from Kislev has been the drill officer, resulting in musketeers being ill used to long fire-fights with their muskets. Politically, whilst everyone in Raska is theoretically mobilised to use a musket and production is heavily decentralised, the actual right to carry a firearm is not allowed since the ruling elite are afraid of the consequences of an armed population. The bayonet is an invention of the region. The Colonies tend to rely on small formations for patrol and the chasing of raiders. This leaves musketeers without the usual protection of pikemen and so the bayonet was developed as an alternative to long knives that were frequently attached to the gun.

Ohrid: The administrative capital of Raska is the town of Ohrid, which is located in probably the best agricultural land in the whole region. However, lack of co-operation between the Colonies and the failure in trade has resulted in each attempting to produce everything for themselves rather than specialise in whatever is geographically more appropriate. The land is thus under-utilised. The town itself shows clear signs of having suffered from assault and a loss of population. The current wooden town wall and palisade quite clearly (in places) is built through what were once outer suburbs of the town, which have rotted over time whilst leaving traces of buildings, roads and refuse.

Technically Prince Sundsvall rules the colony both as Governor for the Tsar and in his own right through his personal landownings. However, his family were 'granted' this honour since they were out of favour at the time, and little has happened to change this state. Indeed, the Sundsvall family has become embittered over the years and effectively ceased trying to run the province, but simply 'feather their own nest'. This enabled local towns and local industrial interests to gain power at the expense of the centre, a tendency supported by many in Kislev more interested in cheap product than social order and minor nobility far out to the east.

Finspong: Bossan runs Finspong. The satellite villages of Loshaltbossan and Knallbossan are the primary sources of saltpetre, which is then shipped to Finspong.

Jernbolaget: Jernbolaget is the second region of gunpowder and gun production. Akers (Prince Sundsvall's seat) is primarily responsible for gunpowder, whilst Arboga and Linkoping are the two 'new men'.

Other Settlements: These include the town of Nordiska (Orebro's base of operations), Bocholt and the villages of Norrtalje (burnt to the ground by raiders) and Overums.

Ruthenia

Ruthenia is in open revolt against Tsar Radii Bokha and the other members of the Colonial Commonwealth. It has always felt aggrieved at the method by which the Colonies have been managed, particularly as it has always tried to operate a more conciliatory policy towards the Hill Men. There are a number of reasons for this. Obviously its geographical location bordering the mountains encourages moderation, but Ruthenia was established in co-ordination with the powerful tribes already resident here and not by direct conquest, such as occurred at Hunedoara. Indeed, early attempts at this were defeated. Today, a sizeable part of the population is people descended from the original inhabitants. Ruthenia also recognised independent kingdoms on its border and has traded with them for centuries. It also opposed Hunedoaran expansion into the mountains. This is not to say that Ruthenia is allied formally to the Hill Men, since the current attacks have been initiated by the mountain dwellers, rather than those in the plains with whom the colony deals with.

Ruthenia breeds ponies and mules for United Commonwealth consumption and also trades dogs obtained from the local tribes of Hill Men. Exports are iron, lead, copper, zinc as raw materials and also worked items in these metals. Wool is also exported. More recently, blacksmiths and similar craftsmen have moonlighted for the state to produce guns for its militias. Each is expected to produce one gun per week; having developed the expertise, those they produce in excess of their quota can be sold for export to the Hill Men. Small-scale wood production for gun stocks has been developed recently.

The two primary settlements are Ekaterinoslav and Alexandrovsk.

Vlachistan

Vlachistan is an independent colony in its own right and has never been part of the Colonial Commonwealth, but was always an independent principality linked directly to Kislev. This is because of its historic Dolgan influences and the near collapse of Farside in 2300, when the Principality of Vlachistan was created as a means of obtaining the alliance of certain Dolgan tribes. It is divided into Inner Vlachistan and Outer Vlachistan, sometimes known as Upper and Lower (respectively). Inner (Upper) is populated by generally loyal Dolgans – or at least those willing to accept the advantages of an alliance with Kislev, rather than choose the benefits of war and robbery. Outer (Lower) is populated by Dolgans and Marauders of much less assured loyalty, in part due to prejudice by the Kislevans reluctant to deal with Marauders. The fact that they have invented the term (Chaos) Marauder to name various peoples is, of course, indicative of the lack of trust between nomads and sedentary peoples, between Kislevans and easterners, and between civilisation and those assumed as being tainted with Chaos. Whilst in Vlachistan, the people here will be much more willing to educate the PCs as to the pragmatic choices necessary here in the far north and the nature and horrors of the true Chaos Marauders.

The prime exports are cattle, horses and those skilled in horse breeding, but some magical ingredients and archaeological artefacts are also sent west. Local armour has a certain fashionable market in the west, particularly the heavy bürüme cuirass and cebelü mail hauberk.

Vlachistan society revolves around obligation to one's chief, known as the zupe. The best known in the United Commonwealth are Asen and Tanush, both of whom are regarded as allies – and neither of whom stood against the recent invasion! Asen replied to a request for aid by pointing out that the Marauders were both fierce and numerous, and would the Grand Prince be kind enough not to raise the issue again. Tanush is believed to have joined in the raiding.

Petznak

Petznak has deserted the Union and Kislev, both of which had continually failed to assist the colony in its efforts to defend itself from hobgoblin, goblin and Hill Men raids. The region was devastated in 2300, but, paradoxically, was saved by the Chaos Incursions of 2302-3 as the attention of its attackers was shifted to the north. Petznak was long rumoured to have links with the Hobgoblin Hegemony since post-2302 attacks largely ceased, but in 2511 the colony formally sought the protection of the Hegemony. To other members of the Colonial Commonwealth this was an act of heinous treason. Whilst they themselves might have ceded or revolted, they at least remained honest to their race and did not deal with hobgoblins. Petznak is a term of insult to the others.

Exports from the region to the west were predominantly cattle, horses and a variety of hounds (including some special breeds, popular for fighting) together with an assortment of knights and mercenaries in their famed black steel armour. A Petznak knight's equipment is well known in the local dialect – tesák (short sword), barbuta (helmet), kord (dagger), sciavona (cavalry broadsword), coracia (plate mail) and collarie (neck guard).

Theoretically, the region is split into chiefdoms ruled by a zupan, but these have currently been united by Ivan the Black under his strong control. The only exception is the self-styled Principality of Galich under Prince Erdélyi.

Tarnovo is the capital of Petznak, although it is not a traditional urban settlement. Casimir Lwon is located here. He should be at least vaguely familiar to the PCs as he was on the same ship that brought them to Kislev.

Prince Erdélyi is based in Torjkha.

Transnistria

Transnistria is the nominal name to the vague and non-existent border regions of the area claimed by Kislev. It is unlikely that the region has ever been colonised, there are no (serious) plans to do so and the current Kislevan forces would be incapable. Still, nominally Transnistria is regarded as the border march of the United Commonwealth. It even has its own flag and emblem for festival days and similar celebrations.

Colonel Kerenski is believed to be operating within the area on behalf of the Colonial Administration and the Office of Barbarian Affairs. A shadowy figure, he seems to serve many masters; to the Njevskist Ispan he is known as Colonel K and to the Tsar he is Special K.

The most accurate thing that can be said of the region is “Here be Chaos barbarians”!

Chaos Marauders: the Saka

The term Chaos Marauder is one used by the peoples of the Old World and is used to describe all peoples resident in the 'far north' of the 'Chaos Wastes'. It is also applied to any nomadic horseman outside the borders of the civilised nations. It is evidently a grossly simplified term and is inherently wrong in its terminology, since not all 'Chaos' Marauders are chaotic, either in absolute terms or in the way in which they regard themselves and their society. The actual tribal divisions amongst these Marauders are complicated and contentious. Amongst themselves, they tend to regard only their own tribe as important, although theologically they do accept the existence of supra-tribal linkages between them. Old World scholars are almost totally in the dark as to these people, and have tended to name them according to the few Dark Tongue sources available to them. These in themselves are incorrect or biased towards the needs of the author.

In essence, all the Marauders that claim (in one way or another) to be non-Chaotic can be said to be of the Saka people. These people have a common root, and one that extends to the Hill Men. They are all Caucasian and racially quite separate from the Kurgan peoples usually described as the western Chaos Marauders. However, technical studies on the issue have not been attempted and so the typical Old Worlder has no understanding of this basic point; it is usually assumed that the Saka are simply Old Worlders who travelled north to join Chaos.

Within the Saka peoples, there are four broad classifications of the Saka people, which are then divided into individual tribes. The Hill Men have been described above, but the others are the Sauromatai, Alanoi and the Skythae. Saka share basic common distinctions, but with some minor differences. To an outsider, the differences might not be noticeable without study. Old World scholars are reliant upon Dolgan sources for their understanding of these peoples. Since no scholar has yet proven able to study these tribes at first hand, such knowledge is limited, misleading and based upon Dolgan prejudices. Indeed, accepted theory at this time recognises the Dolgans as a Kurgan people. Kurgans are remembered in the Old World primarily as the dark-skinned, raven haired and powerfully built followers of Asavar Kul in his bloody invasion of Kislev in 2302. In fact, most Saka tribes (unlike many Dolgans) evaded Asavar's call to arms and reaped the rewards of his ultimate defeat and the power vacuum that he had left. Having struggled in the face of rising pressure from Kurgan raiders for centuries, the Saka found themselves able to take the offensive against weakened opponents and recapture lost territory. Sadly, the Saka are heavily outnumbered, and whilst the Kul declined and were slowly forced back, the Dolgans also competed for expansion. Worse, other northerly tribes that had joined the Great Crusade now began to take interest in the southern regions (northern to the Colonies) and increased their raids. In particular, the heavily chaotic Hastlings and Tokmars began to move south in force. Two centuries later, Dolgan expansion northwards has fundamentally affected their belief systems, whilst the Saka and Vlachistan Dolgan clans retain a tenuous hold on the northern reaches of the Wheatland Colonies domain.

The Saka are essentially a horse nomad people, and these continually raid each other and their neighbours. However, their societies do contain non-horse peoples. Many of these are slaves captured in raids that carry out mundane tasks in camp and

farm sedentary lands in central parts of each tribe's holdings. Others are less easily categorised as they are freemen (of sorts, being socially inferior) and descended from generations of similar peoples. It is possible that they are descendants of slaves, but this should be discounted, as this would not normally grant them freedom. It is more likely that a sedentary people once occupied these lands and was conquered, or that nomadism came late to the tribe and only the socially superior parts of the society adopted (or were granted) the status. As nomads, their diet is mostly of milk and meat.

Saka are far more numerous than Dolgans in the north, and it is probably this that has pushed the Dolgans into the Kislevan sphere. Most Kislevans assume all nomadic easterners to be Dolgans, but this is simply an error. Dolgans treat with the Kislevans, whilst the Saka treat them as invaders to fight and farmers to loot. When faced with a serious rising in the north, the Saka usually accommodate the chaotics rather than directly oppose them as allies of Kislev. The Dolgans, on the other hand, have tended to adopt the latter position on much stronger religious grounds and due to the influence of their centaur allies. Dolgans worship Ulric as a central deity, whilst the Saka worship a stylised war god represented by the sword. To the traditional Old World scholar, Chaos Marauders worshipping a sword is simply a representation of Khorne, and certainly the tribes have been known to pragmatically adopt this philosophy. However, the sword is much more abstract in its representation than simply of a warrior god. They offer to **The Divine Sword** as a symbol of that which takes away life and to a spirit of the steppes, which offers the breath of life called **The Breath** and which can be taken to be the wind. As will be seen within the campaign, the ideal of the **Sword Alliance** has deep religious roots.

Sauromatai

Sauromatai men are bearded and all have long hair. They are described by Kislevans as wearing animal skin tunics and breeches, but this is simplistic. They wear a kaftan (often leather, sometimes wool), trousers (sometimes rather baggy) and short boots. They go bareheaded. They are rather ugly in appearance to traditional Old World viewpoints. Most noticeable is their use of armour, since they tend to wear full scale-mail armour and even bard their horses in the same material. Helmets have thick cheek pieces, which results in their warriors being encased completely in armour. This is often made of horn and can give them a greenish tinge. Like other Saka tribes, they use the bow but Sauromatai also favour getting 'up close and personal' and use two-handed lances in frightening cavalry charges.

Sauromatai are apparently less wealthy than the Skythae (below) and perceived as more warlike (though the average Kislevan sees all marauders as blood drinking murderers). Red is adopted as a noble colour and frequently only this distinguishes their leaders. The tribes carry out a ritual cranial deformation, which involves tightly wrapping a child's head to create an elongated head shape. Of course, to an Old Worlder this will be the sign of mutation or simple barbarity.

The Sauromatai consist of tribal groups, each numbering from a few dozen (and often nominally a sub-tribe) to hundreds or thousands. The tribes are called Sirakoi, Aorsoi, Rhoxolanoi, Iazyges, Saii, Iaxamatae, Ixibitae and the Ant'sai. For game purposes there

are no distinctions between them. Typical names include Saitapharnes, Ariparnes, Abeacus, Pharnakes, Rasparagnus, Zanticus, Pazyruk, Rumo and Zixais.

Alanoi

The Alanoi form simply a single tribe and are generally indistinguishable from the Sauromatai tribes. Apparent primary differences are, however, that they wear less armour, use no barding. Politically, they are much less hostile to the north.

Skythae

The Skythae are a series of tribal groups, but which rely on individual leadership rather than more normal family ties. Thus, groups follow a particular leader and might change groupings any number of times. The sole unifying force is the charisma of the leader. Currently two key warlords are Partatua and Madyes, both of whom are more interested in garnering power in the north than risking raids against the south. However, the success of some of the raiders from last year has caused some shift in power within the tribes.

Skythae beliefs differ slightly from the other Saka peoples, since they believe that they were named after a child of Mother Earth. This child is believed to be half man and half serpent. They also venerate a particular mountain to the north, whose spirit they believe protects them; his name is Imaus. Kislevans refer to a fabled city of the Skythae named Scythopolis.

These tribes consist of a people who are Caucasian featured with long dark hair. Men are bearded, except for youths – who must undergo a rite of passage before growing a beard. Women are equals in all things, and actually outnumber male warriors in this group. They are expert light horse soldiers relying primarily upon the bow, which they can fire in a 360° arc from horseback, to keep foes at a distance. Their bow is a short recurved composite bow of horn, wood and sinew with a sinew string. Other weapons include hammer, lance and javelin. Their bow and quiver is held in a single case (goryton), usually highly decorated. Armour is horn or iron, but some of the elders have theirs decorated with gold. Shields are rarer, of (variously) wicker or iron. They tend to be rectangular with a contracted middle (almost like a figure ‘8’). They dress ostentatiously and love fine colours and gaudy decorations. The group is extremely colourful since most of their wealth is portable in the form of personal adornment and decoration of their raiment, horse trapping and weaponry. They wear wrap-over tunics and baggy trousers, brightly dyed (purple, red, green, blue, white) and embroidered or sewn with precious metal plates. Hats are one-piece hide caps, rising to a high peak with neck and cheek flaps. Clothes are of silk, leather, felt, wool and linen with coats of fur or lined with ermine and sable. Geometrically patterned cloth is also used. These are currently, however, somewhat dusty and travel stained – not helped by the fact that these people do not wash for religious reasons! Zoomorphic and swirling patterns are tattooed on their limbs, whilst everything is adorned with gold. Male names include

Geilimar, Scopus, Szyges, Oktamasadres and Zazo. Female names include Thurima and Sisyraba.

Note that the Sakae-Kalim that the PCs met in Kislev are Skythae.

Typical Saka

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	38	4	3	9	40	2	30	45	30	48	28	34

Skills: Animal Care, Consume Alcohol, Dance, Ride Horse, Sing (15% chance), Specialist Weapon – Horse Bow, Specialist Weapon – Lance, Specialist Weapon – Net, Strike Mighty Blow, Strike to Injure, Strike to Stun

Alignment: Neutral

Equipment: Hand Axe, Helmet (1 AP head), Horse with harness (50% chance x2, 25% chances x3), Javelin (in case), Lance, Lasso, Leather Jack (0/1 AP arms), Mail Shirt (1 AP body), Shield (1 AP all), Short Bow (with goryton, 20 arrows), Sword

Chaos Marauders: the chaotics

Old World scholars know the Chaos Marauders as Kurgans. They are primarily remembered in the Old World for their part in the invasion of Kislev in 2302 under Asavar Kul. Texts describe them as “dark-skinned, raven haired and powerfully built”.

Following the defeat of Asavar, the Kul people declined and were forced into a northward retreat along with Tahmaks and Tokmars. The Saka found respite from the pressure that had faced them, between an expanding Kislev and increasingly powerful and unified Chaos Marauder raiders and (later) occupiers. However, whilst they recovered lost pastures and key resources, they had neither the strength nor interest in extensive expansion. The Dolgans, on the other hand, sought to capture the vast areas that they believed now ripe for the plunder and capture and forced ever northward against the weakened Marauders. Occupation led to settlement and Dolgan tribes left the cramped Vlachistan region and the constant wars with the Hegemony to forge a new life. Of course, over the years this involved choices and a slow indoctrination into the Chaos Marauder existence. Whilst the Saka and Vlachistan Dolgan clans retain a tenuous hold on the northern reaches of the Wheatland Colonies domain, their northern brethren have done well, but at the same time have made pragmatic choices in order to gain and hold these lands and the power within it.

Typical Chaos Marauder

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	38	4	3	9	40	2	30	45	30	48	28	34

Skills: Animal Care, Consume Alcohol, Ride Horse, Specialist Weapon – Horse Bow, Specialist Weapon – Lance, Specialist Weapon – Net, Strike Mighty Blow, Strike to Injure, Strike to Stun

Alignment: Chaos

Equipment: Hand Axe, Helmet (1 AP head), Horse with harness (50% chance x2, 25% chances x3), Javelin (in case), Lance, Lasso, Leather Jack (0/1 AP arms), Mail Shirt (1 AP body), Shield (1 AP all), Short Bow (with goryton, 20 arrows), Sword

Worlds Edge Mountains

The Wheatland Colonies were inhabited by a variety of peoples when the Kislevan colonists arrived. These included various Dolgan clans, the Hobgoblin Hegemony and (to the north) a number of Chaos Marauder groups. However, an indigenous human civilisation also existed precariously here, dwelling in the mountains and the lands adjacent to them. These people referred to their lands as Sithonia, named after a great leader named Sithon. Many legends are told of Sithon by the fireside, songs sung in his honour and he is worshipped as a god. Indeed, Sithon is strangely reminiscent of Sigmar – though he predates the Empire's patron deity according to local timelines.

The colonists successfully defeated these people, although they were (by this time) technically vassals to the Tsar and members of the Confederated States of Imperial Kislev. Their lands were simply too fertile and contained important stone and metal deposits. Most of the people were taken as slaves or assimilated into the indigenous population. Since they appear to be of Gospodar heritage, there is little to distinguish them from the colonists by 2512; the primary difference is that they had a tendency to be blond. Not all surrendered, however, and many fled deeper into the mountains where they remain to this day, burning with a seething hatred for the Union. They have continued to be a thorn in the side of the Union, constantly raiding the western lands and mining concerns. The Kislevans retain the use of the generic name 'Hillmen' in their descriptions of these people, although they mostly dwell in the mountains today in a number of separate tribal groups. Their own indigenous identity is primary that of their tribe, although Sithonian is still occasionally used in religious ceremonies.

From the east, the Worlds Edge Mountains do not provide generally the same cultural barrier as they do to those in the west. From this side, the mountains are initially a series of foothills, only leading to the mountains over a distance of some 50 miles in depth. This mitigates the more abrupt nature of the mountains from the opposite side. In addition, the mountains are cut by a series of u-shaped valleys that offer agricultural opportunities in addition to defensible spaces. The name Hill Men is mostly a corruption from the past, but it does (to a degree) still describe the habitat of these peoples. Their largest cities are also testimony to the possibilities to be found within the eastern side of the World's Edge Mountains. Most now dwarf their populations, but their hill and mountain forts are testimony of greatness in ages past. They are megalithic monuments made of giant stonework. Samydessus is a series of circuit walls around a valley, each wall being double faced whilst even Plovdiv (until recently a Commonwealth town) is an inspiring flat topped hill crowned by a mass of what appears to be volcanic slag moulded into a mass to form unbreakable walls.

The current upsurge in power within these peoples is through the work of Sitalkes (behind the scenes) and the powerful warrior and politician Thurimuth. Thurimuth brought the tribes together in 2478 and has prosecuted a generally successful campaign against the Colonies, partially due to his own skill and mostly because of the latter's disunity. Thurimuth has ruled for 34 years now and rumours persist of his ill health and old age; since the Colonies have no peaceful contact with the Hillmen, much of this is wishful thinking. It is unclear how they survive in the mountains, but they are robust and vengeful people. Whilst they have never aided chaos of goblinoids, they are quick to take advantage of opportunities offered by these. In 2400 as the Colonies faced ruin

they seized large areas of land, but after the stabilisation 2401-5, most of these lands were recaptured. Again in 2479, traditional Hillmen lands were lost to the Colonies due to their own troubles caused by the battles waged in the uniting of different tribes under a new leader, Thurimuth. Whilst most of the open land was (again) regained over the following decade, the war proved too costly to persecute and left a number of rich mines with the Hillmen. By 2512, Thurimuth has prosecuted a number of successful campaigns against individual Colonies, successfully relying upon the Union's fragmentation to prevent a united response against him. The lack of communication with the west is because Thurimuth has all but cut off the Colonies from the Pass.

Hill Men dress consists of a long tunic (covering body and legs), fawnskin boots (covering foot and lower leg) and a hemp-based cloak. Tunics are patterned on the border with a decorative hem and some are covered all over. The boots are very good quality, lace up the front and have a number of flaps hanging down from the top. The cloaks too are heavy, stiff and warm and can be folded over at the top to form a collar. They are heavily patterned with lozenge, zig-zag and embattled lines. A leather cap is worn too. Armour is rare due to a lack of metal, recently ameliorated by the capture of some from the Colonies.

The Hill Men are drunken, high-spirited and warlike people who love singing (war) songs and dancing. Those with the skills Sing or Dance will be favourably treated by these people. They traditionally worship the Earth Mother (whom they refer to as Mother Goddess), Diiozo (a local spirit of the mountains, possibly husband to Mother earth), Istros (a river spirit and their name for the Zapadryeka, a symbol of where their traditional homelands extended), Zalmoxis (a probable aspect of Mórr) and Bendis (a female warrior, likely to be taken as an aspect of Myrmidia).

Typical male names include Brasidas, Seuthes, Polles, Kotys, Kersebleptes, Amadokas, Berisdaes, Ketriporis, Teres, Vologaesús, Sadalas, Lycurgus, Tereus and Zopyrion.

Skudra is a region of independent princedoms technically recognised by Kislev and awarded protectorate status. Aggression by Hunedoara has historically undermined this position. People in this region are a mixture of the original tribes that allied with Kislev and remnants from the tribes that were conquered and lost their lands, but who determined not to mix with the colonists. These tribes are plains dwellers and form agricultural communities. They are always keen to hire out as mercenaries to forces from the United Commonwealth, Raska, Ruthenia or the Marienburg colonies. The following tribes form Skudra, each within its own lands:

Bisaltai
Dentheletai
Skordiski
Maedi

Most of the Hill Men retained their independence and have always maintained hatred towards the Colonies. However, their disparate and argumentative nature has precluded any serious threat – until recently. They have historically been willing to hire out as mercenaries to United Commonwealth, Raska and Ruthenia forces, but have preferred fighting for Vlachistan or in the many wars to the north. Prince Hayek also found them useful mercenaries until their recent unification. The mountain tribes are as follows:

Bessi
 Odrysai
 Krobyzi
 Serdi
 Edoni
 Thyni

Thurimuth has created what he refers to as the Odrysian Kingdom, based around his own, Odrysai, tribe. He has managed to hold together a loose confederation of all the tribes, but primarily dominates the Bisaltai, Dentheletai, Krobyzi, Serdi, Edoni and Thyni.

The Hill Men have some dealings with Prince Ulther Stonehammer and his Dragon Company, as they have common interests in raiding the Red Eye tribes and other goblinoids. Equally, Prince Hayk has traditionally been seen as the most amenable of the Tsar's vassals – although the Hill Men have cut the Pass now and are seen as enemies. For their part, both dwarfs and giants see the Hill men as generally unreliable and fickle.

Typical Hill Man

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	30	3	3	8	35	2	30	27	30	25	40	30

Skills: Consume Alcohol, Disarm, Dodge Blow, Secret Language — Hill Man, Specialist Weapon – Machaira, Strike Mighty Blow, Strike to Stun

Alignment: Neutral

Equipment: Dance, Javelin, Leather Jack (0/1AP body), Religious Symbol (various), Shield, Sing, Sling, Sword (Machaira) or Spear

Sitalkes, Liche and Power behind the Throne

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	4	23	60	4	43	89	89	89	89	—

Special Rules: Transfix (WFRP, p249)
 Causes Fear and Terror
 Hatred of dwarfs

Magic Points: 30

Magic Spells: Petty

	Butterfingers
	Magic Lock
	Sleep
	Stealth
Battle Magic 1	Dispirit
	Steal Mind
	Zone of Firelessness
Battle Magic 2	Leg Breaking
	Luck
	Mental Duel
Battle Magic 3	Corrode
	Dispel magic
Battle Magic 4	Accelerate Time
	Reverse Spell
Necromantic 1	Summon Skeleton Champion
	Summon Skeletons
Necromantic 2	Control Undead
	Extend Control
	Shape Servant of Bone
Necromantic 3	Life in Death
	Raise Dead
	Summon Guardian Spirit
Necromantic 4	Summon Skeleton Major Hero
	Transformation of the Liche

Warrior Familiar

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	10	4	4	10	60	2	60	60	20	70	30	10

Hobgoblin Hegemony

The Hobgoblin Hegemony is hierarchical and organised into Khanates, which are in turn made up of clans, in turn made up of gönder (family groups). The lowest level of nobility is the *beys* (entitled to one horsetail on his standard) of the gönder, then the *bolyar* (two) of the clan and the Khan (three), leader of each Khanate. A Khan of Khans theoretically rules the entire Hegemony, but this is often more illusion than fact. The current leader, Chinglz Belz, is ineffective (at best).

Society revolves around fighting and wealth – which is measured in the number of mounts and one's equipment. Roughly, hobgoblins have three social strata of sipali (knight), yamak (squire) and roynik (infantry). Hobgoblin society is highly ritualised and hostages (*müteferrika*) are a universal means of enforcing loyalties.

The three primary groups within the Hegemony are led by Telets Khan of the Utigur Khanate, Khardan Khan of the Kutrigur Khanate and Ghazak Khan of the Onogur Khanate.

The Grag-A-Mugar Clan and Chief Grunguts are outlined in **SRiK**. The clan is primarily involved in trading. They favour co-operation with the Colonies and see opportunities for trading and improving productive technologies. This clan is featured in SRiK, where clan's best leader, Habblo, is dealing with the perennial problem of Dolgan raiders.

Within the Onogur Khanate, A'kanslai the Hobgoblin and Maymankil the Shaman are local vassals of note, both heavily involved in the pacification of local goblinoids. Maymankil is also a powerful shaman, and thus unusual in wielding secular and divine power, and is particularly keen in persecuting war against what he sees as the heathen goblins. Relations with the Longtooth goblins are variably tolerable due to their mutual enmity of the Brotherhood. Both hobgoblins' eponymous titles result from the goblins' rather simplistic ability to describe and articulate. One of A'kanslai's lieutenants, Izitzso, becomes a central character in my adventures.

Goblin Lands

Goblins are ancestral enemies of the Hill Men, since both regard the Worlds Edge Mountains as home.

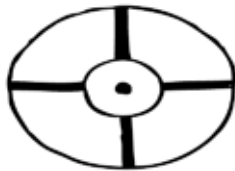
Red Eye Tribes

The Red Eye Tribes are satellite clans of Red Eye Mountain, the primary home of Night Goblins in the region. Most are involved in the attacks by Azhag the Slaughterer into the north of The Empire, which have commenced (2512) and will continue until 2515.

Gnashrak's Lair

Gnashrak's death in 2510 destroyed the hold of his citadel in the region and led to squabbling by those remaining over the local environs. For the peoples of the Wheatlands, this resulted in increased raiding but little organised activity aimed at them. Three local groups have become more prominent in the region.

A new group appears to have risen from the ashes of Gnashrak's 'empire' under the control of his one-time enforcer Oyzillk. They have adopted their own colour (blue) and symbol, a black circle surrounded by a red circle and then a thin black circle and finally a quartered blue circle (divided in black). They thus appear to approach a vague uniformity when seen in groups, marking them out immediately as a possible new force to be reckoned with. Intriguingly, this one time butcher, who earned the nickname "Killer", has created some form of unifying philosophy to hold his people together, and has resulted in the slaughter of any goblin exhibiting chaotic features. Whilst this might have an apparently positive effect for the human Colonies, his intensely racist program appears to be aimed at anything not conforming to the perfect Greenskin archetype. Killer Oyzillk appears to be yet another petty warlord rising to cause trouble, before he is dealt with as are most goblin leaders.



Rug Longtooth

The name of Rug Longtooth is still feared, although few believe that the current Rug is the same goblin who allied with Grom the Paunch long ago. Aside from the question of such longevity, Rug has never succeeded in achieving the same success since and this is ascribed to the fact that later chieftains simply took the name as an honorary title.

Whilst the name no longer breeds terror, it is still feared and rumours of the arrival of Rug's household guard, known as the Axe Ministers, causes great consternation.

Locals still refer to Rug and the Axe Ministers in oaths and hyperbole over any goblin atrocity. In recent years, Rug's goblins have been relatively quiet. The Axe ministers are a quasi-religious order and appear to have been embroiled in a civil war of political and religious dimensions with a new cult, calling itself the Brotherhood of B'Dung.

Hegemony informants can add little to this. There is little trade with the goblins and their need as mercenaries has declined with improving relations with humanity. The local magnates A'kanslai the Hobgoblin and Maymankil the Shaman have been unable to ascertain the nature of the Brotherhood, but have noted an improvement in arms and tactics among the goblins in the past 10-20 years. It is also believed that the Company of the White Cross (ore mercenaries) has been hired by Rug – implying unknown wealth and, perhaps, ambition. The ores named themselves after their first attack in which they killed a powerful wizard who had earlier been writing upon his magical scrolls with many crosses. In fact, this had simply been a professor from the University of Kislev at Schonsze who had been marking his student scripts. Since the scripts disappeared with the professor, the university had to award the students their certificates without actually being able to confirm how poor they were. This would no doubt have pleased the students had they not been on a field trip with the Professor and died with him. Still, their families were given very nice certificates to remember their children by, and the ores obtained their icon – a mark unknown within goblinoid culture and so of great power.

Brotherhood of B'Dung

The Brotherhood is a religious order, originally consisting purely of Night Goblins. However, in recent years, Lod Belch has built up a sizeable following of all goblinoids within his faith, espousing a form of goblin nationalism. Grimfang, a local chief, has converted to the faith adding to the earlier conversion of Spug Horn, Lod's original patron. Unknown to all, Lod is secretly supported by a faction of chaos dwarfs, who are willing to risk a nascent goblin socio-political union as a means of maintaining pressure upon the Hegemony. Of course, there is little risk of such an event – the goblins simply see a supply of food, 'stuff' and successful killing and looting. Were this to end, so would the Brotherhood ... probably.

Even the Hegemony and their spy network know little of the Brotherhood, their beliefs or their secret supporters. However, whilst the Brotherhood utilise an assortment of stolen and locally fabricated arms and armour, their opponents have detected a standardisation of their equipment. Most noticeably all but the poorest utilise a common device on their shields; blue and red quarters. The meaning of the pattern is unknown; actually, it is a simple colour pattern, both easily produced (by the dwarfs) and easily copied by goblins individually.

Goblins of the Tusked Disc

These Night Goblins are mysterious even to other goblin groups, for they are very secretive and rarely engage in the activities of other goblinoid groups. They are mounted on spiders and live deep within the mountains, rarely venturing forth. Their most interesting characteristic is their emblem of a golden sun with a tusked maw. Most goblins believe this simply a variant on the traditional gaping or toothed maw of their gods, but that a Night Goblin group should apparently worship the sun is less apparent. In fact, though without realising it, these goblins are allies of Sitalkes and part of his great plan.

Orc Tribes

The general place of orcs within goblinoid society is not easily determined within WFRP. Sometimes they appear as a completely separate race with their own culture, lands and interests. At other times, they are the ruling caste of goblins and generally boss their smaller cousins about.

I have always found orcs very tough (in game terms) for my players to deal with and very one-dimensional. For these reasons, I have been very vague with them in my own game. To be honest, no PC is ever going to visit their lands or investigate too deeply and so it is not a problem. To maintain some variety, I have utilised two main groups of orcs for PCs to be aware of, meet, fight, kill and run away from. These are the White Cross Company mentioned above and the Skullz. Neither are central to the campaign, but both add that little bit of variety. Each is self-aware as a cultural group and serve specific in-game purposes. One is to add some backbone to goblins and the other is to add another group of marauding nasties – with perhaps a twist to the main meta-plot.

The primary group of orcs in this region is known as the Skullz. Their primary symbol is the usual skeletal ore head, a representation of the god Gork. They have adopted a black and red quartered device for their shields, but are otherwise without organisation or uniformity. However, their main battle standard also contains the symbol of the sun with a tusked maw.

They hate the White Cross Company, predominantly as they regard it beneath orcs to work for goblins. Of course, the White Cross Company see the others as simply jealous for the pay themselves.

The North

Mountains

To the north are the holdings of Glune Wayfoot, a giant originally from mountains within the Goromadny, but who was allegedly driven south. His people, mostly giants and other giant kin, prey on the local goblins, marauding human tribes and any of the few travellers in the region unfortunate enough to be discovered. His sole foray southward (to date) was decisively checked by Hayk and Cialâk in 2499. His main steadying is known colloquially as Wrongturning, as that is precisely what it is for most! The other inhabitants of the region are known as the High Trolls of Broon and are claimed to be 'civilised' trolls. Few actually believe this tale and see it as myth. Others regard it as a statement of relative stature; Broon trolls might (perhaps) be able to wipe their nose, they say.

Prince Hayk's lands have traditionally been to the north of the Pass, but have been under pressure for some time. His citadel is Kars, another fearsome mountain fastness whose origins are long forgotten. Giants form a core of nobility, but are neither all nobility nor is the nobility solely made up of giants.

Chaos

Most Kislevans view the north as straightforwardly chaotic, and wish it was further away. Details of the various chaotic groups are discussed within the sections on the Chaos Marauders who live there.

Chaos Dwarfs

The Chaos Dwarfs have an outpost in the north, although it is little more than a watching post and of minimal importance.

The East

There is no intention that PCs should traverse the Hegemony and visit the farthest East. However, it is likely that rumours are circulating about the region. It is believed that a nation of (human) horsemen dwell to the east of the Hegemony, but little is known of them. Some see them as allies against the hobgoblins and their most likely saviour on the basis that race is a paramount determinant of alliances, in any event, the enemy of my enemy is my friend. Whilst these riders are accepted as enemies of the Hegemony, others maintain that terrible rumours of their viciousness are not simply attempts by the hobgoblins to stymie an alliance. The leader of these mysterious people is called (locally in the Colonies) Tynn Khan. That his deeds are evil is usually seen as one of perspective over whether maiming and slaying goblinoids is innately evil. The most knowledgeable political and academic figures believe Khan to be a fiction. This is based upon an ancient record of the lands to the east in which Tynn Khan and his “terrible horsemen” are described, but here they are only terrible because they keep falling off their horses! However, all parties accept that something is pressuring the Hegemony to the east.

Obviously, Hegemony sources are aware of the pressures placed upon them to the east but they are unwilling to discuss them with any but senior hobgoblins within their nation. Within the campaign, this is not necessary to develop here.

The South

The South is mostly unknown since no Kislevan has any interest in travelling there. It is obviously not meant to be explored within the campaign.

Within the mountains, the Hill Men have always tended to spread southwards until they have met some obstacle – usually the assorted goblinoids found there today. It might be recalled within certain dwarf holds that their lands once reached to Karak Kadrin and Peak Pass, and they paid tribute to the High King. Today, even with their expansion and the collapse of Gnashrak's realm, they have reached the hinterland of Karak Ungor (Red Eye Mountain) only in name via the most daring of raiding parties.

Goblinoids, as described within their own sections, infest the southern mountains and have spilled into the lands below the plateau, but only to a point. For it is in the south that the true enemies of the Wheatlands can be found as they skulk secretly attempting to weaken the northern lands for their own conquest.

The south hosts the lands of the Chaos Dwarfs, the true enemy of the Wheatland colonies within the campaign. However, few know of the existence of these peoples since dwarfs are assumed to be 'the good guys' and no dwarf would willingly admit to anything different. Over the years plans have been drawn up to subjugate the Colonies and these are being implemented. *The fact that other players are also in the game adds to the challenge – and the fun!*

Within the campaign, the Chaos Dwarfs are rarely to be met, and only after the PCs have begun to deduce a guiding hand to a number of plots. It is simply impossible for the Colonies or the PCs to launch any sort of offensive against the south, but there are other ways to deal with the menace.

The Wheatland Colonies Expeditionary Force

WheatCEF

The soldiers sent into the Wheatland Colonies are from a number of sources and are actually motivated by a number of different concerns. Whilst they are unified against external forces en route, they are riven by internal dissension and far from a unified force. Some individuals might be ignored, if PCs are fulfilling their duties – or can be utilised as career enemies for the PC in question!

All commanders and the elvers entourage are mounted on horses, but the ordinary soldiers are on foot. PCs will not be provided with horses, but may have their own already.

Middenheimers

General

The following are intended to create a plausible excuse for the PCs to travel into Kislev from The Empire. They effectively start the adventure. There are two sources for the recruits: the Lorenzen gang and the indentured ‘slaves’. Both groups are intensely wary of volunteers (that is the PCs, whether they see themselves as such or not!) and each other.

What they know

The short answer is: very little. The longer answer is: next to nothing. This contingent is travelling to the Colonies under treaty arrangement. Most are going to either escape something or because the land tenure payment upon the end of their 25-year service is the best offer that they can hope for in their pitiful lives.

Leo Kessler is titled Major-General and is an ex-Midden Marshall. Rumour describes him as a drunk and someone who was sacked for incompetence. He never discusses anything about his personal life. Whilst he does drink and this affects his judgement and moods, he is still a capable leader in the right circumstances.

Heidi Ubermann is a competent Aide-de camp, but lacks experience. She is enthusiastic and works hard, though will become increasingly frazzled as WheatCEF progresses as she is surrounded by incompetents and wastrels. She is capable, but unsure of herself enough to enforce her personality. She will rely on sensible PCs to propose actions and fully support them, or prompt PCs to propose alternatives. She is unconvinced that Lanz is doing his job thoroughly, since the quality of food being supplied is terrible; she assumes (somewhat unfairly) that he is at fault. Heidi

is the archetypal enthusiastic volunteer, who believes that she is helping the forces of goodness in general (but undefined) ways. Like all romantics, she is in for a hard time!

Lanz Plarer is the nominal quartermaster for the Middenheim contingent, but his role is intended to be as a simple liaison with the Kislev administrators, as theirs is the job of supply. Lanz will also negotiate with the Empire and Nordland administration during their journey to the coast. He wishes that Heidi would stop trying to do everything and allow him to do his own job, so that she can better do hers. Lanz is a professional and intends to return to Middenheim after a 12 month tour of duty.

Lorenzen Gang

The Lorenzen Gang is an extended family of refugees from Ostland, survivors of the Butchery at Bechafen. They were a local criminal band, one of a number competing for power within the vacuum that is the rule of the local templars at Grenzburg, the Order of the Purging Hammer. A minority Sigmarite family hired Magnus Greel to destroy the others (including the Lorenzens), which he did. However, the templars saw this as an assault upon themselves, rather than the criminal infighting that it was, and attacked Greel and his followers. The latter fled and are outlined in **A Private War** and **All Quiet in Kislev**. The Lorenzens escaped the initial slaughter due to a spy within Fraternal Brotherhood, who knew of Creel's employment. They then fled the Order of the Purging Hammer, who at last turned their attention away from their eternal vigilance to the north and actually took interest in their own lands. The Lorenzens claimed persecution as Ulricans and utilised a family member in a senior position within the Cult of Ulric in Middenheim to persuade the city to offer them sanctuary. However, the group is a severe embarrassment to the Cult, and Ar-Ulric saw the opportunity in the WheatCEF plan to rid himself of the embarrassment and be seen to be assisting his fellow Ulricans. The Lorenzens were most unhappy, but had little choice. Indeed, their relative barely escaped joining them!

Urbanus Lorenzen is the patriarch of the group.

Nils Lorenzen

Jakob Lorenzen

Gerhard Lorenzen

Mathius Lorenzen

Cristoph Lorenzen made his name locally as a vicious footpad and cut-throat.

Bernward Springinkle joined the gang for 'professional development'!

Erica Lorenzen has Heal Wounds skill.

Leopoldine Behaim was captured by the gang and married to Mathius.

Sigrid Lorenzen is the only generally good apple in this rotten barrel, but who may also soon become what the rest have.

Indentured Troops

Maximillian Keppler is here for debts owed by his wife.

Gothard Baldung volunteered as things were so bad.

Otto Sachs was raised by the Cult of Shallya and had enough of their ways.

Barnabas Wein was indentured to the force by the Cult of Verena.

Willi Burckhardt was also indentured to the force by the Cult of Verena.

Achim Ebwein has **Heal Wounds** skill.

Justus Beck

Anthony von Rot is a spy for the van Aelst family.

Pepin Oterle is a spy for Ar-Ulric.

Thorsten Cranach

Oswolt Frühauf

Friederich Scheurl

Leonard Krantz

Ulin Wilke

Lynns Winter

Kunz Brahe

Conrad Franck deserts at Arenburg

Felix Denk leaves his farm at Arenburg 'to join the army'. He will follow the group until allowed to join. He will volunteer for anything and everything.

Martina von Trumberg is an ex-merchant who barely escaped a more serious (and permanent) punishment for consistent under-weighing of goods. She has the **Evaluate** skill.

Amelia Reisch has **Identify Plant** and **Herb Lore** skills.

Gretel Humpis has no relationship to anyone the PCs might know of that name, but the fact that she has the same name should lead to the right level of suspicion, perhaps even leading a PC to blow their secret cover,

Camp Followers

Empire armies are allowed one prostitute per 10 men when on campaign on the official payroll. Pay is 2/- per day plus food, lodging and their own fees (at a prescribed scale). Three have been allocated to the company on the basis that these three were currently in prison at the expense of the civil authorities and this was deemed both punishment and cost effective. These three will most definitely be seen as the 'property' of the Middenheimers, and for their exclusive use.

Frederica Slakany is the archetypal prostitute, now well past her best. She sees this as a relatively safe and well-paid environment.

Agatha Breu is a novice and very nervous. The life might be better than being abused by her brothers in her family house in Osttor; then again it might not be. She was captured on her first night out, due to her inability to pay for the appropriate protection. For the first few days, she will be physically unable to carry out her 'duties', courtesy of the Watch. She has **Identify Plant** and **Herb Lore** skills.

Ferdinand Althusius is a 'companion' to the nobility, but an attempt to blackmail a minor noble house proved to him how powerful even the most irrelevant nobility can be. He wakes up on the cart from a drugged stupor on the third day and will need constant watching (and other inducements) to avoid his fleeing. Ferdinand is also something of a disappointment to the women in the company too....

Marienburgers

What they know

Like the Middenheim contingent, they know ow little of the current position within the United Commonwealth. These troops are being sent primarily on behalf of Eureko, the company that owns Nieuw Jutonsryk. Wobeck is there to deliver a number of papers and to place himself under the orders of Marek Belka, the nominal Highest Representative.

Aer Dressair: Dressair is an-intensely mysterious cloaked figure, who should remain as such for most of the adventure. Indeed, it is suggested that his race is not revealed to the ranks until the march in Kislev makes the fact obvious. Until then, he-simply remains in the cabin, occasionally standing on the foredeck at night, and always guarded by his companion and, his personal guard. He is aloof, arrogant and generally condescending. However, this is not his actual personality, but simply a product of his inability to deal with humanity, a race that he cannot comprehend and finds very difficult to interact

with. His people simply are far more advanced, and humanity is like a child to him. Attempts to treat them as such simply result in the perception of arrogance. Aer Dressair is not his true name, but a standing code for those on secret business. The name is that of a sea elf king from centuries ago, who crusaded against the east. It is unlikely that even the most knowledgeable human scholar would be aware of this. Note that should Nebala be with the party, it is likely that her presence will be reported to him and he will take a real interest in her, partly to while away the hours but mostly from a profound interest and regard for such a reminder of the glory that was the elves.

Galabrovil is a human female, dressed in a rather outlandish appearance. She is in fact from Ulthuann, where she was brought up as a member of the Barathome merchant company. She is totally devoted to Dressair and knows his real name. She is the only person that Dressair is at ease with and seems to enjoy her company. At the same time, she also enjoys other human company – a source of tension between the two.

Dacae is a bodyguard to Aer Dressair and fanatically loyal. He dresses and is equipped in a similar fashion to an elf. To normal human eyes, he appears rather elven, if not effeminate, in manner but is a very capable fighters and fully committed to protecting Dressair.

Iazygates rotates with Dacae and Roxilani. He has **Heal Wounds** skill.

Roxilani

Mallorn is a fourth guard, but is actually a member of the Kryptea – the High Elf secret service. As part of their mission to Kislev, the elves are attempting to prevent serious damage to the Winds of Magic that they have detected. This damage is caused by Rainbow Wizardry. Polite attempts to ask the wizards to cease have been rebuffed, and since the ends serve the greatest good, assassination of the wizards has been determined. The first target is Anastasia Eremovna Koldun Naydmyennost living in Erengard. Mallorn will successfully slay her his second night in Erengard, passing himself as a hedge wizard with interesting items for sale found in an elf ruin to the north and thence seducing her. He flees in the morning and takes passage on a boat owned (and waiting) by an allied Marienburg trading family. This boat will pass the WheatCEF force and drop Mallorn off up-river in a secluded spot. He will then creep into camp and rejoin his colleagues; Ostrody might be a good location to place this. A fast rider will spread the message of the slaying along the Lynsk ordering the authorities to capture the murderer. Since Anastasia was an aide to Ekaterina Bushinov, a powerful political figure within the city, it will be assumed to be the work of anarchists. Only if a PC were to speak up would Mallorn even be open to suspicion; such a move would, of course, earn the PCs the enmity of the Marienburgers. Observant PCs might notice a tattoo on the side of his head, mostly covered by hair. It is the (high) elf *ahrain* rune symbolising shadows, night, stealth, secret and is the symbol of the Kryptea. It also serves as a suicide device as it is a magic symbol that will explode when activated; this happens at Praag when Mallorn fails to assassinate his second target.

Jan Wobeck: The precise nature of the relationship between Wobeck and Dressair is unclear. Wobeck is clearly in charge on a daily basis, but occasionally he is called to see Dressair or Dressair might be seen to ‘suggest’ something that is then acted upon. In fact, Wobeck is technically in charge of the expedition, but he is a merchant with little

military experience. He is trusted by , which is why he is here. However, he is more than aware that Dressair has the experience to run things in reality. Wobeck was not properly briefed about Dressair's presence and thus is unsure of whether he is supposed to defer to him. In fact, Dressair's mission is antagonistic to his own in the longer term since he works for a different end.

Mercenaries: In the typical manner of Marienburg, their forces are only here for the money and will react accordingly. They are clearly either inexperienced or unsuccessful, as their armaments are of minimal quantity – leather is far more in evidence than metal, for example. However, looks are not all since they are useful missile troops and are armed with well-maintained crossbows.

The force consists of the following:

Erik Bergen is indentured through his capture in Nordland by Wasteland slavers, but is now quite happy with his lot.

Tomas Nieuwberg

Ruben Pronk is an Ulrican, with a peculiar sense of duty to Kislev, the home of his family some six generations ago. He is seeking to 'aid his people' – and is he in for a shock!

Rudolf van Balen

Andreas de Groot

Erwin Boone was sold to the company by his father, but sees it as an improvement. Walewijn Renzen is a Sigmarite-Reformed and has Heal Wounds skill.

Siemon Walsum deserts at Salkalten and is recovered by the PCs. He is gratefully in their debt.

Alexander Floriszoon is a Sigmarite-Reformed.

Paulus Bakker

Aldrick Klaasse is married to Helga Klaasse.

Jan De Ruyter is a spy for Aer Dressair, whose primary function is to keep the elf informed of the mood within the ranks, and any activities from other interests within the band. He has already passed on information concerning Willem van Ness.

Willem van Ness is an informant for Arkat Fooger.

Johan Evertsen is a Sigmarite-Orthodox and an informant for the Cult of Sigmar on this expedition.

Wilbertus Bartels

Marianne Vink

Linda van Walsum

Vera de Boer has the **Cure Disease** and **Heal Wounds** skills.

Helga Klaasse is married to **Aldrick Klaasse**

Cora Foet has **Identify Plant** and **Herb Lore** skills.

Kislevans

In simple numbers, there are far more Kislevans than any of the others in the expedition. However, they are mostly a rabble and fit for little. With some training, they can be made competent. However, these downtrodden people have little self-belief and are very fatalistic. Getting them to motivate themselves will involve overcoming deep-rooted cultural indoctrination.

What they know

Zawiska Niksz is aware of the generally unstable political situation within Kislev, including stories concerning an illness affecting Tsar Rarii Bokha and opinions upon his general incompetence. At the same time, he himself has experienced the infuriating inertia of Imperial Kislev's penny-pinching bureaucrats. As a slaver, he has first-hand knowledge of various proposed proclamations concerning the conscription of fourth and fifth sons and daughters in order to raise the soldiers needed to honour the Wheatland Colony obligations. He sees this as an improvement upon (and better business opportunity than) the emptying of prisons and asylums to create the Volunteer Militia, chained slaves marching off to try and save the Trans-Lynsk. He himself favours the current system of press gangs roaming The Dobryion searching to impress anyone without correct documentation; he has made his fortune out of the practice. Bureaucratic proposals to create a population roll to establish the conscription of all but the first born and those deemed to be exempt have his full support.

Little is known of the current situation in the Wheatland Colonies. Nothing has (apparently) been heard in twelve months and little of value in almost two years. One of the main reasons for the lack of earlier investigation has been the failing military situation in the north and the economic realities of the Wheatland Colonies. Whilst they have produced food, tin, saltpetre and (latterly) gin for export, Kislev itself has been able to produce these items for domestic consumption. Therefore, the only worth of the Wheatland Colonies has been production for export, a market that has proven notoriously difficult given the vast distances involved and the vagaries of trade.

The Colonies were set up with the aim of providing an outlet for population overflow and a major source of taxation income for the government. The hopes for the Colonies were never realised and the Trans-Lynsk Colonies traditionally have proven more

economic, despite their lack of food production. Whilst the Wheatland Colonies had natural advantages in agricultural land of good quality and plentiful raw materials (particularly tin), they proved uneconomic to export due to distance and inefficiency. Worse was that whilst the Kislev bureaucracy would have preferred them to be both self-sustaining and yet loyal and generous with their taxation payments, the Colonies increasingly began to resent any taxation that was being demanded for either historic services or none at all. They felt unrepresented, unwanted and left to fend for themselves. In reality, Kislev never placed any real tax burden on the Wheatlands, and yet dissent continued to rise – primarily due to the perceived arrogance of the bureaucracy in making organisational demands.

Unfortunately, the time at which Kislev suddenly needed economic and military assistance from the Wheatlands, it found that nothing was forthcoming. This was because a number of catastrophes meant that the Wheatlands itself was looking for aid from its 'Motherland'. Mutual blame further widened the rift. The sale of two colonies to Marienburg without reference to the Colonial administration or even the two involved did nothing to endear Kislev or the Tsar, despite guaranteeing central support for the remainder. Recently, Kislev found itself once again in need of aid from the Colonies and found this aid in short supply. Mistrust worsened and outright rebellion was fomented. Kislev was accused of failing in its statutory obligations, whilst Kislev itself perceived further expansion of social unrest and determined to put it down bloodily. Unfortunately, whilst providing the rhetoric to drive many Colonies into open revolt, the action never materialised, leaving loyalists to try and hold onto what they could. Communications ceased as Prince Hayek reported that he could no longer guarantee control of the Pass.

Whilst known as the Wheatland Colonies, the full title is the United Commonwealth of Wheatland Colonies. There are seven individual colonies. They are the Commonwealth of Mazovia, the Protectorate of Nieuw Jutonsryk, Hunedoara, Raska, Ruthenia, Vlachistan and Petznak. The nominal capital is Preslav, located near the Belyevorota Pass. It was established there to guard the access route to the Motherland and due to the need to limit transport distances in the first days of the Colonies' existence. He believes that today, Ohrid is generally regarded as the primary town in the Colonies, though each individual colony within the united commonwealth has its own administrative capital.

Whilst awaiting their allies, most of the force has been camped outside Erengard and not allowed in the city. However, the commanders and other professionals have frequented the city. The primary fear in the city is of the depredations of the Revolutionary Armed Forces of Kislev. For over a year, the group preyed upon local villages and merchant traffic proclaiming their discontent with the existing (primarily of Norsca origin) ruling classes. Ekaterina Bushinov is now in charge, although the precise details of her succession and through what political institutions is unclear.

Castle Alexandrov to the north is regarded as the bastion of the region against invaders from beyond the River Lynsk. The castle was built by the great-Tsar Alexandr Njevski and has proven its worth many times, despite objection from local boyars to its construction at the time. Njevski will be discussed in awed tones as he is undoubtedly the most noble of the Kislevan tsars, being both a sophisticated and caring intellectual and a great warrior. Whilst he sought peace at all times, he was also able to defeat those enemies who rose against him. Many of these Kislevans of all types will swear by him

as an oath of truthfulness. Others will whisper of the Njevski Ispan organisation. These are a group of nationalists who believe in “One Kislev, One Nation, One People”. They see themselves as the personal followers of the tsar, serving his desires (including the ones that he cannot make public). Few dare suggest, but might think, that the group is effectively the personal militia of Vladimir Illyitch Bogdanov, the Tsar’s adviser. Worrying within their current mission is the fact that government troops are retiring to the Lynsk fortresses in the face of increased incursions by monsters from the Wastes into the Trans-Lynsk colonies. Migrating trolls are reputedly being pushed southwards into the Trans-Lynsk and are now posing a severe danger to the Lynsk. Each day that the PCs’ part of the force are delayed adds to their worries. After all, what would scare trolls into moving southwards in such numbers? It appears clear that Stepin Rasin and his self-styled Ever Victorious Army are simply avoiding combat, though Niksz does recognise the need to avoid defeat for the last field army in the north. However, Rasin’s loitering within the protection zone of Castle Alexandrov makes his own journey more dangerous and the Lynsk border outposts open to attack.

They have heard tell of the Children of the Kraken, apparently now outlaws, who simply deserted their villages on the east coast and are travelling (south-)eastwards. Others have since joined them and all appear vacant and incapable of interaction with the few officials that have managed to initiate friendly contact. Otherwise, the group simply seizes what it wants. They have been harried onwards by local forces, but have yet to be brought to a successful battle. No-one knows where they are headed to.

Most of the indentured soldiers are Gospdars and both insular and resentful. Many have been illegally conscripted or forced into serving on a trumped up charge. PCs of low social class will have the best opportunity of engaging these NPCs for their thoughts. Most are increasingly politicised into some form of nationalistic fervour. They despise their lords and await some leader to remove those who enslave them. The extremity of their views varies, but it should be noted that the Gospodars very rarely in their history have exhibited a united culture or community leadership. Much of this is revisionist, since their subjugation as the Kislevan underclass has created the only real solidarity in their people’s history. A number of themes are variously followed. The Galindrians are thought to be one of the founding clans from before the time of Boris Ursa. Stories persist that they are hiding from the Norscans and other invaders; one day they will arise from their secret places and free the other clans. An addition to this tale is the outlaw Mindaugas Mindowe, who some believe is a member of the lost Galindrian clan. He is working to free Gospodars from their oppressors, which is why he is declared an outlaw. The Children of Miska are another outlaw band, which some see as attacking their oppressors – linked to the use of the name of Miska the Slaughterer, great Gospodar Khan-Queen, creator of Ice Magic and daughter of Boris Ursa. Boris Ursa – the Forever Tzar – is a more general theme. He promised to free his people from the chains of their oppressors. He vowed to rise again from an eternal sleep in Kislev’s hour of need, and lead the true Kislevan people – the Gospodars – to reclaim their heritage. The story has added impetus as rumours claim that Boris Ursa has returned and is currently awaiting his people in a camp just north of Belyevorota Pass. Others regard the alleged Boris as a usurper. In any event, these soldiers will become steadily more edgy as they approach the Pass.

The major cause of unrest at this time is the forcible conscription into militia units of Gospodars to placate demands for support from the Tsar and bribe the northern and

eastern colonies into remaining loyal. Since other Kislevans have generally managed to avoid such conscription, the weight has fallen even more heavily upon the Gospodars. Road wardens are given allocations to fill and must frequently invent infractions to do so – or so stories tell. Many here will claim to have been so conscripted. Since these people are all a product of such enforcement, their feelings on the issue are very raw. On more general issues, these peasants are largely ignorant. They have had little time to discuss the general state of the nation or more prosaic issues.

Disagreements between the various Kislevans include Boris Ursa. Whilst most accept that he was indeed the first so-called Khan-King of Kislev, few intellectuals believe the myth that he entered a permanent sleep, awaiting the time of great danger when his people need him. After all, Kislev has faced so much misery without his appearance! The non-Gospodars also believe that the so-called reincarnation is simply some lunatic seeking to set up his own petty fiefdom. They believe in the story that he is in fact an ex-militiaman, who was sacked for incompetence.

Command

Zawiska Andronovitch Niksz: A slaver by profession, he was offered a handsome warrant to raise and deliver this force. No combat experience, he is simply seeking to deliver a quota of soldiers, by which he defines anyone with a weapon. He originally came from the Colonies, but regards himself as superior to them now and will say that he is from Erengard, his current base of operations.

Mikolaj Traba: The only man with combat experience, he is simply a noble acting the part and hoping to use his commission to establish himself in the Colonies. Militarily, he is an incompetent oaf and a coward, having been well hidden by his father in the skirmishes ('great battles') that he served in.

Furarej Sergeivitch Czarny: His official post is translator as he speaks Reikspiel, but he is also Tsar Bokha's political commissar. In play-test, he became something of a parody of Soviet (or Warhammer 40K) commissars, always repeating official dogma, even in the face of evidence to the contrary. Since my players were not familiar with this ideal, it worked well. Czarny could equally be a jaded and disgruntled person sent on this mission as punishment for his doubts.

Brother Godfryd: The expeditionary chaplain, he is a moderate Ulrican from the northern Principality of Galich. He has an inherent prejudice against The Empire, whom he regards as aggressive towards Kislev and reliant upon her as a bulwark.

Alexandr Buslovich Nadmienny: Paymaster

Andron Vyslavovich Volosatyi is the surgeon. He is quite capable, though prone to drinking. This is simply to try and forget some of the terrible things he has seen in twenty years of military service and due to the fact that he expects to die in service.

Andron Andronevich is the surgeon's apprentice, a young child that the surgeon adopted from a village to the north, otherwise deserted.

Soldiers

The majority of these soldiers are conscripts, who were obtained by probably illegal means. Recently, in an attempt to meet his military obligations, the Tsar has been persuaded to draft all non-firstborn unmarried Kislevans over the age of 16 and under the age of 75. Needless to say, this led to a surge in marriage! These are those stupid enough to manage to get caught before they managed to avoid the draft. Others are those captured in stringent new regulations concerning the need for precise permits and warrants for travelling within The Dobryion region. Such checks are often arbitrary and related to whether patrols have filled their quotas for recruits. Such road warden patrols are now paid on the basis of the 'recruits' that they bring in. Needless to say, these soldiers – mostly Gospodar Kislevans – are extremely unhappy and are chained up each night.

A minority of the soldiers is indentured slaves, who elected to serve here rather than in some more 'menial' labour. Given their desire to avoid hard work, they are incompetent and lazy and their equipment will be either lost or lack maintenance without a sharp eye by the PCs. They will be aided in this by Traba who has the appearance of a professional soldier, but is more interested in reality in bossing the men around and looking imposing. Since these soldiers are so very wrong about the relative easiness of this choice, most are originally from The Empire. Their lack of Slavic causes problems with commands.

Two captains will attempt to mould these soldiers into two passable infantry units.

Ulther Ulfarrson Branedimm: Norscan human from the dwarf Branedimm clan, he exhibits an almost stereotypical dwarf attitude to the world. He hates Sven with a passion and only tolerates him due to his more important mission. Ulther will be particularly friendly to dwarf PCs, though he might find humanised characters rather baffling. He speaks passable Khazalid and understands dwarf customs in general terms. Any expression of disbelief or enquiries as to why he speaks the dwarf tongue will be met with equal attitude on his behalf. He will simply dictate, dwarf-style, his family lineage and their longstanding association with their dwarf brethren. "My family have lived with my dwarf brothers for over two thousand years, my father is a dwarf (a social rather than biological tie), my grandfather fought beside Grommar when he slew Loxrig Foulspawn ... my great grandfather fought The Glacier in 2432IC by your reckoning ... my great great great grandfather died by the side of High King Alriksson ... my kin lost fully half their number when we destroyed the Snaegr clan and their daemonkin protector..." His point is simple; since his people lived with dwarfs for 2,000 years, why should they not each trust each other? When asked about Sven, he mutters darkly. "His people have forsaken their oaths and disgraced their forebears. They forget the nature of that which shall not be named, but think it can be treated with, appeased or bargained with as if they were in a market buying a new cloak. They are afraid, as are we all, but they have given in to that fear and think that they can escape damnation by offering scraps to that which wants all."

Aleshin Borisovich is an ex-soldier and probably the most dependable, even though he is essentially a deserter and lazy good-for-nothing.

Dalmat Supoy was conscripted for heresy, but seems to hold no peculiar views

Okinf Duratsky is regarded as a very gullible gambler, is always broke and will always be trying to scrounge off someone. He is often at the centre of trouble as he cannot pay his debts.

Yakov Mikhalkov

Lutonia Maximova

Andron Savvina

Boris Skirda Nabozhny is a very devout follower of the Ancient Spirits and systematically sets up small offerings every night at camp. He has the **Theology** skill.

Ivan Marusievich

Kyril Kerimtaeva has the **Mining** skill, having escaped the Troll Country Mining Company Protectorate.

Sergei Korotkiy is very short and might be mistaken for a dwarf.

Fedor Pleshivy has shaved his head except for a single thick braid of hair than runs from his crown to his shoulders.

Erema Pozhiloy is clearly far too old and decrepit for this expedition, but was press-ganged anyway. Others in his unit do their best to help him out. He has **Identify Plant** and **Herb Lore** skills.

Akiosha Buivydas used to work the boats along the River Lynsk, but was arrested (falsely of course!) for piracy. He has the **River Lore** skill.

Elisabeth Fedorevna Zdorovy is rather popular with a number of male soldiers and is quite willing to capitalise on this.

Karyssa Levovna is a slave through his capture in Ostermark by Kislev raiders.

Sven Harald Aesling: Sven is a sociable, albeit very straightforward, fighter. He is afraid of nothing and leads by example. He will prove popular, as he will not allow his troops to be swindled or dealt poorly – and few will withstand a raging Sven! Asked about why Ulther dislikes him, will shrug. “Dwarfs and those who follow them like lapdogs are a stubborn people, who will not change – but the world is changing. The old order will not survive without absorbing some of the change. In a gale, the tree that does: not bend, breaks.” If asked directly about his beliefs or whether he worships chaos (a risky thing to do!) he will say, “You have not lived in Norsca, so you cannot know. Do not judge that which you cannot comprehend.” However, if pushed (and to avoid the more simplistic PCs from taking direct action), he will confirm his belief in Gelert. Gelert is a wolf spirit, local to his own tribe and said to be an offspring of Ulric

by some. Ulther will say that it is a corruption of the worship of Ulric-Olric, which has been known to possess its followers and transform them into a raging beast. Sven will simply say that such warriors are extremely powerful and welcome members of any community under fear of constant attack.

Urs Pollack deserted the Empire Army, only to end up here!

Alexei Antonov fled his Trans-Lynsk farm, but never discusses it.

Budimir Yegorchev is a shepherd, illegally enslaved.

Alexander Slakany was sold by his lord to raise some money.

Login Lementov was sold by his lord so that he could have both his daughters.

Gregor Daryevich

Georgi Bickhov is also a cobbler by trade and will add to his income by offering his professional services.

Tolbek Alionovich has **Identify Plant** and **Herb Lore** skills.

Staver Lapkina was sold into slavery to pay off his father's debts.

Ilya Dalmatevich is a petty criminal.

Danila Petrov is a petty criminal, although he proclaims that he was innocent.

Volkh Barski is a slave through his capture in Ostermark by Kislev raiders.

Simen Antonova is another petty criminal, forced into crime by poverty.

Katarina Tieffenbach is a slave through her capture in Ostermark by Kislevan raiders.

Ulrica Jonnsson was captured by Kislevan soldiers in raiding to the north.

Scouts

There are two groups of scouts with WheatCEF, and they are far from friendly with each other.

Raska Sibyrian is the chief scout. His family's holdings in the Trans-Lynsk have recently been reinforced in exchange for supplies of men and – more particularly – metals from mines located in their lands. He is a huge, bearded man and naturally taciturn. He travels on foot.

Stephan Sibyrian is from the Sibyria clan. He is a huge, bearded man and naturally taciturn. He travels on foot.

Kyustendil Sibirian is from the Sibiria clan. He is a huge, bearded men and naturally taciturn. He travels on foot.

Zeta Sibirian is from the Sibiria clan. He is a huge, bearded men and naturally taciturn. He travels. on foot.

Stephan Dusan commands the regular scouting force mounted on horses, and resents the Sibirians as foot-sloggers. However, the territory in which they will find themselves soon enough will require both types. Stephan is a spy for Vladimir Ilyitch Bogdanov and a member of the Njevski Ispan.

Alexius Olvaga regards himself as a cultured Kislevan, who dislikes all nomads. Izmet Cherkassov is a Dolgan of dubious origins.

Dragos Klepikov is an Ungol with a hatred of Dolgans.

Quartermaster

Maximilian Snarfhelder, Keeper of the Stores is a spy for the Hegemony.

Hieronymous Swiftfoot, a halfling cook is an indentured slave found guilty of economic espionage in Garderike. He was Governor Khuzov's cook but is lazy, indolent and disinterested. His food is awful.

Seth Hairyhands, a second halfling cook signed up for an 'adventure holiday' and found himself conscripted. An optimist, he attempts to ensure that food is passable and is determined to make the best of things.

Dushan Polje is a runaway serf child hopeful of starting a new life, having heard wondrous stories of the riches to be found in the Colonies.

Marys Ivashkevna Alionovich signed up to remain with her husband, Tolbek, she simply seeks to get them both through the journey and safely established in the Colonies.

Engineers

Sven Visegrad is a lazy. and indolent engineer, whose ability does not reflect his interest in his field. His primary motivation is to avoid hard work, a trait which resulted in him being subordinated to WheatCEF from the Imperial Kislev Engineering Corps.

Umbur Lee is an incompetent engineer whose sole reason for being here is that no other force would hire him. Like much of the rest of the force, he is simply making a quota. However, he is keen and willing to try. His primary use is that he is also a carpenter, though only marginally better than he is an engineer.

Ulther Hatvan is simply a jobsworth engineer and will follow his instructions to the letter, however ludicrous he knows them to be. In the land of Kislev, where incompetence is a universal leadership trait, this has resulted in a number of catastrophes. Unfortunately for Ulther, he is now reaping the result of his own intransigence. Good leadership might create a good engineer out of Ulther, who has forgotten his original interest in engineering due to the nature of service in this country. He is also a passable ironmonger and carpenter.

Baggage Train

Carts will provide the main means of transport for WheatCEF. Two carts begin the journey at Erengard, and a further three are waiting at Praag (though one is primarily for the engineers). Mules are used to transport most of the supplies.

Tatjana Mack Svarlivy leads the handlers and teamsters. Whilst she is efficient and thorough, she is unpopular due to her hatred of guilds.

Willem Smeele is a cart driver. He is married to Birgitte and a professional driver, originally from the Wasteland.

Birgitte Smeele is a cart driver. She is married to Willem and, like her husband, an experienced driver, originally from the Wasteland.

Mikhail Silniy is a muleskinner from Erengard, noted for his brute strength. Nastassje Yurienco is a muleskinner from Erengard, who is also a capable carpenter.

Kyril Baranov is a cart driver from Praag and a spy for King Zoltan.

Stepan Kozinstev is a cart driver, who joins at Praag. He has some very basic smithing skills.

Nadja Rabchickova is a cart driver from Praag and married to Sergei Rabchickova.

Sergei Rabchickova is a muleskinner from Praag and married to Nadja Rabchickova.

WheatCEF has a single boat as far as Praag upon which much of the baggage and some of the camp followers travel. Its captain is Bjorn Hadnone, a sly and distrustful Norscan. His crew is Lars and Hansie. The boat is called the Rolszoon Kenn and is leaky and full of holes and liable to wander off course.

Camp Followers

Alexander Kiev is blacksmith to WheatCEF. He is of limited competence, but is at least flexible. He can repair basic armour and weaponry, fix wheels, replace horseshoes and undertake general ironmongery work.

Anastasia Kiev is his daughter and apprentice, but is much the better smith.

Ursula Gwisdek is a tailor, who will repair clothing.

Catherine Pollack and **Christiana Slakany** are both following their husbands and will take in any work in order to help make ends meet. They become the de facto WheatCEF washerwomen and can offer some basic tailor skills.

Artemon Vladimirevich is a landless refugee from the Trans-Lynsk who follows the WheatCEF force, living off their scraps and trying to make himself useful for a copeck. He has **Heal Wounds** skill.

Solovei Baranovskaya is a landless refugee from the Trans-Lynsk who follows the WheatCEF force, living off their scraps and trying to make himself useful for a copeck. He offers his **Palmistry** skill as entertainment.

Yakov Sokolova is a deserter from the Ever Victorious Army, who finds himself in an even worse predicament following the WheatCEF force, living off their scraps and trying to make himself useful for a copeck. He can offer some very basic tanning and leatherworking skills. He also has a variety of forester skills.

Marusia Gostjuchin is a landless refugee from the Trans-Lynsk who follows the WheatCEF force, offering her skills as a leatherworker and cobbler or anything else that will earn her a few copecks. She has the **Musicianship-Wind Instruments** skill and performs with Irina Igorerova in camp in an evening, offering others a chance to dance and sing, forgetting their troubles. She uses the flute.

Irina Igorerova is a landless refugee from the Trans-Lynsk who follows the WheatCEF force, living off their scraps and offering herself for a few copecks. She has the **Musicianship-String Instruments** skill and performs with Marusia Gostjuchin in camp in an evening, offering others a chance to dance and sing, forgetting their troubles. She uses the balalaika.

Travellers

Professor Salavatore Diliberto will join WheatCEF at Praag under the warrants of Count Pivoz and King Zoltan. If asked at which university he is a professor, he will reply that he currently is a Visiting Fellow to the University of Confederation in Kislev and has been asked to produce a history of the Colonies. This is a lie. He was a professor, but has been removed from his post in Miragliano due to persistent breach of their theological code of conduct. Diliberto believes in the absolute truth and that makes him unpopular. However, for the last 20 years he has worked freelance for a number of different individuals and groups in producing material for hire. PC scholars will not have heard of his work, since very little has ever been published due to its contested nature. He has fallen foul of the dwarfs now, however, due to his publication of a thesis that argues that dwarfs have deliberately attempted to impede the advancement of humanity and that many dwarf inventions were, in fact, actually human ones. Unknown to him, Professor Diliberto is a pawn in a complex Tzeentchian plot to undermine the

alliance between non-chaotic races. However, his thesis does have merit, but truth may not always be a 'good' thing! One of his particular interests is in the development of chainmail. Dwarf armour relies primarily upon a belt and broad dwarf shoulders to withstand the weight; human armour developed separately from dwarf influence by the invention of pteruges, which are shoulder straps intended to help spread the heavy weight of the armour away from the weaker human shoulders. Diliberto will eagerly request PCs not to hit (non-human) opponents around the shoulders so that he can inspect the pteruges, or attempt to sketch a fight in progress "Just look at the size of the belt compared to the width of the shoulders. Hmmm ... where is my measurement rod. Hold it just there. That flap on the shoulder; is it a tear or did you buy the armour like that." Professor Diliberto has little money left and few friends; he will attempt to find friends, influence or money as best he can. He is naturally (and understandably) wary of dwarfs and will also learn to distrust Branedimm.

Life on Campaign

Weather

The weather clearly has an effect upon campaigning, from distances that can be moved to directly affecting a soldier's health. Marching across a plain in the blazing hot Summer or knee deep in mud attempting to shift a cart sunk into the mire are the two extremes of the campaign. Use both, but not to excess.

Uniforms

The Middenheim soldiers have been issued with what appear to be rather impressive blue and white Landschnekt uniforms; mostly blue one arm and one leg are in white. Unfortunately the manufacture is carried out under contract and does not correlate with the initial impression. Most of the soldiers have very limited personal clothing or shoes, and whilst many will try and save their uniforms for 'dress' occasions and set piece battles, many will be forced to wear them en route out of necessity. The uniforms will not stand up to the march. Seams will come apart and the poor quality material will quickly wear. Patching will be very quickly endemic. Worse, the issued shoes are not intended for marching across country and will wear out. Few have their own shoes to save the wear, and many will quickly resort to patching and wrapping rags around their feet. A few in the group were favoured with breastplates, but these are blackened from the forge, being of very low quality. No amount of oiling will repair this, though it might turn the colour sanguine (rust and oil mixing together).

Aside from the obvious complications, there are a number of particular themes that can be developed from this. Running repairs are going to be costly and a source of irritation that might affect morale. The loss of 'parade conformity' will be a further item for Kessler to complain about and use to criticise the PCs for their lack of discipline. Loss of shoes in the mountains and colder climes will be a health risk too; indeed lack of winter clothing should also be made an issue.

The Marienburg soldiers have fewer problems with uniforms as they are better fitted out, both by the city and their own personal resources. In fact, the Marienburgers have no uniform as such, rather they wear functional campaign clothing sporting a heraldic device. The insignia is that of a square, half blue and half white, with the figure of a mermaid in the centre. The mermaid is swimming in a circle, almost holding her tail. Above her head is a pair of crossed swords and beneath her tail is a crown. Those with the heraldry skill will not be familiar with this particular device, though they will recognise the colours and mermaid as those of Marienburg. On a successful test, they will also conclude that this is the device of a Marienburg Free Company, one of a number of similar mercenary units that have left the city due to the authorities' unwillingness to invest in its own standing force. The swords reflect the military profession of the group and the crown underneath the mermaid is a likely snub to feudal aristocracy in general, or The Empire in particular.

The Kislevans are probably in a worse state than the Middenheimers, as many were dragged off their lands totally unprepared and have already been marched many miles. On the other hand, they are more used to the cold and hardier than Empire people, and will prove extremely adroit at 'mend and make do'. They are used to having to mend clothing and footwear that even the poorest in The Empire would discard.

Mundane Issues

There are a whole series of problems with marching and campaigning, which can be used to flesh out the travels. These include:

- Drunkenness leading to dehydration and ultimately death
- Sunstroke
- Cholera
- Blisters
- Equipment losses through selling or discarding due to tiredness or laziness (and that need to be replaced for inspection from ... somewhere)
- Lice
- Insects
- Hustlers, crooks, prostitutes, con-men and every other sort of undesirable

Supplies

In general, incompetence, corruption and bureaucracy will plague any military expedition; this is no exception.

The force is to be provisioned at selected points along the way, and is contracted to merchants awarded the monopoly by Tsar Bokha's government. These merchants receive their payment upon the basis of quantity rather than quality. 500lbs of beef is 500lbs to them, whether it is choicest, fresh cuts or three years old rancid offal. Whether the game wishes to deal with detailed minutiae of provisioning is a GM's choice, but the following examples of what might be provided can add to the general background colour.

- Very old, musty, rotten bread, eaten by weevils and infested with maggots.
- Meat that is four years old, streaked with black at the outside, is yellow further in and white in the middle.
- Biscuit that needs an axe to break it and shipped in crates dated for Prince Pirinen's ill-fated Troll Country Campaign (which was in 2475)
- Pudding made from rank flour and old mutton fat with water, the latter being unclean and causes widespread dysentery.

Surveyors check all food at both origin and destination, but since they are bureaucratic officials, they are open to bribery and might simply be another link in the web of corruption. Of course, if NPC officers are accepting the provisions, then they are quite likely to make an issue of quality and maybe even refuse delivery. Their problem is that they have little choice as it will prove very difficult to obtain food elsewhere and they have no money to pay for it or authority to seize it – not that the latter need stop them!

As a general guide, the following will be provided to each soldier per day:

1 lb bread
 1 lb of beef (or similar)
 ½ pint of pease
 1 oz cheese
 1 oz oatmeal

However, this will depend upon local conditions and within eastern Kislev, vegetables will be steadily introduced, usually in a broth. Other foods available to them, aside from bread, are limited to porridge, cake (unleavened bread), soups, stews, berries (and apples) and vegetables (cabbage, carrot, potatoes). Kislevan dishes include shchi (cabbage soup, a typical peasant food), borshch (beetroot soup), kanycta (sauerkraut, red cabbage, cauliflower), okpowka (cold soup with kvass, meat and vegetables) and nenbmehm (dumplings filled with meat). This relative improvement in their food ration will have a positive impact upon morale and the soldiers' views on Kislev.

It is also possible to supplement the provisions en route. There is little real opportunity to hunt game, but some of the scouts can be employed as hunters on an ad hoc basis. A better source of food is the River Lynsk for much of the journey, since it is a good source of fish and some other river life. Fishing can be carried out in the evening without any loss of performance by those carrying out the task.

Confederated States of Kislev Armed Forces

Organisation

The organisation of the Kislevan military is – to put it bluntly – a mess. Over time competition between the tsarist centre, the bureaucracy and powerful elite groups (primarily the nobility) have left the organisation of the army in a shambles. In theory, Kislev's army is controlled directly by the Tsar with him as commander-in-chief. However, muddles and power struggles have left the army a disorganised mass. Whilst the Tsar is commander-in-chief of domestic forces, he does not command forces outside of Kislev who are under the control of the Duma. This includes the Colonial forces, but these are actually under the authority of the Cult of Ulric (with the Tsar as their head of church). However, the CinC simply manages the actual fighting. A bureaucratic position, the Master-General of the Ordinance controls equipment, fortification and barracks. He claims to also control artillery and engineers, but seems only to be in a position of authority over their pay and discipline. Another bureaucratic position, the Board of General Officers, controls clothing but has no authority to enforce its decisions. The Commissariat, whose members are elected by the Duma, deals with supplies and transport. The Secretary for War is also an appointee of the Duma and controls pay and discipline – except for artillery and engineers. However, another Duma appointee, the Secretary of State for the Colonies controls the size of the army, both internally and externally. All civilian contractors dealing with the army (food, building, transport etc) are required to deal directly with the Imperial Treasury, which is theoretically directly controlled by the Tsar, but in reality reliant on both Duma and the general bureaucracy for funding.

One area in which the Kislevan army can be said to excel is in the Medical Department. In itself, this is another bureaucratic shambles, but in practice the army is served by the Order of the Exaltation of the Teardrop and the secular Compassionate Widows. Both groups provide medical care to the military, which is far ahead of anything available to other armies. The Order of the Exaltation of the Teardrop is regarded today as an order of the Cult of Shallya. Its founder, Grand Duchess Elena Pavlovna, and its most famous superintendent, Alexandra Stakhovich, are heroes of the nation and sanctified by the Cult. However, the Order's roots are much deeper and based upon: local spirit worship from a number of sources. Whilst the Order is publicly lauded by the Cult certain of its teachings and ceremonies remain disliked. The Compassionate Widows organisation was set up as a means of pensioning widows of soldiers and ensuring useful employment for them. They are less skilled than sisters in the Order, but equally are more down to earth and better liked. The Order has been campaigning to abolish the Widows, since it argues that their compassion can often run beyond the medical and lead to a breakdown in authority. Ekaterina Bakunina is the current superior of the Order of the Exaltation of the Teardrop. In an attempt to increase the prestige of the Order within the Cult, she has attempted to move it away from some of its Kislevan origins. This has had a mixed reaction; some approve the removal of Gospodar influences, but others see yet further Imperialisation of the Kislevan. Marie Feoderovna currently leads and finances the Compassionate Widows. Her husband was a powerful Prince of the

Trans-Lynsk who was killed at the start of the current troubles. She is a popular figure at Court.

General

Traditional images of Kislevan soldiers are of heavily armoured cavalry charging gloriously into their enemies and lightly armed skirmishing horsemen continuously harassing an enemy from distance with their accurate archery. Mercenary cavalry and the famed Winged Lancers retain this image. It is, however, a misleading image. Kislev is no longer a nation of horse peoples and nomads. It is a sedentary nation centred in the farmlands of the Dobryion, certain key cities and many smaller urban settlements. Its ruling class – originally Norscans – knows little of cavalry warfare; the bureaucracy is unable to afford it. Today, Kislev depends upon a predominantly infantry force, though retains certain elite horse units. In addition, many of the Ungol boyars in the Trans-Lynsk and Wheatland Colonies retain a more traditional force of mounted retainers.

The Kislev army is, in fact, a very modern one. It depends upon the use of technology to keep its many foes in check and utilises every advantage to deal with its serious disadvantage in numbers. Of course, given the existing state of Kislev financial shortage and mismanagement results in some difference between this theory and reality, but the principle is clear. The most obvious example of this is the widespread use of firearms. At the same time, Kislev forces can appear archaic and disorganised. Whilst modern armies do not need shields due to the existence of plate armour and do not need armour since it is useless against muskets, Kislev armies mostly fight enemies still reliant upon bows, slings and close combat. Therefore, a musketeer in plate armour and with a shield is by no means unusual! It should also be noted that the Kislev military still relies on its traditional feudal system of vassal obligation for much of its army in any given campaign and these troops are variable in their quality and armament. They equally include peasant levy, armoured knights and Ungol light cavalry.

The following offers some general comments upon Kislev military equipment:

Muskets

The infantry musket is a standard weapon for the Kislevite foot soldier. Horsemen also frequently employ the musket, though they do not necessarily actually fire from horseback. The infantry musket is a large and heavy matchlock, but does not normally require a forked rest for support. Cavalry muskets are lighter jezails. Whilst they are capable of being fired mounted, they are more accurate if fired dismounted. A heavy flintlock rifle is available and occasionally carried by horsemen, who provide a heavier shot.

Some – typically infantry – carry a pistol (or two) as an additional short-range melee weapon. These are fired at hand-to-hand opponents before contact is made.

Gunpowder has been developed to a fine art by Kislevan engineers, who have surpassed dwarf technology through necessity. However, it was not until 2359 that Prince Boydinov of Erengard felt able to formally adopt gunpowder weapons. into

the. Kislev army after centuries of research finally managed to produce a powder that functioned adequately in the cold and wet conditions in which Kislevan matchlockmen frequently fight. Kislevans have developed 'corned' gunpowder, rather than the very fine gunpowder used elsewhere. This is less likely to turn into an incombustible lump in wet conditions. However, Kislev still relies on cheaper imports from the dwarfs and The Empire for much of its supplies; forces equipped with the imported gunpowder might find themselves at a disadvantage. Obviously, some dwarfs have claimed that the Kislevans stole the idea of such powder from them (notably Karak Vlag). However, since dwarfs live underground and in (relatively) dry mountainsides there seems, little evidence for this. In addition, dwarfs are better armed with the crossbow and its superior punch, at which they are trained and skilled. They also use armour, which makes muskets very difficult to use.

Crossbows

Crossbows are rare, but not unknown. They can prove more regular in certain conditions than muskets, and some generals favour mixing crossbowmen and musketeers within a unit. Crossbows can prove a useful weapon to ill-trained militia, but Kislevan crossbowmen tend to be experienced veterans.

Bows

The bow tends only to be retained. traditional auxiliary units, usually Ungol in culture. However, some soldiers are armed with the bow on the basis that variety gives flexibility. The traditional importance of the horse bow means that most bowmen are mounted, but peasant or levy troops might come with bows.

Pikes

Musketeers are not reliant upon separate infantry for protection whilst reloading, but the need for a force to close into combat is readily apparent. Kislev infantry tend to be armed with polearms. Pikes are not uncommon, but the tendency is to utilise shorter poleaxe and the like. These are excellent in close combat, balancing the need for weapon length with viciousness.

Lance

Cavalry still retain the lance, sometimes in conjunction with a jezail musket. The ideal lance is regarded as a light lance for manoeuvrability, since Kislevan 'knights' rarely engage in direct charges against massed infantry or other cavalry. However, a heavy lance is utilised against 'monsters', particularly trolls. Indeed, no expedition to the Troll Country would be complete without a particularly heavy lance, armed with an explosive head to blow a troll's head off and so slay it without risking damage from its exploding acid stomach. Many lances are fitted with an iron ball (sometimes a spike) to the butt, in

order to add weight and move the balance of the weapon; this allows it to be held further up, effectively increasing its reach.

Javelin

Cavalry also utilise the javelin or dart. Few Kislevans believe that one can have too many weapons!

Side Arms

Musketeers tend to favour a hand axe that is useful in mundane tasks as well as combat – chopping firewood and sharpening stakes inter alia. A sword is the standard side arm and some still retain traditional sword and shield as their main fighting style. Officers carry a mace as sign of their office and might wield this in combat.

Armour

As discussed above, ‘modern’ soldiers have no need for armour since it offers no protection from ‘modern’ weapons. However, both the conservative nature of the typical Kislevan and the nature of their foes encourage adoption of armour. Troops might wear gambeson, chainmail, platemail or any development of the three. Similarly, despite its encumbrance, some retain horse armour to protect their mounts from traditional missiles. Cost is clearly an issue here, but those that can afford armour will often utilise it. Sometimes armour might be generations old and there is little chance of Kislevan armoured soldiers looking uniform in their assorted equipment, and even less of them looking fashionable in the latest style as might Empire or Bretonnian equivalents.

Shields

As discussed above, ‘modern’ soldiers have no need for a shield since it offers no protection from ‘modern’ weapons. However, a small shield is utilised by most soldiers, foot and mounted, where arrows are likely to be fired upon them. Medium shields are quite popular, but would tend to be carried only by those on horses. A cheap alternative frequently adopted by campaign generals is to issue a large wicker shield to infantry. This is cheap and offers basic protection. However, they are bulky and tend to be unpopular by those expected to carry them large distances. For sieges and local campaigns, such wicker shields are ubiquitous. Indeed, larger pavises will usually be utilised, and these are often employed by the poorer infantry unable to afford any protection – after all, a large shield is very useful for cowering behind!

Helmets

As discussed above, ‘modern’ soldiers have no need for a helmet since it offers no protection from ‘modern’ weapons. However, whilst most soldiers might normally not be supplied with one, most would ensure that an open bascinet was available to them.

Equally, if facing bowmen or crossbowmen, a visor would be added or a sallet worn instead. Use of a fully enclosed helmet is certainly not unknown.

Horses

Kislev forces make no attempt to standardise horses, primarily due to a lack of large horses for heavier cavalry. Parts of Kislev are renowned for the quality of their horses, but they tend to breed smaller, wiry horses; even here, many are sold to The Empire. Therefore, Kislev cavalry are mounted on an assortment of horses in terms of both size and quality. Equally, horse furniture is variable. Ungols remain primary horse warriors, but Gospodars tend to form the mass of heavier armed 'men at arms' expected to charge an enemy.

Specialist Units

Sleigh Kommandoes

Given the nature of the region, a select group of the household soldiery are trained as Sleigh Kommandoes. These troops are able to cross snowbound terrain, carrying heavy equipment on dog-sleighs.

Sledgeram

The Imperial Kislev Armoury contains a battering ram on snow skis. In addition, its head is a massive iron wolf head.

Praag Taskforce

The taskforce is under the command of Prince Piotr Kropotkin. Its initial mission is to approach Volkolamsk and enforce the King's rights upon the 'Elector' Danila. However, its particular purpose is to provide WheatCEF with an inferiority complex!

Heavy Cavalry

These horsemen wear chainmail, but are otherwise variously armed. Winged Lancers intermingle with other heavy cavalry. These elite troops wear chainmail, carry a shield and use the lance. Some are on banded mounts. Most favour a small shield, but others utilise medium round shields for added protection.. Some cavalry carry heavy lances, even wielding them two-handed. Swords are also worn.

Light cavalry

The light cavalry tend to carry the jezail musket, sometimes with a small buckler shield. A few prefer a larger shield. Riders also utilise the lance, javelin or spear. One man carries a heavy flintlock. Native Ungol riders also use bows, in addition to the other weapons.

Infantry

Musketeers carrying the infantry musket and a hand axe form the bulk of the infantry. Some musketeers use a shield. They are supported by those with the poleaxe, again a few carrying shields. Some close fighters simply carry a sword and pistol for melee combat. A few crossbowmen are also utilised for added flexibility.

Vassals

There are two contingents from the King's vassals, both of whom are traditionally 'medieval' in their equipment.

Boyar retainers consist of mounted sergeants in mail with shield and longbowmen. They wear a livery parti in red and white.

Boyar retainers consist of mounted sergeants in chainmail, billmen and longbowmen. They wear a livery quartered in red and yellow.

United Commonwealth Forces

The military forces of the Wheatland Colonies are described within the adventure but are summarised here.

There is only one field army as such, and that is the Ever Triumphant Army (ETA). There is also a Commonwealth Frontier Force (CFF), but this is little more than a loose assortment of garrison units spread along the frontiers, primarily in the north. Other than these two, there is little central military army available. Some paramilitary units are raised. The Colonial Constabulary effectively serves the same purpose as road wardens elsewhere, but are even more hampered by the lack of central enforcement than in other nations. Otherwise, groups such as the Vlachistan Border Constabulary (VBC) are the only other national force, and these too serve a policing function more than a genuine military one.

The strength (if it can be referred to as such!) of the Commonwealth military is in its local military forces. Each individual Colony raises its own army, mostly based upon

local regional divisions. These act as garrisons, local military forces and – theoretically join together as a United Commonwealth force.

Details of all these units are to be found within the appropriate section of the campaign.

Other Useful Sources

Citadel Journal 14

Citadel Journal 15

Citadel Journal 16

Citadel Journal 20, pages 7-15

White Dwarf 146, page 45

White Dwarf 147, pages 28, 40, 48

Allied NPC Profiles

Nebala, Templar

Templar, ex-Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	66	61	4	5	16	63	3	56	57	48	51	58	45

Skills: Animal Care, Disarm, Dodge Blow, Heal Wounds, Ride – Horse, Rune Lore, Sing, Sixth Sense, Speak Additional Language – Old Worlder, Speak Own Language – Arcane Language Elf, Specialist Weapon – Fist Weapon, Specialist Weapon – Polearm, Street Fighting, Strike Mighty Blow, Strike to Stun

Age: 33

Alignment: Lawful

Equipment: Helmet* (2 AP head), Leather Skirt and one greave* (1 AP left leg, 0/1 AP right leg), Plate body cuirass* with leather shoulder (2 AP body, 0/1 AP arms), Religious Symbol (Arianka-Viydagg), Shield* (1 AP head/body/arms/legs), Spell Ring (Gift of Tongues; 15MPs), Sword*

Equipment notes: To reflect the lightness of the ithilmar alloy, all encumbrance penalties are ignored. In addition, the armour is more efficient and each can be deemed to have an additional 1/2 point of armour. *However* this may only be utilised where a whole number is created. For example, the ithilmar shield and the ithilmar cuirass are each worth 1 1/2 points of armour and together worth 3. The shield on its own is worth 1 1/2 points of armour and this is rounded down to the normal 1 point. In terms of WFRP mechanics, this can be recorded as 2 AP on the torso and left leg and 1 AP on the shield, but GMs must note the shield must be in use for this to so count.

Description: Rani’Nalalthar-Nebala (Nebala for short) wears a full helm, a plate cuirass, a skirt and a single greave. She carries a large shield and a sword. Metal items are made of an ithilmar alloy. She looks quite plain and ordinary, about 30-35 and with deep blue eyes. Her short-cropped hair is black with some greying.

Her own language is a long-gone bastardisation of Arcane Language - Elf, but she has begun to learn the Old Worlder tongue (with some difficulty). She still relies on the use of magic to communicate (her own ring and/or a PC spell caster). This limits her ability to communicate and infuriates her. Her haunting voice can produce some quite stunning songs over the campfire that hearkens to a time when the world was younger.

Generally, she is motivated by her job in hand, and regards everything outside that necessity as irrelevant. She can be charming, friendly and passionate but these feelings

are subsumed (currently) into her mission. Her innate conditioning is deferential to elves and distrustful of others (especially dwarfs), but she is intelligent and able to control both.

Heidi Übermann, Aide-de camp

Free lance, ex-Squire

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	46	4	3	8	42	3	29	49	34	45	40	46

Skills: Animal Care, Animal Training, Cook, Disarm, Dodge Blow, Etiquette, Heraldry, Read/Write Old Worlde (Reikspiel), Ride – Horse, Sing, Specialist Weapon – Lance, Strike Mighty Blow, Strike to Injure

Age: 20

Alignment: Neutral (with Good tendencies)

Equipment: Book (*A Bestiary of Monsters*), Crossbow with ammunition, Religious Symbol (Verena), Shield, Sleeved Mail Shirt with padded leather leggings, Sword; Warhorse with barding, saddle and harness, 30 GCs (with a further 200 GCs on deposit with the Cult of Verena as ransom or emergency expenses, for which she holds a credit note).

Description: Heidi is of a fairly typical physique, and whilst not particularly attractive possesses a natural charm and humour that account for her Fel score. She will be familiar to PCs completing the **Private Wars Campaign**. She was the humane face of the Inquisition and was an Acolyte of the Ordo Inquisita Sancti. After leaving the PCs and returning to Middenheim, she found her promotion once more blocked and herself under suspicion for certain of her actions during the adventure. She elected to leave when the Cult of Verena offered to find her employment elsewhere. Whilst she still worships Sigmar, she has turned to Verena as a more appropriate home for her ideals and beliefs. Heidi joined the Inquisition as a merchant's daughter who believed in Sigmar and the fight to cleanse The Empire, and thus had the money and influence to join. However, she became increasingly depressed about the nature of the tasks she has been asked to undertake; too much bullying of those who need reassurance in their faith, and too little actual rooting out of chaos itself.

She carries a hand-written book in Old Worlde, which contains a description of monsters in the world. She is studying it as homework. It describes beastmen (and skaven), minotaurs, centaurs and trolls in general terms, provides a detailed study of orcs and other goblinoids including details of their social organisation, and offers an appendix of mythical creatures including claims of frog-men.

Typical Middenheim Volunteer

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

Skills: Blather, Concealment Urban, Consume Alcohol Alignment: Neutral

Equipment: Leather Jack, or Plate Breastplate, (blackened), Pot Helm, Religious Symbol (assorted, many Ulrican), Shield (unrimmed), Sword (cheap)

Typical Lorenzen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	50	4	4	9	35	2	22	40	26	33	25	28

Skills: Concealment Rural, Dodge Blow, Ride – Horse, Secret Language – Thief, Silent Move Rural, Specialist Weapon – Fist Weapon, Street Fighter, Strike Mighty Blow

Alignment: Neutral

Equipment: Pike, Plate Breastplate (blackened), Religious Symbol (Ulric), Shield (unrimmed), Sword

Typical Marienburg Mercenary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	40	3	3	8	30	2	30	30	30	30	30	30

Skills: Disarm, Dodge Blow, Secret Language – Battle Tongue, Strike Mighty Blow, Strike to Stun

Alignment: Neutral

Equipment: Crossbow with ammunition, Religious Symbol (various), Shield, Sleeved Mail Shirt, Sword

Typical Kislevan Conscript

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	3	3	6	30	1	30	25	30	28	28	28

Skills: Consume Alcohol, Cook, Dodge Blow, Sing

Alignment: Neutral

Equipment: Leather Jack, Pike, Shield (unrimmed), Sword (very cheap)

Engineer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	40	3	3	8	30	1	40	32	38	33	28	25

Typical Skills: Carpentry, Drive cart, Engineering, Immunity to Poison (10% chance Metallurgy, Read/ Write, Set Trap, Smithing, Spot Trap

Alignment: Neutral

Equipment: Leather Jack, Sword, Tools of all descriptions, D10 GCs, D20 shillings, D20 assorted Kislevan coins

Baggage Train

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	32	3	3	7	32	1	31	30	30	28	30	30

Typical Skills: Animal Care, Animal Training (10% chance), Blather, Consume Alcohol, Cook, Dodge Blow (25% chance), Drive cart, Engineering (10% chance), Flee!, Immunity to Disease (10% chance), Sing (10% chance), Specialist Weapon – Flail Weapon, Very Resilient (25% chance), Very Strong (25% chance)

Alignment: Neutral

Equipment: Broad-brimmed Hat, Hand Weapon, Weatherproof Clothing, Whip, D10 shillings, D10 assorted Kislevan coins

Superior Camp Follower

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	3	3	7	30	1	36	29	35	30	35	33

Typical Skills: Blather, Carpentry, Consume Alcohol, Cook, Dodge Blow, Engineering (10% chance), Flee!, Immunity to Disease (10% chance), Metallurgy (25% chance), Sing (75% chance), Smithing (25% chance), Stoneworking (10% chance), Tailor (25% chance), Very Resilient (25% chance), Very Strong (25% chance)

Alignment: Neutral

Equipment: D6 shillings, D20 assorted Kislevan coins

Average Camp Follower

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	29	3	3	6	30	1	35	26	28	28	36	32

Typical Skills: Acting, Begging, Blather, Consume Alcohol, Cook, Dance, Dodge Blow, Fish (10% chance), Flee!, Haggle, Heal Wounds (10% chance), Immunity to Disease (10% chance), Pick Pocket, Scale Sheer Surface (50% chance), Secret Language – Thieves Tongue, Secret Signs – Thieves' Signs, Seduction (25% chance), Sing (50% chance), Tailor (10% chance), Very Resilient (10% chance), Very Strong (10% chance)

Alignment: Neutral

Equipment: D6 assorted Kislevan coins

Professor Salvatore Diliberto

Outlaw, ex-Scholar, ex-Student

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	40	38	3	2	8	62	2	30	30	66	48	65	44

Skills: Arcane Language – Magick, Astronomy, Concealment Rural, Consume Alcohol, Cartography, Dodge Blow, History, Identify Plant, Law, Linguistics, Magical Sense, Numismatics, Public Speaking, Read/Write (Classical), Read/Write (Old Worlder), Rune Lore, Scholarship, Scroll Lore, Secret Language – Classical, Speak Additional Language – Khazalid, Speak Additional Language (Dialect) – Dwarven, Speak Additional Language (Dialect) – Reikspiel, Speak Additional Language (Dialect) – Slavic

Age: 49

Alignment: Neutral

Equipment: Horse with Saddle and Harness, Leather Jerkin, Sword, Travelling Clothes, Warrants, 10 GCs, 12 marks, 20 grivna, 15 copecks.

He has the following books and papers:

Slayers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	55	25	5	4	11	30	2	20	36	25	70	50	15

Skills: Carpentry, Disarm, Dodge Blow, Drive cart, Engineering, Immunity to Poison, Metallurgy, Set Trap, Smithing, Specialist Weapon – Two-handed Weapon, Spot Trap, Street Fighter, Strike Mighty Blow

Alignment: Neutral

Equipment: Axe (2-handed), Sleeved chain shirt and leggings (1 AP), D10 GCs, D20 shillings, D20 assorted Kislevan coins

NPC Profiles

Typical Colony Horseman

Can be used for general Marauder, Vlachistan or VBC and VNC auxiliary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	38	4	3	9	40	2	30	45	30	48	28	34

Skills: Animal Care, Consume Alcohol, Dance, Ride Horse, Sing (15% chance), Specialist Weapon – Horse Bow, Specialist Weapon – Lance, Specialist Weapon – Net, Strike Mighty Blow, Strike to Injure, Strike to Stun

Alignment: Neutral

Equipment: Hand Axe, Helmet (1 AP head), Horse with harness (50% chance x2, 25% chances x3), Javelin (in case), Lance, Lasso, Leather Jack (0/1 AP arms), Mail Shirt (1 AP body), Shield (1 AP all), Short Bow (with goryton, 20 arrows), Sword or Mace

Typical Colony Man

Can be used for general Marauder, Vlachistan or VBC and VNC auxiliary non-nomad

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	32	3	3	6	30	1	35	23	30	30	26	22

Skills: Animal Care, Consume Alcohol, Cook, Dance, Sing (10% chance) Alignment: Neutral

Equipment: Leather Jack (0/1AP body), Shield (unrimmed), Short Bow (with quiver, 10 arrows) or Sling, Sword (very cheap)

The Wheatland Colonies Expeditionary Force

WheatCEF

Players' Handout

Middenheimers

Command

Leo Kessler

Heidi Ubermann

Lanz Player

Lorenzen Gang

Urbanus Lorenzen

Nils Lorenzen

Jakob Lorenzen

Gerhard Lorenzen

Mathius Lorenzen

Cristoph Lorenzen

Bernward Springinkle

Erica Lorenzen

Leopoldine Behaim

Sigrid Lorenzen

Indentured Troops

Maximillian Keppler

Gothard Baldung

Otto Sachs

Barnabas Wein

Willi Burckhardt

Achim Ebwein

Justus Beck

Anthony von Rot

Pepin Oterle

Thorsten Cranach

Oswolt Frühauf

Friederich Scheurl

Leonard Krantz

Ulin Wilke

Lynns Winter

Kunz Brahe

Conrad Franck

Felix Denk

Martina von Trumberg

Amelia Reisch

Gretel Humpis

Camp Followers

Frederica Slakany

Agatha Breu

Ferdinand Althusius

Marienburgers

Command and Attendants

Aer Dressair

Galabrovil

Dacae

Iazygates

Roxilani

Mallorn

Jan Wobeck

Soldiers

Erik Bergen

Tomas Nieuwberg

Ruben Pronk

Rudolf van Balen

Andreas de Groot

Erwin Boone

Walewijn Renzen

Siemen Walssen

Alexander Floriszoon

Paulus Bakker

Aldrick Klaasse

Jan De Ruyter

Willem van Ness

Johan Evertsen

Wilbertus Bartels

Marianne Vink

Linda van Walsum

Vera de Boer

Helga Klaasse

Cora Foet

Kislevans

Command

Zawiska Andronovitch Niksz:

Mikolaj Traba

Furarej Sergeivitch Czarny

Brother Godfryd

Alexandr Buslovich Nadmieny

Andron Vyslavovich Volosatiy

Andron Andronevich

Soldiers and NCOs

Ulther Ulfarrson Branedimm (NCO)

Aleshin Borisovich

Dalmat Supoy

Okinf Duratsky

Yakov Mikhalkov

Lutonia Maximova

Andron Savvina

Boris Skirda Nabozhny

Ivan Marusievich

Kyril Kerimtaeva

Sergei Korotkiy

Fedor Pleshivy

Erema Pozhiloy

Akiosha Buivydas

Elisabeth Fedorevna Zdorovy

Karyssa Levovna

Sven Harald Aesling (NCO)

Urs Pollack

Alexei Antonov

Budimir Yegorchev

Alexander Slakany

Login Lementov

Gregor Daryevi

Georgi Bickhov

Tolbek Alionovich

Stayer Lapkina

Ilya Dalmatevich

Danila Petrov

Volkh Barski

Simen Antonova

Katarina Tieffenbach

Ulrica Jonnsson

Scouts

Raska Sibyrian

Stephan Sibyrian

Kyustendil Sibyrian

Zeta Sibyrian

Stephan Dusan

Alexius Olvaga

Izmet Cherkassov

Dragos Klepikov

Quartermaster

Maximilian Snarfhelder

Hieronymous Swiftfoot

Seth Hairyhands

Dushan Polje

Marys Ivashkevna Alionovich

Engineers

Sven Visegrad

Umber Lee

Ulther Hatvan

Baggage Train

Carts will provide the main means of transport for WheatCEF. Two carts begin the journey at Erengard, supported by a boat. Three carts join at Praag.

Tatjana Mack Svarlivy

Willem Smeele

Birgitte Smeele

Mikhail Silniy

Nastassje Yurienco

Kyryl Baranov (Praag)

Stepan Kozinstev (Praag)

Nadja Rabchickova (Praag)

Sergei Rabchickova (Praag)

Camp Followers

Alexander Kiev

Anastasia Kiev

Ursula Gwisdek

Catherine Pollack

Christiana Slakany

Artemon Vladimirevich

Solovei Baranovskaya

Yakov Sokolova

Marusia Gostjuchin

Irina Igorerova

Chaos in the North

I have already within the **Private Wars Campaign** offered some thoughts upon the nature of Chaos and its variation. I was quite pleased with the recent **Hordes of Chaos** from Games Workshop and would heartily recommend it. I have utilised its view upon Norsca for my two NPC Norscan unit commanders. In **Hordes of Chaos**, Norscans may be chaotics and non-chaotics, anti-chaotics and disinterested non-chaotics, chaotic anti-chaotics, occasional chaotics, laissez faire chaotics and – best of all – those who simply want to survive. Equally, the **Hordes of Chaos** views upon Marauders offers the most sensible analysis of these people that we have actually been given within official material to date. Tribes' reactions to Chaos are identical to those of the Norscans. The primary issue is that the powers of chaos and its raw might is omnipresent for these peoples and they have to either make some form of accommodation with it, migrate or are doomed to die fighting. Those who adopted either of the latter two options are long gone, and this might be one explanation for the Norscan 'invasions' along the Sea of Claws coasts. This leaves only the pragmatists along the Wastes periphery.

Some Background Notes

It is quite obvious that I adopt many historical themes in my campaign and utilise actual societies as models for my peoples. I make no apology for this. Indeed, it is totally unrealistic to expect a FRP campaign to develop truly original concepts. However, the key is to select the interesting and ignore the mundane and, most importantly, to ensure that the material fits the Old World. I do not simply transcribe peoples wholesale, but cull them for useful information and mix them with others for the purpose of my particular fantasy culture.

My intention in writing this background is to attempt to explain my rationale, and in doing so allow GMs to follow my rationale – without having to write pages of background material. I do not subscribe to the use of Hellenistic and Roman cultures to the human pre-history of the Old World. Therefore, I do not develop Remean legions or Hellene human cultures, except inasmuch as they ape earlier non-human cultures. In other words, and to be a trifle simplistic, in my world the role assigned to the Greeks in European development I give to the (high) elves and that to the Romans to the dwarfs. Thus, the development of urbanisation, currency and technologies (including the wheel) I believe were elven and passed onto humanity. Where I have ‘Hellenised’ humans, these are the remnants of elvenised humans. None (or at least very few) of these will remain by 2512 IC, and this forms a part of the background to this campaign. I am not claiming here to be ‘right’, but simply explaining my thinking. If we have non-humans, then they need to fit into the development of the world and this seems to me the perfect place. Regions such as the Border Princes have many other templates that can be used to develop them, in addition to being the location of ancient elf and dwarf archaeology. I also think that this conforms with the spirit of GW’s Tylos, if not their timeline – and this correlates poorly with WFRP anyway!

My view on these humanised elves does appear through this and ‘Homeward Bound’ in places and is more evident in the drafts of ‘**Warfare in the Age of Sigmar**’ a rules and campaign system for WFB intending to allow playing battles around the time 0IC. However, you will find them here in the ‘Greek’ names of the Saka peoples. These are the remnants of humans who were adopted by the high elves in their prime and then left to fend for themselves when the elves retreated from the Old World.

I should also hold up my hand here too. I have done what I have, in the past, criticised others for doing. The Saka peoples are taken directly from our own history. GW’s *Hordes of Chaos* is pretty good, but it gives no details for my RPG purposes (for obvious reasons) and so I set about developing chaotic and non-chaotic Marauder peoples. I did what I have never done before, and have always vehemently opposed, and took Sarmatian and Scythian cultures direct from history. In my defence, I have added fantasy colour to them – although not a lot is needed! My rationale was simple; I wargame these two armies and study them (as an amateur) and so it merges two interests. I have also taken two cultures that gamers will probably be completely ignorant of (my players are – or were until they read this!) and not simply copied (say) Rome or Sparta. They fit perfectly, so why try and invent a half-finished attempt when there are such unknown colourful peoples available?

Secret Player Briefing

Professor Humpis contacts you on behalf of a mysterious group of intellectuals interested in some of your experiences in the last adventure. He is aware of the general nature of your adventures, but you are quizzed in some detail on various aspects in the presence of another individual who is simply introduced as a fellow academic from Altdorf. Humpis seems particularly interested in the various religious places that you visited – Standing Stone Island, the shrine on the north bank of the estuary, the mound and the whole Biersal cult. They are keen to know if Professor Stradovski confided in you at all. They are also very interested in Nebala and her origins.

The result of this is that they require you to keep them informed of your travels into Kislev and request that you keep a wary eye upon Nebala. They are not forthcoming upon their reasons but assure you that it is for the good of Middenheim, The Empire and the ‘forces for good’. They are not asking you to ‘do’ anything, though they might later do so via one of their agents. These will contact you periodically at which point you should pass on any relevant information to them.

They will provide you with writing equipment to make your notes and request that two copies are made, one that you should keep and one that you should pass on to an agent as indicated. Your primary remuneration will be their support for your career and the guarantee of tenure at a university (of your choice). They will provide any basic equipment that you might lack and a forward fee of 10 GCs. Each agent will pass on such a fee to you.

You immediately find that your work is published, although in conjunction with Professor Humpis as your ‘mentor’, and that you find yourself a minor academic celebrity. You present papers to two minor congresses of (bored) students and to an invited audience of nobility playing the intellectuals. This gains you D3 status points within your **Social Level**.

The following agents and passwords are presented to you. Obviously, you might not actually be able to use them all since your path might deviate from the expected.

Your first contact is Jasko Gryfit, owner of a number of clothing ‘factories’ set up in the environs of Praag. You will ask whether he is able to repair your tunic in its current style. He will comment “That is a fine tunic you are wearing. I would guess that it was manufactured in Altdorf.” Your reply is “It was made in Marienburg, but I believe the tailor was indeed from Altdorf.”

Your second contact is Saratokas Chelm, Captain of the Watch in Preslav. You will inquire after a licence for carrying writing apparatus upon which his subordinates will arrange for you to see him. He will then ask what you wish to write, and you will reply “poetry from the heart, intellect from the mind and the truth throughout.”

Your final contact, and the person to whom you should regard yourself as subordinate to, is Johnkeer Zoete. He is simply a conduit for information and trade with the Middenheimers and through him they can receive your information and pass on new instructions. He is a senior employee of the merchant Carl Bossche, who is one of the

leading political figures within the Commonwealth of Mazovia. Johnkeer Zoete is based in Borluut. Contact should be arranged only via one of his underlings, either the pedlar Worst Pieterszoon (in Borluut) or the land agent Lodewijk van Overflakee at the nearby plantation of Vlaanderen. Obtain particular contact instructions from Chelm or use the general passwords.

Agents of your allies use two general passwords, and you should deal with situations in which they are used as the situation demands. Carrier pigeons and other methods will be used to inform various individuals of your journey. The codes are:

Question: Would you say that a wheel is round?

Answer: No, I would say it was a disc.

Question: What happens to a rainbow?

Answer: It promises much, delivers little and fades away. Unlike the sun.

The overall 'commander' in the region is to be left unknown to you, but he will be known by the fact that he will (somewhere) display a symbol of a circle bisected vertically with a curved line. Should you wish to approach him:

Question: Proffer the coin provided enquiring "Pardon my intrusion, but can you provide change?"

Response: "No, I do not offer change."

Question: "In which case, can you advise me of where I can change?"

Response: "No."

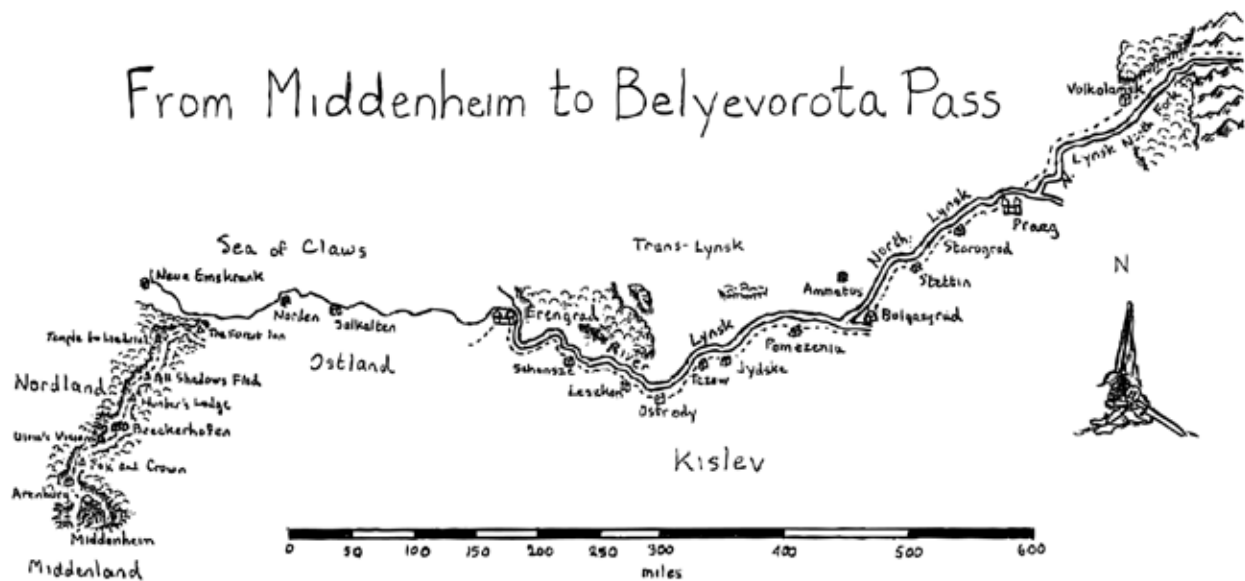
Question: "I would like to change this coin."

Response: "Why?"

Question: "Because it is impure."

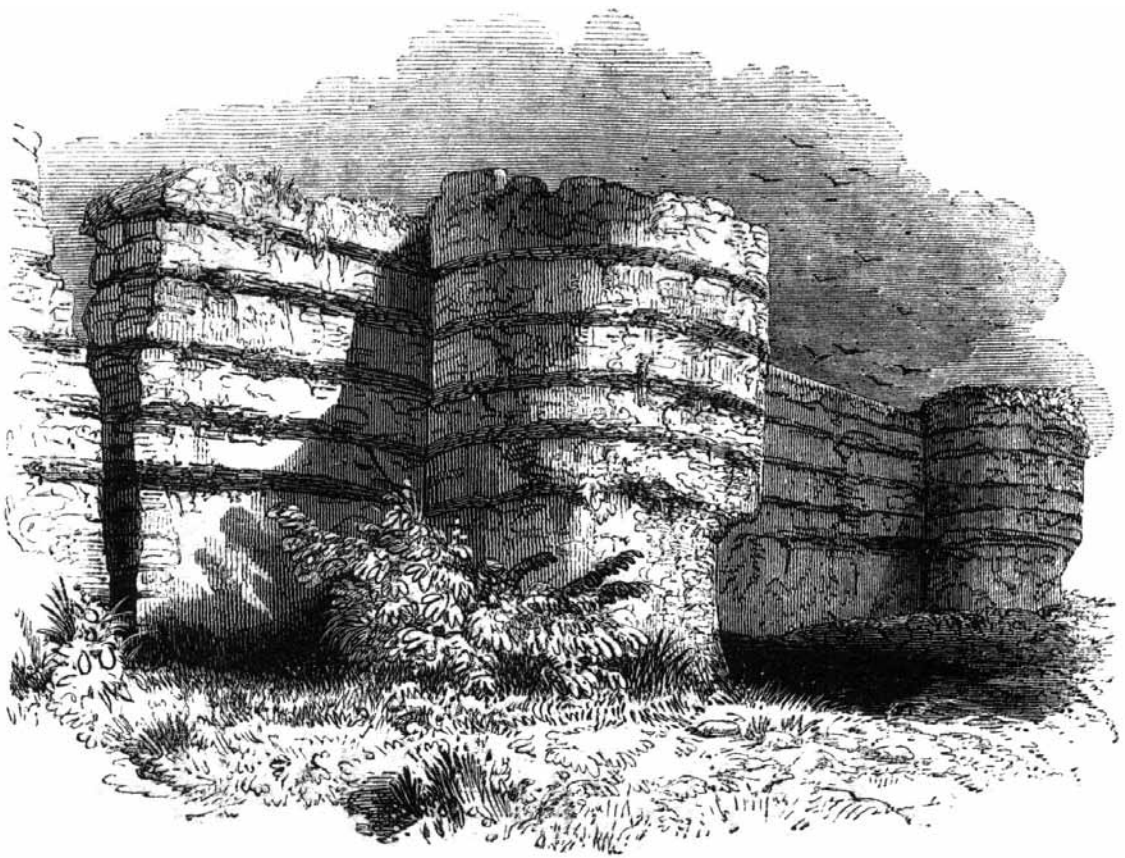
You will then be asked to explain yourself, your identity and your purpose in revealing yourself. The coin is a GC of archaic design, but recent minting. It contains writing that you do not recognise on the obverse, and a picture of a thin tower on the reverse.

From Middenheim to Belyevorota Pass



What were you *thinking*?

You *ignorant, servile* scum!



What are we *doing* here?