

THE ENEMY WITHIN CAMPAIGN
VOLUME 2

DeathTM On The Reik



By Phil Gallagher, Jim Bambra and Graeme Davis

WARHAMMER
FANTASY
ROLE-PLAY

DEATH ON THE REIK.

A most spirited adventure,
being a tale of a Noble-born family beguilde
& brought low by the Evil & Manipulative ways of CHAOS.
And of the Brave band of Heroes who hunted them down in
their dreadfull Lair and brought them to the justice of Sigmar.

Containing various furprising incidents concerning WARPSTONE
and its bonds to MORRSLIEB & the verminous race of SKAVEN.

For fcholars, here are many descriptions of the rivers &
waterways of THE EMPIRE, and of the many craft that plie
the RIVER REIK for trade & less honest reafons. Also of the
feverall ingenyous Signalling Devices newly created at the
command of His Most Holy Maieftie EMPEROR KARL FRANZ.

*Written by Phil Gallagher, Jim Bamba & Graeme Davis
With many illustrative cuts by Martin McKenna*



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This work has previously appeared under the titles 'Death on the Reik' (boxed set, 1987, ISBN 1-869893-10-7; hardback book, 1989, ISBN 1-869893-59-X) and 'Warhammer Adventure' (compilation volume, 1991, ISBN 1-872372-22-8). Some small remnants from these earlier editions remain within the text: the book now called 'The Enemy Within campaign vol.1: Shadows over Bögenhafen' is referred to as 'The Enemy Within', 'The Enemy Within campaign sourcebook', 'Shadows over Bögenhafen', or sometimes just 'Mistaken Identity', the name of the first adventure from it. Similarly, the appendix 'River Life of the Empire' is sometimes described in the text as a booklet, because that's what it was in the original edition. We beg your tolerance and indulgence for these stylistic quirks, and can assure you that all the page-references to other books are accurate.

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Welcome to **Death On The Reik**, the second book in the re-released **The Enemy Within** campaign. As you can see, the scope and range of this adventure is far wider than the previous volume, and takes the campaign to new heights. **Death On The Reik** can be played on its own, but will be much more satisfying if you have a copy of **The Enemy Within volume 1: Shadows Over Bögenhafen** to hand and if you have previously played through it.

If you have played through the first volume then this adventure starts after the characters leave Bögenhafen, giving them the freedom to go where they like. Early in the adventure they gain possession of a riverboat, which not only increases their freedom of movement but also gives them the opportunity to do some trading in the Reik's numerous riverside settlements. The appendix to this volume, **River Life Of The Empire**, provides enough new rules and encounters to keep any river-bourne group of adventurers occupied for quite a while.

But this adventure is about more than just messing around on the river. It involves the characters in a search for a piece of warpstone: a search which brings them into conflict with the Skaven and the cultists of the Red Crown. Nor is the Red Crown the only Chaos cult with whom the adventurers have to deal, for the Purple Hand have not been idle since Kastor Lieberung failed to make contact in Altdorf (see *Mistaken Identity* in **The Enemy Within vol. 1** for more information). The Purple Hand are seeking the person they believe to be Lieberung and will stop at nothing until they track him down and bring him to their own peculiar brand of justice.

The seeds of this adventure were planted long ago and involve a nobleman whose researches led him down the path of Chaos and cursed his family for all eternity ...

Dagmar von Wittgenstein

It was about 120 years ago that Dagmar von Wittgenstein, a prominent member of the Wittgenstein family, and a dilettante wizard and astronomer, built himself a small observatory on the banks of the river Reik, not far from the town of Grünburg. Although his family's position was ensured by the Imperial Charter they had received from Empress Margaritha in 1979 (awarded in recognition of certain, unspecified "services to national security"), Dagmar deemed it wise that no rumour of his less-than-pure researches should come to light. Accordingly, his observatory was well furnished with magical guards, and its location kept secret, even from the rest of his family.

Some years passed. Then, while engaged on some particularly esoteric researches, Dagmar stumbled across an ancient tome of astronomical records in which the following passage (dated 2302) particularly attracted his attention:

This year, on the night of the ill-omened Hexenstag, Mörrslieb did shine with a greene and unnatural lighte and its shape was as if it bore a grinning countenance of most horryble appearance. The heavens were filled with a greate numbere of shootinge stars and some of these did seem to fall upon the earth which groaned under their assault. Again, during the night of Gebeimnistag Mörrslieb was dominant in the sky, and the firmament was criss-crossed with a tracery of shootinge and fallinge stars. Being forewarned by the earlier events of Hexenstag, I was able to tracke the course of a particularly large shootinge star, which did seem to issue from Mörrslieb itself. Accordinge to my calculations, the star must have fallen to earth in the uplande area of Talabechlande near the headwaters of the river Narne.



Ordinarily, Dagmar would have regarded this as no more than an astronomical curiosity. By a strange coincidence, however, only the day before he had managed to complete the translation of an ancient scroll written in the arcane language of demons, which now seemed like a prophecy of the events recorded by the ancient astronomer:

This calls for wisdom. The time shall come when the enemies of Chaos shall relax their guard. Looking out from their fortresses, they shall pay no heed to the shadow at their backs. Then shall the Great Mutator cause the warped moon to awaken, and the beloved of Mórr shall clear his throat and spit upon the lands of The Empire. And where his spittle doth land, there shall the weak fear to tread, but the possessor of the spittle shall wield great power.

Putting two and two together, Dagmar realised that the meteorite mentioned in the astronomical records must actually be a piece of the moon known as M'orrslieb. Checking his histories, Dagmar learned that the hills around the headwaters of the Narn river had come to be known as the Barren Hills sometime around 2302 - which coincided both with the date of the meteorite's fall and with the defeat of the Incursions of Chaos: a time when The Empire "relaxed its guard" as prophesied by the scroll. The meteorite must indeed possess great power. Wasting no time, he made his excuses to the family and set off to Kemperbad where he raised a small expedition of adventurers to journey into the Barren Hills. According to legend, the expedition never returned. In fact, once the party had successfully located the meteorite, Dagmar slew the adventurers, and made his way home by a roundabout route, with the chunk of warpstone safely cached in a lead-lined casket.

Unfortunately, Dagmar did not live long enough to reap the fruits of his labours. One of his cousins, Hermann, who was perhaps of a somewhat unstable, mental nature, on finding Dagmar strangely reluctant to satisfy his curiosity as to the contents of a certain casket, attacked and strangled him at lunch in the great hall of the family castle, while the rest of the family watched in stunned silence, the Festag roast forgotten. Needless to say, the matter was quickly hushed up; Hermann was confined to an outer tower of the castle and quietly erased from memory, as too was the strange casket and its deadly contents. That is until Lady Margritte, Dagmar's great, great, grand-daughter, found his books and the hidden location of the stone...

So, although hidden, the stone has not been forgotten and the Gods of Chaos have many ways of influencing events. Recently the stone has come to the attention of both the Red Crown cultists and the Skaven. Both groups are seeking the stone for their own despicable ends, and both groups are equally ruthless.

the adventure

But for now our heroes are leaving the once peaceful town of Bögenhafen and all these events lie in the future. All the adventurers currently have to go on is a letter from Black Peaks, Grissenwald near Nuln. This letter links a certain Etelka Herzen with Johannes Teugen, the prime mover of the sinister events in Bögenhafen. Moreover, the adventurers have goals of their own: the Wizard's Apprentice needs to return to her mentor at Delberz and the Halfling, Harbull Furfoot has been promised training as a Pharmacist by Elvyra Kleinstun in Weissbruck.

Faced with these choices, the adventurers can go to a number of places before they slip into the main flow of the adventure, which only commences when they are requested to aid a group of dwarven engineers engaged in building a signalling tower on top of Dagmar von Wittgenstein's old observatory. While they are able to help the Dwarfs, the adventurers are unable to delve to the bottom of the puzzle.

Later, at Grissenwald they discover that Etelka Herzen has left to undertake a journey into the Barren Hills to find an item of great importance to her cult, the Red Crown.

Following her into the Barren Hills, the adventurers meet up with the Druidic Priest, Corrobreth who guides them to the crater made by the warpstone. Here they first encounter the Skaven and then discover the key to Dagmar's observatory. Returning thither the adventurers are finally able to penetrate its inner sanctum and discover the clue which leads them to the adventure's climax in the dread Castle Wittgenstein. Here, all manner of foul occurrences take place, but fortunately, the adventurers can enlist the aid a group of outlaws to help them enter the castle and put an end to the horrors which plague this once prosperous barony. But the Skaven have not been idle and they escape with the warpstone and in the process destroy the castle. The evil of Castle Wittgenstein is ended and the surviving adventurers have time to relax before being drawn to Middenheim and the next episode in the campaign - **Power Behind The Throne**.

Using This Booklet

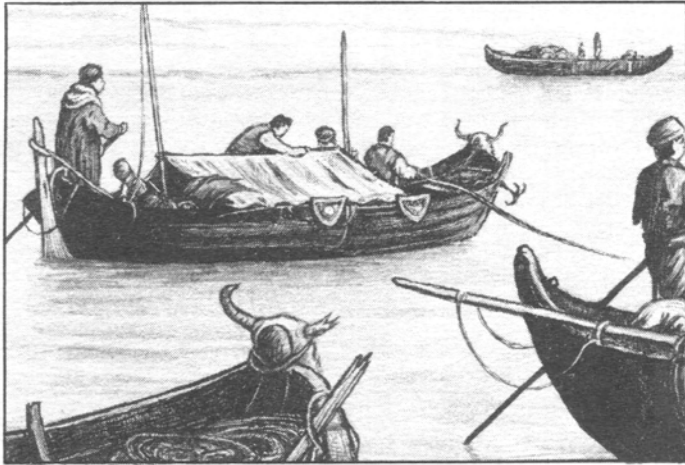
Information on the major locations in the Reikland are listed under their geographical names. *All* the information on an area is grouped together under one heading so it will be necessary to flick back and forth through the booklet as the adventurers travel from one place to another.

ABBREVIATIONS

A	=	Number of attacks with melee weapon or unarmed combat
AP	=	Armour Points
BS	=	Ballistic Skill
CI	=	Cool
D	=	Damage
Dex	=	Dexterity
EP(s)	=	Experience Point(s)
ES	=	Effective Strength of missile weapons
GC	=	Gold Crown
CR	=	Complexity Rating of lock
Fel	=	Fellowship
GM	=	Gamesmaster
I	=	Initiative
Int	=	Intelligence
Ld	=	Leadership
M	=	Movement
MP	=	Magic Points
NPC	=	Non Player Character
P	=	Parry
PC	=	Player Character
R	=	Ranges of missile weapons
Rld	=	Reload rate of missile weapons
S	=	Strength
T	=	Toughness
TEW	=	The Enemy Within Campaign Sourcepack
W	=	Wound Points
WFRP	=	Warhammer Fantasy Roleplay rulebook
WP	=	Will Power
WS	=	Weapon Skill

Note: where applicable, weapons listed under an NPC's possessions are followed by details of modifiers to *Initiative*, *Weapon Skill*, *Damage*, and *Parry*. Note that *Hand Weapons* (one-handed axes, swords, clubs, maces, and hammers) have no modifiers.

An asterisk (*) after a characteristic in the profile of an NPC means that the effects of a skill such as *Very Strong* have been included in the characteristic score.



pacing the adventure

Unlike the earlier adventures in *The Enemy Within* campaign, *Death on the Reik* allows the player characters a great deal of freedom of movement. You must be prepared for the adventurers to take off in all sorts of unexpected directions, for unless you anticipate this, you may find your gaming sessions being cut short as the adventurers make for an area about which you are completely ignorant. Fortunately, there are number of ways in which you can minimise this risk.

First, try to get the players to tell you their plans for the next session just as you finish play. That way, you can prepare accordingly. Secondly, try to understand each player's ambition for his or her character. Thus, if you know that one of them would really like a career as, say, an Initiate, you can allow them to pick up a rumour that Initiates are being recruited in a town where you *do* want the party to go. Of course, when the adventurers get there, you can always arrange it so that they are too late, if, for example, you don't want any Initiates in your group! Thirdly, and this is the other side of the "lure" technique, you should be prepared to let slip some highly unpleasant rumour about a place which you would rather the PCs did *not* visit - a mysterious, deadly disease, for example, or a large group of rampaging mutants and beastmen. Finally, you should always prepare (in advance) a number of encounters that can take place wherever the characters go. The separate rules supplement on river encounters is full of ideas for this sort of thing. If you always have one or two of these up your sleeve, it is fairly easy to create the impression that you have the entire area planned out!

As far as towns and cities go, do not worry about needing lots of detailed maps and/or profiles for all the inhabitants. The important thing is to describe the general appearance of the town - seedy, well-kept, smelly, or whatever, and to run things according to the players' requirements. It should be no difficulty, for example, to lead them to an inn where accommodation is available. Similarly, if all they want to do is buy equipment, and the adventure does not call for any specific encounters, it is probably best to let things happen fairly simply, using the rules in the *Consumer Guide* (WFRP, p292) to determine the PCs' success. If the adventurers insist on some activity that is likely to have them fall foul of the local watch, do not be afraid to have them arrested and flung into jail. Once they have realised the extent of their foolishness, you can always allow them to bribe their way out of trouble. If they learn of someone being hanged for a less trivial offence, it should make them think twice about undertaking such a course of action in the future.

Need a minor NPC? There is a sheet of standard types printed on p118 of this book, and if used in conjunction with those from *The Enemy Within* vol.1: *Shadows over Bögenhafen*, you should have the bare bones for just about any encounter in which you may have to improvise.

Recruitment and Replacement

Some characters may die during the course of the campaign; this is a fact of life. At a number of points in this adventure, there are fully detailed NPCs who can be used, if you wish, to replenish the party's numbers. This should be handled with great care, however, so as to maintain the balance of the party. It is important to have a mixture of Warriors (for when there's a fight), Academics (to cast spells and heal the wounded), Rangers (whose skills are invaluable in the wilderness), and Rogues (who are equally useful in towns and cities). If you feel confident about handling PC replacements, you may prefer to use one or other of the optional encounters from *River Life of The Empire* (the other booklet in this box), to introduce a new PC. The important thing is not to unbalance the party, either by using a character with comparatively few skills and/or advances as a replacement, or by allowing a player to take over the character of a Pirate Chief with a band of loyal cut-throats. If there are no dead characters, you may decide to allow the adventurers to recruit NPC companions from the people they meet on the river. This is not recommended if you already have six or more players. If you do wish to pursue this option, you must remember to play the NPCs as real people. Their loyalty to the adventurers will depend on how they are treated; they will resent being used as cannon fodder or being given all the unpleasant or dangerous jobs, and may desert or betray the adventurers if they become disaffected or if another NPC makes them an attractive offer. The notes given for the *Loyalty* test (WFRP, p70) will give you some guidance here, but you should feel free to amend or ignore results if you feel that a particular situation warrants it. Again, you should remember that powerful NPCs (most advanced career characters) will not want to join the party as a mere hireling - some may want to take over as leader, but that's another matter!

optional encounters

The separate booklet (*River Life of The Empire*) has numerous encounters and events of varying complexity for you to use as you see fit while the characters travel around. The main thread of this adventure pack will not be picked up until the adventurers head for Etelka Herzea's hide-out near Grissenwald. If you have not played *Shadows Over Bögenhafen*, apart from missing a highly enjoyable, investigative adventure, you will need to provide the PCs with a motive for travelling to here. For example, they might find a scrap of parchment on the corpse of a Bounty Hunter, which describes Grissenwald's location, and urges the deceased to track down a "foul sorcerer" there, for "the future of The Empire depends on it". Needless to say, such a note will provide no clues as to the identity of the sender or the bearer. Alternatively, while staying at any Reikland inn, they might be approached by a mysterious "servant of Sigmar" (a frightened cleric, who suspects that a Chaos Cult is involved) to find out just what is going on beneath Grissenwald's Black Peaks. The fee for such a straightforward investigative mission is likely to be around 100 GCs, payable on completion. When the adventurers return to collect the gold, they will learn that the stranger was brutally murdered just a few days after they left him.

Trading

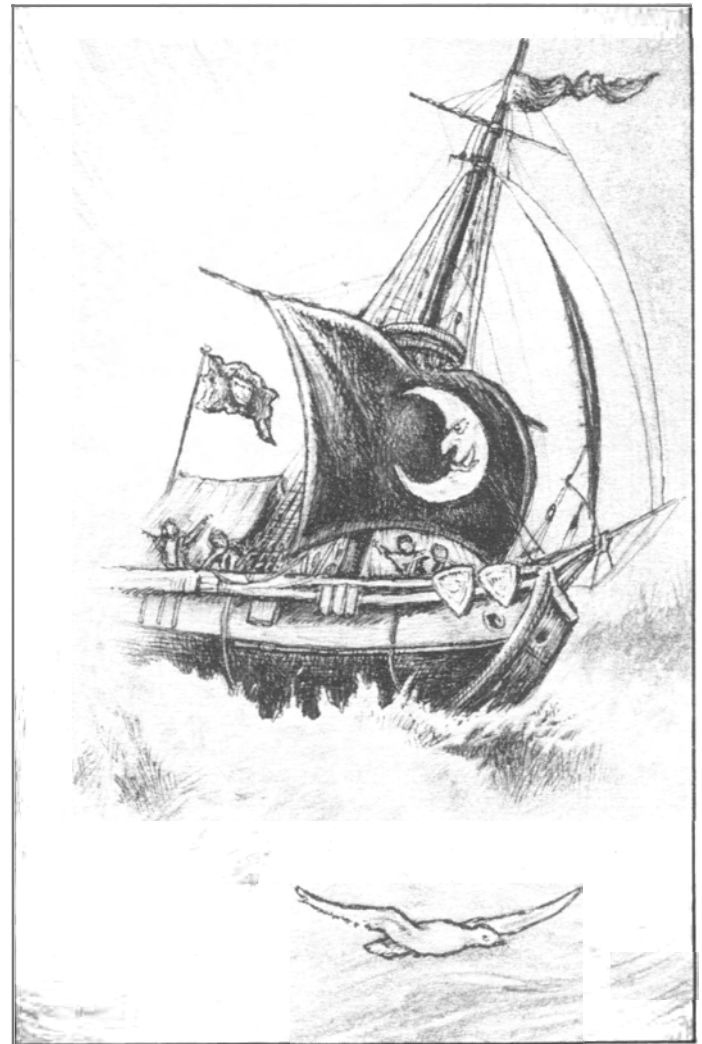
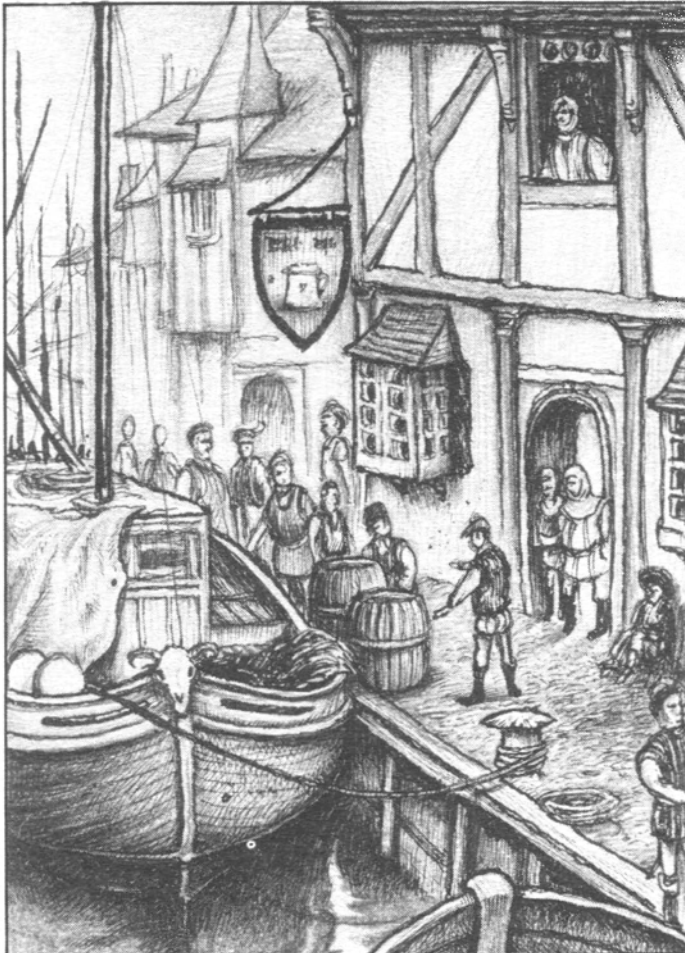
Early on in the adventure, the PCs will acquire their own river boat. With no pressure of time on them, there is no reason why they should not use the opportunity to make a little cash in petty trading. The rules for how to handle this aspect of the game are provided in the *River Life* booklet. You may wish to approach this from one of two ways: either you don't like the idea, in which case there is no need to use the rules unless one of the players insists on trying to find a cargo, or else you can use any suitable NPC to suggest the idea to them. Use of the trading rules will help to flesh out those moments when there are no planned encounters and the adventurers still have some way to travel to the next one.

The River Life encounters (especially if used in conjunction with the Trading Rules), should also provide a suitable context for allowing the PCs to make career changes to such careers as *Boatman*, *Pedlar*, *Smuggler*, and *Trader*. You can easily introduce an NPC to act as an instructor, or, if you prefer such an approach, you may decide that any character who consciously undertakes to transport contraband goods for profit is a *de facto* smuggler, and can adopt the appropriate advance scheme by expending 100 experience points.

enter the hordes of chaos

If you have not played **Shadows Over Bögenhafen**, or if your players successfully completed that adventure, you may skip this section.

It is, however, not beyond the bounds of possibility that the adventurers failed to stop the ritual in Bögenhafen, and the whole town was destroyed by the opening of a minor Chaos gate. Obviously, the adventurers will not be able to return to Bögenhafen, and they may well be in need of new recruits (see above), but otherwise this fact should not affect the course of this adventure. The most significant amendment that you will have to make, is to increase the amount of military traffic which will be mobilised to counter the threat. Every road and river which leads towards the Chaos gate will carry an unusually high proportion of heavily armoured troops. Details of the most noteworthy types can be found in **The Enemy Within** campaign sourcepack (pp27-30). Assuming that they are on a route between a major town or city and the site of the gate, the characters should pass a convoy of infantry or cavalry hurrying in that direction at least once each day. Wizards in Imperial service and Clerics of the major religions should also be among those encountered. Similarly, the ordinary inhabitants of many of the nearby villages are likely to flee in the opposite direction, and accommodation may become harder to



find, and proportionately more expensive. On the other hand, as word of the catastrophe spreads, any NPC encountered will be able to talk of little else, and provided that the adventurers do not reveal their part in the affair, any news that they can bring is likely to gain them access to most places.

starting the adventure

After leaving Bögenhafen, irrespective of whether the town remained intact or not, the adventurers are free to travel wherever they wish (see *Map 1*). The most probable destinations they will choose are Weissbruck (to seek training with the Charlatan/Pharmacist encountered at the Schaffenfest in **Shadows Over Bögenhafen**), Delberz (to seek training with Heironymus Blitzen - the Master of Wanda, the pregenerated PC Wizard's Apprentice), or Grissenwald (to find Etelka Herzen who supplied Johannes Teugen with the scroll for the ritual described in **Shadows Over Bögenhafen**).

The order in which the PCs follow up these three leads is not important, although they should be encouraged to spend their Experience Points on advances, skills, and/or career changes as soon as possible. If the players have forgotten any of these leads, feel free to jog their memory. For example, "Well you arrive in Weissbruck where the Pharmacist you met at the Schaffenfest lives."

Details of what happens at each of the places can be found later in this booklet.

the cult of the purple hand

The Purple Hand is a secret Chaos cult dedicated to the worship of Tzeentch and the overthrow of The Empire. They have agents in positions of authority throughout The Empire, including high-ranking members of the cults of Sigmar and Ulric. These cultists intend to reawaken the Sigmariian Heresy (see **The Enemy Within**, p20), creating a religious schism which will help destabilise The Empire. The first fruits of their activity will begin to appear in this adventure (see *Rumours and Imperial Events*, p9).

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the plot thickens

The leaders of the cult know that Lieberung received notification of a large inheritance. He has not contacted any member of the cult since he set out to visit a firm of lawyers in Bögenhafen, who were supposed to be the will's executors. Two minor cultists were ordered to contact him as he passed through Altdorf *en route* to Bögenhafen, but were found dead a few days later. By the time this adventure takes place, the cult's leaders in Nuln are becoming suspicious; they fear that Lieberung intends to take the money and run, rather than handing it over to the cult as he was ordered.

However, there are a couple of things that the Purple Hand does not know.

First, the inheritance was a hoax. The firm of lawyers does not exist, and the letter which Lieberung received was part of a complex plan by a Bounty Hunter (who is now dead) to lure Lieberung into a trap.

Secondly, Lieberung himself is dead - killed in a chance mutant attack on the Middenheim-Altdorf coach - and one of the PCs is Lieberung's physical double (see *Mistaken Identity* in **The Enemy Within** campaign pack).

The cult's prime concern is to contact Lieberung (or rather, the PC who resembles him) and to recover the inheritance for their own foul purposes. Agents throughout the Reikland are being mobilised accordingly...

If Lieberung's double has been killed by this stage, the cult will still be looking for the adventurers, in the mistaken belief that they are agents of a rival cult who have somehow done away with Lieberung and stolen the inheritance. Some of the events described below will have to be changed slightly to accommodate this. Where the text calls for cultists to pick on one particular character, use your knowledge of your players to decide who will be the target, or simply roll dice to decide.

the events

The following events map out the cult's response to Lieberung's disappearance. Knowing that Lieberung was headed for Bögenhafen and was supposed to return from there to Nuln with

the money, the cult's agents are looking for him at all settlements along this route. The events listed below should be used in the order given, to add mystery and suspense to the adventure.

It is important that the adventurers are not aware of why the cult is seeking them, and any cult member caught by the adventurers will *never* reveal details of the cult. All agents carry a suicide pill (a capsule of quick-acting poison), which they will not hesitate to use rather than betray their cult.

Ev1. Just Passing Through

This event should ideally take place in Weissbruck, but any settlement close to Bögenhafen will do.

When the adventurers first arrive in the town, they are approached by a couple of cultists disguised as pedlars. These two try to exchange secret signs with the character who resembles Lieberung, while trying to appear simply to be selling pots and pans. If Lieberung's double is dead, the pedlars will try to use secret signs to find out which cult the adventurers belong to.

While one of the pedlars carries on a normal sales pitch, the other scratches the right-hand side of his nose with the little finger of his left hand while inserting the thumb of his right hand into his right ear, palm to the front and the fingers fully extended. If *any* of the PCs repeat this sign, both cultists will wink knowingly, and the one who did not make the sign will hold out his right hand, as if to shake hands. Unknown to the PCs, the cultist's palm is coated with purple ink, and shaking hands with him will transfer some of the ink to the adventurer's hand. This accomplished, the cultists will quickly disappear, either into the crowd, or down a maze of alleys - whichever is more suited to the situation. The "purple palm" is a sign used by the cult to convey a warning; the cultists are trying to tell the adventurers to hand over the money or be prepared to face the consequences.



If none of the adventurers responds by imitating the cultists' gestures, they will get more and more deliberate in their signings, giving up and disappearing (as above) when a Watch patrol appears. They will not enter into any conversation other than their false sales pitch.

Until the "purple palm" warning is delivered, the cultists will repeat their attempt each day, using a variety of different guises - beggars, gypsies, entertainers, and so on. The adventurers will almost certainly recognise them after the first few encounters. If they have not managed to pass the "purple palm" after two days, they will then leave the area, making for Altdorf, where they will report to their superiors.

The adventurers may attempt to tail the cultists either to their lodgings or to Altdorf, but in each case their attempts will be fruitless as both cultists are skilled at avoiding pursuit.

Ev2. Keeping Tabs

This series of events should ideally begin as the adventurers pass through, or round, Altdorf. From this point on, the party is being tailed by two cultists.

Twice each day, the adventurers have a 5% chance of spotting their shadows. This chance should be modified by the highest **I** score of the group, and anyone with *Sixth Sense* skill gains an additional bonus of +10%. You should make this check in secret when the adventurers resume their journey after a night's rest, and when they stop for the night.

If the adventurers spot them, you should elaborate on the general description of the cultists, below, to let the players know what their characters can see. You should then make an **Int** test for the cultists to determine whether or not they realise that they have been spotted. If the test is unsuccessful, they will walk straight into any ambush that the adventurers may set for them, otherwise they will automatically avoid it.

In the event that the cultists are captured or killed, the only information that the adventurers will find is the following note (*Handout 1*):

To: Loorbeer & Kuhn,

Our agents report that the target is travelling your way, in the company of the group discussed at our last meeting. Earlier attempts to make contact elicited very little. You are to make sure that we do not lose track of our valuables again, making regular reports in the usual manner. Do not forget that the purple palm has already been passed.

The Time of Changes is coming!

The Arch Lumen

Do not worry if the cultists in *Event 1* failed to pass on the "purple palm". The players will simply be more mystified as to what is going on, and may well regard the reference to the "purple palm" as being purely metaphorical.

The shadowing will continue, using replacements for any cultists killed by the adventurers, until you run *Event 5*.

Ev3. The Direct approach

This event is best played out while the adventurers are in Kemperbad, *en route* to or from the Barren Hills. Ignore this event if the 'double' has already been killed.

At any suitably anonymous, but public spot (the market place, or the bar of an inn) Lieberung's double is approached by a shifty looking character who doesn't "want any trouble - just a quiet word in your ear". The cultist will flee at the first sign of any violence or spell-casting, but will otherwise deliver the following message in a melodramatic, hissed whisper:

"What's your game, Kastor? We've been very worried about you. Why haven't you been in touch? I do hope you haven't forgotten that you're supposed to be delivering a little windfall to the Inner Circle!"

Unless the PC comes up with a convincing *Bluff* that all is well, and he is on his way to deliver the money now, and so on, the cultist will be very confused and suspicious. With a threatening scowl he will depart, hissing as he goes, "You can't fool us, you know. Once a member, always a member! You haven't heard the last of this".

Attempts to follow the cultist will fail. If he is attacked while in the inn or market place, a full-scale brawl will erupt, and the cultist will escape in the confusion. A Watch patrol will arrive on the scene shortly afterwards and attempt to arrest as many of the people involved as possible. If the PCs are caught, they will be fined 1D10 GCs each and released after a night in the cells.



Ev4. a lock Of hair

Shortly after the previous event, Lieberung's double (or a member of the group chosen at random) is jostled in a crowded street and feels his hair pulled sharply. Turning round, he will just have time to notice a character dressed in purple disappearing into the crowd. The PCs have no chance to apprehend or follow the culprit. An examination of the character's hair will reveal that a lock of it has been cut off!

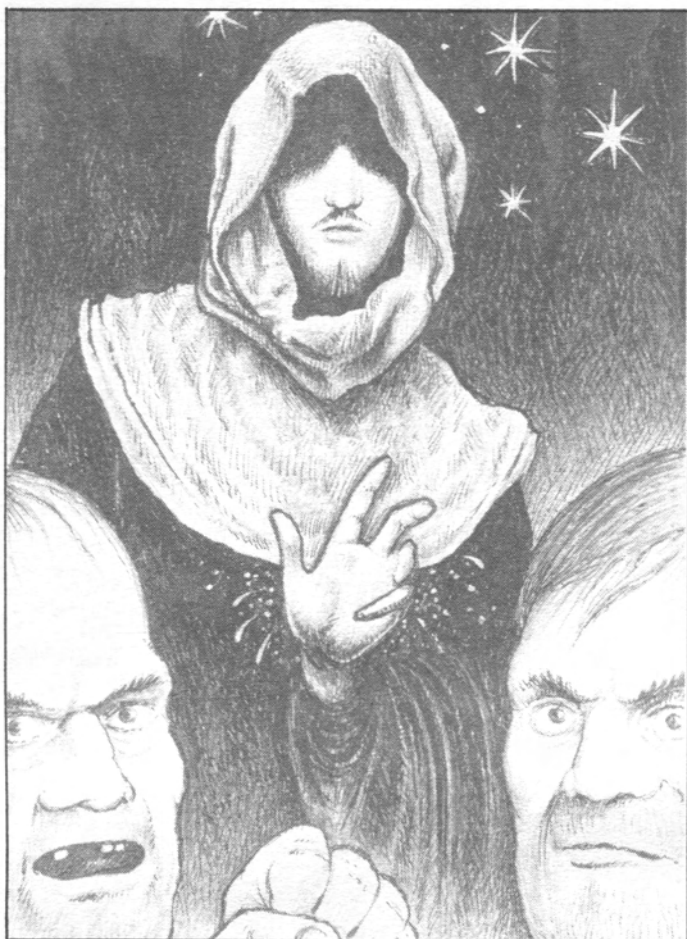
Ev5. The final Warning

If possible, you should delay running this event until the adventurers are returning through Kemperbad after their expedition to the Barren Hills. When the PCs visit an inn, a message is delivered to them at their table, brought by one of the inn's servants. The message has a seal of purple wax which bears the impression of a hand inscribed with Tzeentch's symbol (see page 22 of **The Enemy Within**). Inside the letter is some of the double's missing hair. The message is reproduced below for your reference. Give the players *Handout 2*:

My Dear Friend,

Things cannot be allowed to continue in this vein. The Inner Circle has too many other fish to fry to have all this upset about an absconding Magister Impedimenta. This is your final warning. Have the 20,000 Gold Crowns ready for handing over within the week - unless you prefer to take it to Middenheim personally. Do not attempt to disappear, or we will see to it that you live just long enough to beg for the release of death.

We'll be in touch ...



the cultists



The cultists obviously vary somewhat in specific physical appearance - height, weight, hair colour and so on. But they all have a number of features in common. First, they are all the sort of characters that could manage to look especially shifty and untrustworthy, even in a den of thieves. Secondly, their clothing always includes some item which is purple, be it a tunic, cloak, belt, or whatever; after the PCs have encountered 3 or 4 cultists you may make secret **Int** tests for them, to see whether they spot the purple connection. Thirdly, they all have a small purple tattoo of an open hand, somewhere on their bodies. Finally, although the cultists have a variety of occupations which provide them with suitable cover stories, they all have a number of skills in common, which are the ones listed below. Feel free, however, to allow the use of any reasonable non-combat skill should the situation demand it.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	20	3	3	7	40	1	35	30	30	25	30	20

Age: 20 + 3D6

Alignment: Chaotic

Skills

Concealment - Urban; Disguise; Dodge Blow; Follow Trail; Read/Write; Secret Language - Guilder (Purple Hand Cult); Shadowing; Silent Move - Urban

Possessions

Leather Jack (AP 0/1 - Body/Arms); Purple clothing; Hand weapon (sword, hand-axe, etc); 3D6 GC

If the adventurers ask who delivered the note, the servant will indicate a hooded figure sat by the door, with four evil-looking thugs. As the PCs examine this group, the hooded figure quite openly begins to cast a spell. The thugs will stop anyone getting to him before the spell is complete. Unless Lieberung's double makes a successful **WP** test, his hands will turn bright purple under the effects of a *Curse*.

Leaving the thugs to cover him, the hooded figure (a 1st level wizard) will make good his escape through a back entrance where he has a horse waiting. If a fight should break out in the bar, use the standard thug profile from the GM's reference sheet in **The Enemy Within**.

If the character's **WP** test is successful, you may wish to use a variation of this incident at a later date.

Continuing the Cult's activities

Obviously, the Purple Hand's interest in the party does not end with the final event. You may wish to keep drawing the PCs' attention to discreet followers, and could even create some more involved encounters, if you wish. However, we shall pick up the cult's activities in the next instalment of the campaign - **The Power Behind the Throne**.



RUMOURS and imperial events

The information on this page should be learnt by the party during the course of *Death on the Reik*. It has been split into general, localised rumours and "news" of major events happening elsewhere in The Empire. It is up to you which NPC you choose to be the vehicle of each piece of information, and when you reveal it to the players. You should bear in mind, however, that a simple peasant is unlikely to be particularly well informed about events on the other side of The Empire; and similarly, an important noble will pay little attention to "peasant gossip".

The Imperial Events serve to keep the players informed of the developing political crisis which will come to head later in the campaign; they are not intended to divert the PCs from their intended course of action. You can always point out that such news is invariably several weeks old, and there is little that they can do about such things.

The rumours are similar to those provided in *Mistaken Identity* (see **The Enemy Within**, p43). They are not meant to be totally false or totally accurate, but exaggerations based on true events.



news from the provinces

1. Crown Prince Hergard von Tasseninck - the only son and heir of Grand Prince Hals von Tasseninck, the ruler of Ostland - has been killed in the Grey Mountains. (cf *Handout 1* in **The Enemy Within**).
2. The Grand Prince of Ostland is blaming Grand Duke Gustav von Krieglitz of Talabecland for his son's death. He says that it was an assassin working for the Grand Duke who murdered his son. It has long been known that Gustav has had designs on the Ostland forests.
3. A troop of Duke von Krieglitz's cavalry have been ambushed on the Ostland border and the local peasantry are fleeing the area for fear of a retaliatory attack from Talabecland.
4. Emperor Karl-Franz has fallen ill with some unknown disease. All hell could break loose if he dies, because it's well known that his heir - Prince Wolfgang - is a complete imbecile, and the other Electors are unlikely to accept his accession.
5. Emperor Karl-Franz has issued a new edict declaring that there are no mutants in The Empire. The practice of exiling or slaughtering those unfortunate enough to carry some sort of physical deformity purely because of their appearance is henceforth illegal and punishable by death. (Give the players *Handout 3*).
6. Riots have taken place in some towns of Middenland, where followers of Sigmar are rebelling against what they claim to be persecution at the hands of the Knights of the White Wolf - Templars of Ulric (see TEW, p20).
7. A former Cleric of Sigmar turned Witch Hunter has been lynched in Schoppendorf (a small town in Middenland).
8. All Provincial Capitals are recruiting more Road and River Wardens in attempt to combat the increasing banditry which is threatening trade links between the Provinces.

RUMOURS

1. Crown Prince Wolfgang Holswig-Abenauer - heir to the throne - is being held prisoner in his own castle at the orders of the Emperor.

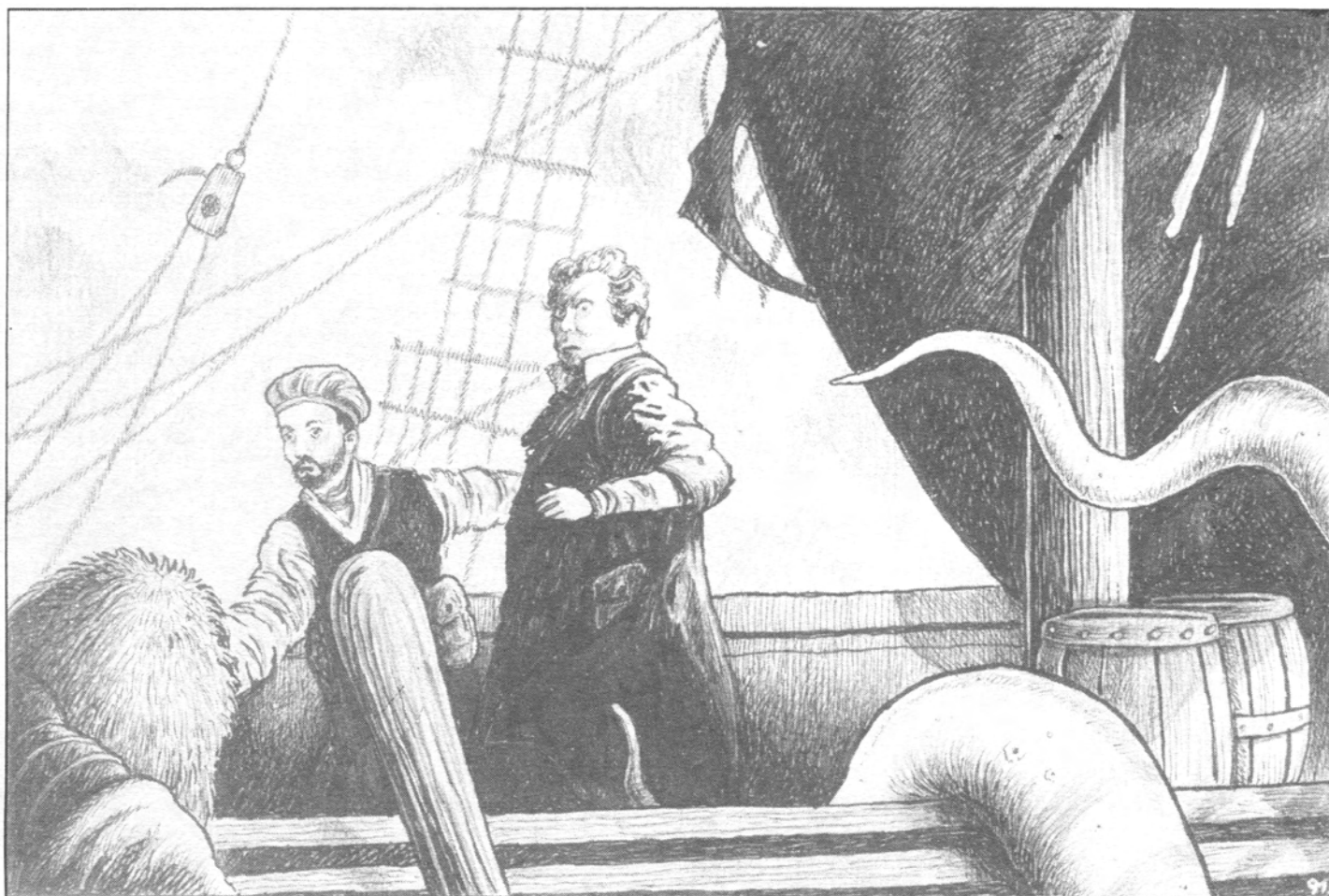
GM: the above rumour is widespread, and the following paragraphs give a number of possible explanations, any one of which may be attached to the main rumour.

 - a) he's been touched by Chaos and sprouted a rat's tail.
 - b) he's contracted Tomb Rot/Red Pox, (or a disease of your own choosing).
 - c) it's for his own protection - his brothers are out to have him assassinated.
2. The Prince isn't a prisoner, but he won't let anyone in (except to deliver food), because
 - a) he's taken to worshipping the Chaos Gods (*this rumour is treasonable and will only be passed on by someone who trusts the PCs' discretion*)
 - b) he's a raving lunatic; he always was a bit simple, and now he's gone completely round the bend.
 - c) "he's been made mad by one o' them there Demonologists, and the Emperor's tryin' to keep it secret."



3. Merchants in Marienburg are re-labelling Bretonnian brandy as "Produce of Sudenland" in an attempt to beat the import embargo imposed by the Emperor's excisemen. (cf *River Folk* of *The Empire*).
4. Wittgendorf is an unhealthy place. All the villagers are imbecilic "cos of years of inbreeding". It used to be a thriving little town, but no one goes there any more. (*This rumour should only be supplied in response to direct questions about the place*).
5. The River Wardens and the Excisemen are all crooks. They'll confiscate your cargo at the least excuse and then sell it themselves.
6. Mutant corpses are regularly found drifting down the Reik just south of Kemperbad. "Only the other week we pulled one out of the river with bright green fur, and four eyes on stalks". (*GM: these are 'failed' experiments, thrown from the battlements of the Castle Wittgenstein.*)
7. Stay away from Castle Wittgenstein - there is some evil at work there, but even the Witch-hunters avoid the place. And anyway, the family von Wittgenstein are protected by an ancient Imperial charter dating from the Age of Three Emperors. (*Use rumours like this to prevent the characters calling at Wittgendorf too early in the adventure*).





This encounter takes place once the adventurers have left Bögenhafen. As noted on p100 of *The Enemy Within* vol.1, they may leave the town by river - either with Josef Quartjin or aboard a stolen boat; by road, either on foot or on a stolen coach or horses. It doesn't matter how they have left Bögenhafen, or which way they are headed; this event is designed to provide a smooth dove-tail between *Shadows over Bögenhafen* and *Death on the Reik*.

If you have not played *Shadows over Bögenhafen*, there are two things you can do:

1. Go and buy it (immediately!), and play it before starting *Death on the Reik*; it will provide the adventurers with a clue which will be of value to them in this adventure, as well as giving them the chance to gain a few valuable advances before starting this adventure.

2. Start this adventure with an event run along the lines described earlier (see *Starting the Adventure*) and then go straight into this event, with the adventurers travelling along a riverbank.

Which course you take is up to you; it will be more satisfying to play the earlier instalments in *The Enemy Within* campaign which are designed to create a variety of interesting leads into *Death on the Reik*, but it can be played on its own if you prefer.

→ A Ripple on the Stream

This event provides the adventurers with a boat of their own and you should run it at the earliest opportunity. Remember that even if they travel by a road which does not follow a riverbank, sooner or later they will come to a river - and this event may be run then.

If the adventurers are travelling by river, they see a Human corpse floating downstream. Several crossbow bolts are still sticking into it, and it is heavily mutilated.

If they are travelling by road, a tattered, bedraggled Boatman comes staggering towards them from the direction of the river. He is bleeding from a number of wounds, and two crossbow bolts protrude from his side. He totters up to the adventurers, points back towards the river, gasps "Mutants!" and collapses, dead. There is nothing of value or interest on his body.

As the adventurers continue along or beside the river, they see a river boat, apparently adrift. A number of corpses - some human, some less so - are littered on the deck and float in the river beside the boat. There is no sign of life. Refer to *Map 2* during the rest of the encounter. Note that the rowing boat on the bank will allow road-bound groups to get to the drifting river boat without swimming!

At this point, any characters with *Sixth Sense* skill will develop an uncomfortable feeling that they are being watched, although they will be unable to say where from.

The boat has been attacked by a marauding band of mutants, led by a tentacled Chaos Beastman (see *The Attackers* - below). The surviving attackers are still on the scene. A winged mutant is keeping watch from a tree (marked X) and may be spotted on a successful *Observe* test with a penalty of -20%. It will warn its companions on the boat by imitating an owl call, and Ranger characters who make a successful *Int* test may become suspicious, as it is too light for owls to be out. There are two more mutants ransacking the boat's cabin and a Beastman is lurking in the water on the other side of the boat. The boat is a typical medium trader (see the *River Life of The Empire* booklet).

As soon as the adventurers attempt to board the boat, the winged mutant will dive onto the boat, and the two mutants in the cabin will attack anyone trying to enter, fighting to the death. The winged mutant will flee either if it sees the other two killed, or if it is reduced to 3 or fewer *Wounds*.

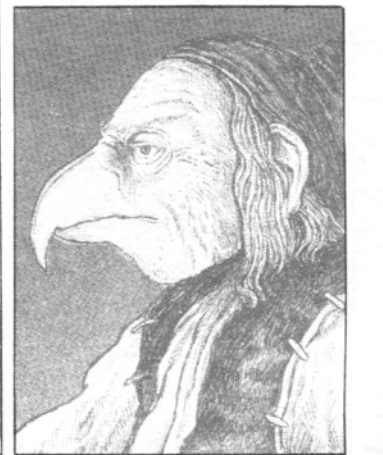
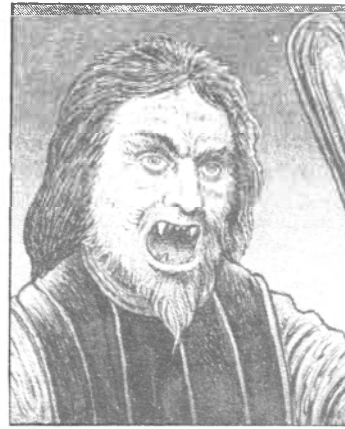
While the fight is taking place on deck, the tentacled Beastman will reach up to the deck and try to seize anyone on its side of the boat. It may only attack characters who are within 1 yard of the rail. If the first attempt is not spotted (by any character on deck making a successful *Observe* test; +10 bonus for *Sixth Sense* skill), the Beastman will seize a leg on a normal *WS* test, and will try to drag its victim into the water. If it is spotted, the *WS* test is made at a -20 penalty. It will attempt to seize any character within range until it succeeds or until it is reduced to 3 *W* or less, in which case it will flee.

Once the Beastman has seized a victim, both must make a *Strength* test, with a +10 modifier for *Wrestling* skill:

If both succeed or both fail, the victim is still entangled, but is not dragged off the boat. The tentacles present a *static* target (automatic hit for double damage), and the victim can be cut free if the tentacles take 5 or more points of damage.

If the victim succeeds and the Beastman fails, the victim manages to pull free of the tentacles and move out of range.

If the Beastman succeeds and the victim fails, the victim is pulled over the side. If the victim then makes a successful *I* test, s/he manages to catch hold of the rails and may attempt a *S* test next round to avoid being pulled into the river, but forfeiting all attacks. Failing the first test results in the character losing 1 *W* (from the body), regardless of armour and *Toughness*. The Beastman will try to hold the victim under water until he/she drowns. The victim may continue to fight underwater, but only using thrusting weapons



(e.g. sword, spear, dagger); there is an additional -20 penalty to *WS* and a -2 penalty to damage caused. In addition, the victim must make a *Strength* test each round; if the test is successful, the Beastman is allowed a *Strength* test in order to prevent the victim breaking free. The test is repeated each round, until the victim breaks free or drowns (*WFRP*, p74), or until the Beastman is reduced to 3 *W* or less, in which case it will let go and flee.

the attackers

Beastman with Tentacles

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	4	11	30	1	-	29	34	29	24	10

Special Rules: The creature's mutations are - bulging eyes; webbed feet (swims with no reduction to *M*); the ability to breathe underwater; tentacles instead of arms.

The Mutants

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

* two of the mutants are already wounded (see below).

Special Rules:

- In the trees - Winged mutant armed with spear, flies as *Lander*
- In the cabin - Beak-face, armed with a sword, 3 *W* remaining. Fur-covered, armed with a club, 4 *W* remaining.

taking stock

Once the attackers have been beaten off, the adventurers will be able to take stock of the boat. There are five corpses: three are Human (two being a man and woman in their mid-twenties, and the third being a man in his forties) and the other two are mutants, one with a skull face and stalked eyes, and the other with bird's legs, a furry tail and a single eye in the end of his nose. Searching the bodies will turn up the following:

2 sleeved mail coats (of a suitable size for 2 of the PCs); 2 mail coifs; 3 swords (one broken); 1 crossbow; 13 intact crossbow bolts; 4 daggers; 2 clubs; a total of 12GCs, 14/7 in small change.

Something Down Below

As the adventurers search the boat, they become aware of movement in the hold. If they search the hold, a successful *Observe* test indicates that the lid of one of the crates has been seen to move slightly; if all characters present fail the test, have each make a *Listen* test for a *soft* noise (WFRP, p70), in order to hear a faint scraping sound from inside the crate.

If the adventurers call out "Who's there?" or anything else, the movement will stop abruptly; if the crate is opened, a woman will be found cowering inside. She will scream loudly and brandish a small knife ineffectually as the crate is opened, but will almost collapse with relief when she realises that the mutants have been beaten off.

She will introduce herself as Renate Hausier, a Pedlar, originally from Grünburg, and will say that she has been working the Bögenhafen area for the last few weeks. She was in the outlying villages when the events of *Shadows Over Bögenhafen* took place, and knows nothing of them, having joined the boat at Herzhold. She will explain that she was in the hold when the mutants attacked - "I looked out and saw this horrible skull-faced creature - I knew I ought to fight, but all I could do was run. In the end, I hid in here and hoped no-one would notice me." Renate will be able to identify the three human corpses as Fritz Segel, the boat's owner, and his son Albrecht and daughter-in-law Heidi.

Also in the hold are 75 sacks, each holding 250 Encumbrance Points of wool (cf *Trading Rules*, the *River Life* booklet).



Renate Hausier - human, female, Rogue (Pedlar)



A very independent and self-reliant young woman, Renate is often mistaken for a gipsy; she favours brightly coloured, heavily patterned clothing and usually wears a red headscarf over her raven-black hair, with two large, golden rings hanging from her ears.

Renate is a naturally cautious character (the players may have another word for her), and has a healthy aversion to physical danger. If placed in a potentially dangerous situation, she will always try to find some non-violent solution, such as bluffing her way out, hiding or running away. She loves travelling and seeing different places, and it was this, rather than any particular love for adventure, which motivated her to take up the wandering life of a Pedlar. If the adventurers invite her to join them, she will readily do so, because she realises that she is safer with them than she would be on her own.

M	WS	BS	S★	T*	W★	I★	A	Dex	Id	Int	Cl	WP	Fel★
5	34	28	4	4	8	43	1	37	25	33	34	37	41

★ 1 advance has already been taken in this characteristic
* This skill is included in the profile.

Age: 23

Fate Points: 2

Skills

Animal Care; Blather; Bribery; Drive Cart; Evaluate; Fleet Footed; Haggle; Herb Lore; Secret Signs - Pedlar; Specialist Weapon - Fist Weapon; Very Resilient*

Possessions

Knife; 2 iron pots; 12 small knives and forks; 300 pins; 3 reels of coloured ribbon; Lantern; Pack; Tinderbox; 4 blankets; 10 yards of Rope; Purse with 14GCs, 17/6

What Now?

At this point, the adventurers may be unsure what to do. Renate will encourage them to take over the boat and cargo, so that she can get to her destination in Weissbruck or, if the adventurers are still travelling with Josef, he will point out that normal practice is to take over a salvaged boat. Characters with *River Lore* skill will realise that it is established practice to work the boat until any next of kin can be traced, and keep any profits from that period as a salvage fee. Also, it is not uncommon for the next of kin to pay an additional reward, if and when they are traced. Renate or Josef will point this out if there is no character in the party with *River Lore* skill.

The adventurers have now acquired a boat, a cargo (allowing you to try out the trading rules in the *River Life* booklet), and a passenger (who can be persuaded to join the party as an NPC or a replacement PC). They are ready to progress to the next part of the adventure. If they are travelling with Josef at this point, there will be a fond and moderately alcoholic farewell; if the adventurers have no-one with either *Row* or *Sailing* skills (see *River Life of The Empire*) Josef will spend a day teaching them the rudiments of boat handling. This is too short a time for any character to learn a skill, but each of the adventurers is allowed an *Int* test; those who succeed gain a permanent +10 bonus to their *Boat Handling* tests until they acquire the relevant skills.

You may also wish to use Renate or Josef to explain how the trading system works.

As well as offering them a chance of further training (see below), Weissbruck is a good place for the adventurers to trade their new-found cargo, and to recruit NPCs or replacement PCs. You may use some of the ideas given in the *River Life of The Empire* booklet to enliven the journey, and when the adventurers arrive there, refer to *Map 6* from *The Enemy Within* campaign sourcepack.

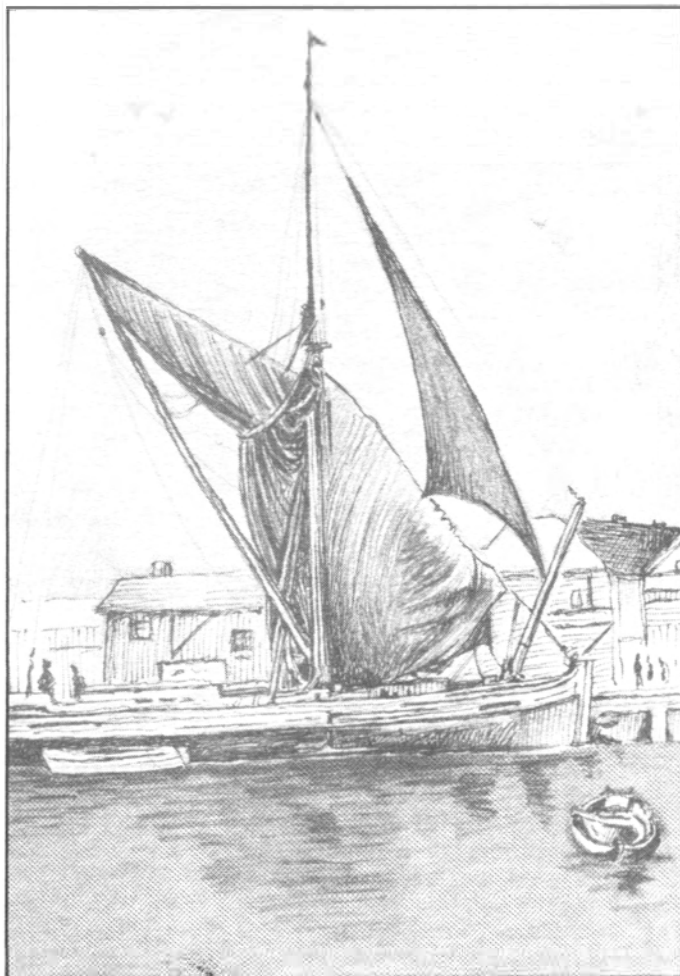
Wanted: One Pharmacist

If you have played *Shadows Over Bögenhafen*, the adventurers will already be acquainted with Elvyra Kleinstun, a Charlatan and ex-Pharmacist who offered to provide training to any character who wished to move to either of those careers. Otherwise, treat Elvyra as an old acquaintance who has offered to train one of the adventurers in the past.

In either case, the adventurers should be encouraged to go to Elvyra's home in Weissbruck to take up this offer.

Nobody home

The adventurers will have no difficulty finding Elvyra's home, a moderately respectable building to the north east of The Happy Man Inn. She is a well-known local character, and just about any patron of one of the local inns, for example, can direct the adventurers to her home. Elvyra's house is a simple, two-up-two-down affair (see *Map 3*). Well-kept and recently painted, it is a charming rural cottage, complete with window boxes of herbs and flowers. As the adventurers approach, however, they will notice that one of the windows has been smashed (*Observe* test - it was smashed from the outside, and a couple of threads caught on a projecting splinter of glass indicate that someone has climbed through it), and the contents of the window box lie scattered and broken on the street.

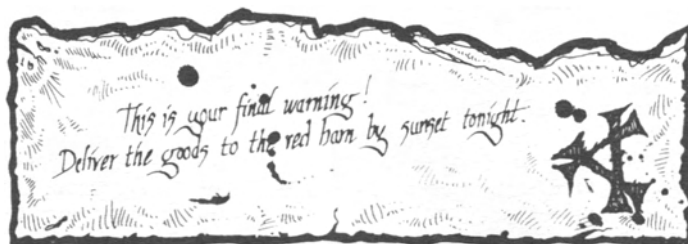


There are no signs of life in the house. The door is locked (CR 20%) and knocking brings no response. Peering through the window, the adventurers can see signs of a violent struggle - broken furniture, glass, and so on litter the sitting room, but there is no sign of Elvyra or anyone else.

While the characters are searching the house you should secretly make **Int** tests for them. Success indicates that they notice the strange absence of any form of pharmaceutical, be it herbal or chemical.

a. Parlour

This room has been thoroughly wrecked. A successful *Observe* test will reveal traces of blood on a few slivers of broken glass, but there is no discernible trail. A successful *Search* test will turn up a hand-written note (give the players *Handout 4*):



B. Kitchen/STOREROOM

The kitchen has been thoroughly ransacked. The contents of all the shelves and cupboards (pots, pans, food, and so on) have been thrown onto the floor.

The steps to cellar are hidden behind a large cupboard in the kitchen, and the hidden door will only be noticed if the characters look behind the cupboard. A successful *Search* test will reveal a slight draught from behind the cupboard. If the hidden door is not discovered, the adventurers have a base 30% chance of hearing a faint sound of movement from the cellar - a *soft* noise (WFRP, p70). If the adventurers hear the noise, they will realise that it is coming from the general direction of the cupboard.

c. Cellar

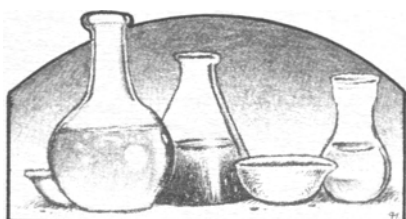
The hidden door in the kitchen opens onto a steep and narrow flight of steps, leading 15 feet (5 yards) down into the cellar. As the adventurers open the door, a small, indistinct shape shoots to the bottom of the stairs and is lost in the darkness. This happens so suddenly that the adventurers are automatically surprised by it (characters with *Lightning Reflexes* skill may make an *Initiative* test in order not to be surprised). The shape is about three feet high, and a successful *Observe* test will tell the adventurers that it is humanoid, but nothing else can be seen in the bad light. Because the adventurers are looking from light into darkness, even demi-human *Night Vision* will not help. There is a faint scrabbling noise from the cellar an instant after the shape disappears from view, then silence.

If the adventurers go down the steps to the cellar, they will find a missing step about halfway down. If the lead character has *Night Vision* or a light source, he/she will notice the missing step on a successful *Observe* test with a +20 bonus; otherwise, a test against *half* the character's **I** is required. If the lead character fails to notice the missing step, he/she will fall 2 yards to the floor of the cellar with a badly twisted ankle (**M** and **I** halved for D4 hours).

Once in the cellar, the adventurers will find a small girl hiding among a pile of rags and boxes in one corner. A successful **Fel** test (+20 bonus for female characters) is required to convince the child that the adventurers mean no harm - if this is failed, she will try to evade the adventurers and run out of the house. Any character

between her and the door will catch her on a successful **I** test (at a -10 penalty due to her *Dodge Blow* skill), but she will struggle and attempt to bite anyone holding her. The bite is treated as a normal attack, causing 1 point of damage to the arm, and requiring a successful **Dex** test to keep hold of her. The adventurers may attempt a **Fel** test every round in order to calm her down.

If the adventurers succeed in calming the child down, she will tell them that her name is Liza. She is ten years old, and an orphan - she thinks that Elvyra is her mother's sister, but she is not sure. She works for Elvyra, cleaning the house and fetching and carrying in return for bed and board. If she is asked what happened to Elvyra, she will say that some men came to see her two days ago, and left after a lot of shouting.



On the evening of the following day, Liza had been banished to the cellar after Elvyra caught her playing with all the pretty coloured powders. There was suddenly a lot of noise from the house, and she heard Elvyra scream. The noise went on for a long time, and Liza hid among the boxes and stayed very still, hoping no one would find her. Everything has been quiet since then, but she has not dared to go out of the cellar. When she heard the adventurers moving about in the house, she went up the steps to try to see what was going on, and they frightened her when they opened the door.

This is all Liza knows - she has no idea who the men were or what they wanted, and if asked to describe them she will only be able to say that they were big and rough and smelled bad. After their visit, Elvyra warned her to stay away from The Happy Man.

LIZA SAUBER - human, female, Child



Liza wears a simple peasant's smock and goes about bare-foot, with her corn-coloured hair in two long braids. She is very fond of Elvyra, and will do whatever she can to help the adventurers rescue her.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	25	31	2	2	5	38	1	31	27	31	25	31	35

Age: 10

Skill

Dodge Blow

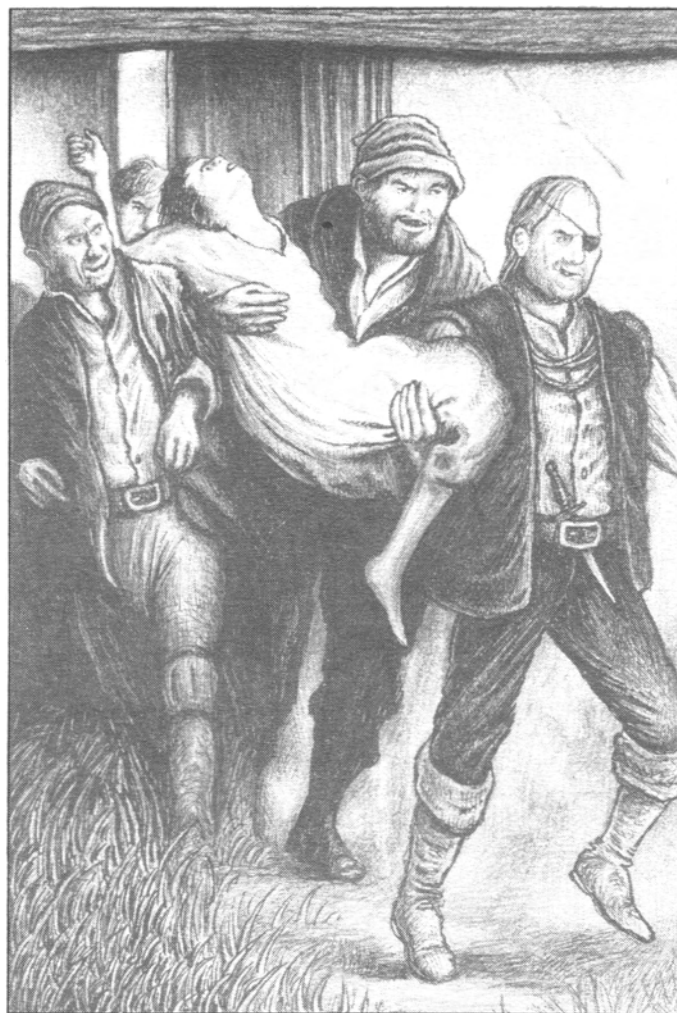
Possessions

nil

Also hidden in the cellar is Elvyra's Pharmaceutical cabinet. Concealed behind a section of fake wall, it will take a very thorough search to find it, and has a very complex lock (CR 50%). For details of its contents, see *Herbs, Drugs and Poisons* below.

ð & e. BEDROOMS

These two simply furnished bedrooms belong to Elvyra and Liza, her niece. Each contains a wooden bedstead with feather mattresses and pillows, a washstand, bowl and jug, and a chest of drawers with clean linen, clothes, and so on. Both rooms have been devastated. The mattresses and pillows have been cut open, and their stuffing is strewn about the room, along with the contents of the drawers.



kidnapped!

Because of the nature of her trade, Elvyra has made a number of enemies, including the Captain of the Altdorf City Watch. Alberich Hollzauber, a Demonologist based in Altdorf, has discovered that she is wanted there under another name, and is using this information to try to blackmail her. A group of his minions arrived in Weissbruck two days ago, with a message from Hollzauber threatening to reveal her whereabouts to the authorities unless she lends him her services in the preparation of a powerful spell, which requires several rare and exotic ingredients precisely mixed and prepared by a skilled character.



Despite several attempts at non-violent persuasion, Elvyra refused to give in to the blackmail, and on the night before the adventurers arrived in Weissbruck, Hollzauber's minions kidnapped her, with the intention of taking her back to Altdorf.

When the PCs arrive in Weissbruck, the thugs are holding Elvyra in a disused barn just outside the town, not far from the canal bank.

Find the lady

The adventurers may have picked up several clues in the house as to the whereabouts of Elvyra and her captors, and the results of any enquiries they may make are detailed below:

The Watch

Reporting Elvyra's disappearance to the town Watch will not result in any immediate action. The Watch numbers a mere half-dozen volunteers and they have their hands full protecting residents from drunken miners from the nearby Delfgruber mine. Elvyra is not important or influential enough for them to divert resources into searching for her, so you should encourage the players to investigate the disappearance for themselves. The Watch will, however, agree to take care of Liza until Elvyra can be found.

the happy man

To obtain any information at The Happy Man, the adventurers will need to win over the locals. Whether they do this by standing free drinks, by a bit of impromptu entertaining, or simply by going round chatting to people, you should have them make one or two *Fel* tests to see how people react to them.

If the adventurers ask about strangers, they will be told that three strangers have been staying in the inn over the last couple of nights. Last night, they settled their bill and left. The landlord remembers that they were expecting to meet "a boatman friend" who was to take them back to Altdorf, but that he was not due to arrive until tomorrow morning. The landlord was a little puzzled at this, but is not particularly curious. "Folks have got a right to their own business" is his attitude.

If the adventurers ask about a red barn, they will be told: "There are lots of barns hereabouts, some of 'em might be red."

As soon as the adventurers start asking questions in The Happy Man, they will either attract the attention of Old Otto (the tavern's geriatric potman and general fetcher-and-carrier), or be told to go and ask him as he is usually a good source of information on the town's comings and goings. He will very helpfully point out that he saw three strangers leave last night with a large trunk in a wheelbarrow. If he is questioned further about this, he will say:

"Well, I'm not sure how much I remember. My memory isn't what it used to be, you know - they say it comes of a poor diet, but then what is a man in my position to do?"

If the adventurers take the hint and slip him a few shillings, he will suddenly recall that the strangers headed north, towards the canal. If he is given more than 5/-, he will also mention that there is a red barn just on the other side of the canal.

the red barn

Just across the canal from the town is a miscellaneous group of buildings; the Red Barn stands on the northern edge of this group, dilapidated and almost overgrown by the nearby trees. Only the doors of the barn are red, and the paint is faded and peeling.

Consult *Map 4* for a plan of the barn. The three thugs are holding Elvyra, who is gagged and tied to a chair, in the hayloft. Two of them are asleep, and a third is supposedly keeping watch - actually he is dozing, propped against a broken cart near the doors. Use the Standard *Thug* Profile from *TEW* (GM's Reference Sheet) for all three.

Because the sentry is dozing, the adventurers have a good chance of being able to approach the barn undetected. As they come up to the doors, make a *Listen* test for the dozing sentry, using your

estimation of how much noise the adventurers are making (see *WFRP*, p70). If the test is successful, the thug will ready his weapon and stand behind the door which he had previously jammed shut. The adventurers will not be able easily to open this door. Any character who tries to do so must make a *S* test - if the test is failed, the character wakes the sentry (see above) as well as failing to open the door.

If the sentry has not already woken up, he will do so as the adventurers enter the barn, but they will automatically have the advantage of *surprise* (*WFRP*, p116).

Attempting to imitate an irate yokel, the sentry will protest in a pseudo-rustic accent that the adventurers have damaged his door and have no business on private property, anyway. His impersonation is not very convincing, however, and any character who makes a successful *Int* test (with a bonus of +10 for Ranger characters or those from a rural background), will realise that he is shamming. If the test is failed, the sentry's associates will have time to prepare themselves (see below).

As soon as he realises that the game is up, the sentry will shout a warning to his comrades, and then make a dash for the back of the barn, ducking and weaving to make maximum use of the cover afforded by the cart and the stalls. It will take him two rounds to do so, and you should make an *I* test for him each round; if the test is successful, he puts some obstacle between himself and the adventurers; any character attacking him with a missile weapon does so at a -20 penalty.



It will take the other two thugs two rounds to react to the sentry's warning (unless the PCs were slow to see through his *Bluff* - see above); they will look over the balcony of the hayloft, which is a railing 3 feet high, and dodge back as soon as they see the adventurers, spending a further round in indecision - they had not been expecting any trouble. Then they will untie Elvyra from the chair (leaving her hands and feet bound), and they will be standing behind her with a dagger at her throat when the adventurers come up the ladder to the hayloft.

They do not intend to kill Elvyra, as she is valuable to their master, but they expect that the threat will make the adventurers hesitate, and they plan to take advantage of their hesitation by pushing her off the hayloft into the pile of mouldy straw outside, jumping after her and making a break for it. Their plan is not perfect by any means, but it's the best that they could come up with in the time. If it becomes apparent that they can't win, the thugs will surrender, hoping to make a run for it when they are led out of the barn.

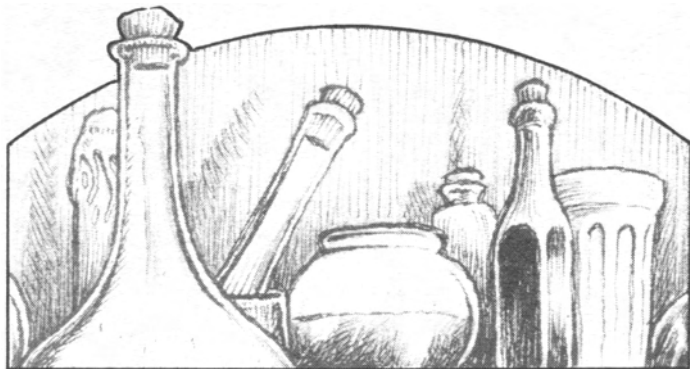
The adventurers should have little trouble rescuing Elvyra, but if they fail she will be taken to Altdorf by the thugs, never to be heard of again.

You should take care to ensure that all the thugs are either killed or escape; allowing the PCs to interrogate them will only make for unwanted complications. A search of any bodies will turn up an assortment of glass vials and bottles (stolen herbal and chemical compounds from Elvyra's house), and assorted weapons (daggers, swords, knuckledusters). In addition, each thug wears a small silver pendant in the shape of a rat's head (value - 1GC each), and carries 3GC plus D10 shillings in loose coins.

A NEW CAREER

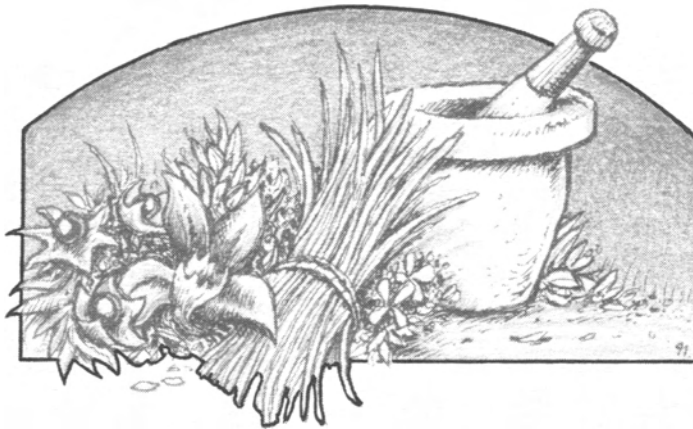
If the adventurers succeed in rescuing Elvyra, she will willingly train any character who wishes to become a Charlatan or a Pharmacist (and can introduce any suitably qualified character to the town's Physician). Out of gratitude to her rescuers, she will not ask for any payment. How long this training takes is up to you, depending on your style of play: you might decide that it will be a week before the characters can start adventuring in their new careers, or simply rule that they will have changed career by the time the next game session is played. Or you can simply cross off another week on the calendar and carry on with the rest of the adventure.

If the adventurers ask her about her kidnappers, Elvyra will explain that they were working for someone in Altdorf who wanted her to do something she didn't want to do. She will refuse to explain further, as she has every intention of moving on under another name, forgetting that she ever heard of Hollzauber, and starting again in a new town, taking Liza with her.



HERBS, DRUGS, AND POISONS

The chance of Elvyra having any herbal preparations depends on their availability rating (see *WFRP*, p292 and *TEW*, p34). Elvyra's



cabinet is very well stocked, however, so you should use the "Below 10,000" column of the table. She will possess 2D6 doses of any herb for which the availability check is successful. There is a 50% chance that any herb has been found and prepared by Elvyra herself, and she will sell such herbs to her pupil(s) at a 50% discount. Elvyra also has a variety of drugs and poisons, as well as supplies of the chemicals and natural materials from which they may be manufactured (cf *WFRP*, pp53, 55, 81ff, & 140). Treat all drugs/poisons as *rare* items. Elvyra will have 1D3 doses of any drug/poison which you determine she possesses, and will *not* sell more than half of her stock of any one drug/poison. The cost will be 2D4 GCs per dose.

As for ingredients, the simplest approach is to follow the procedure outlined here. Those drugs and poisons for which there are no ingredients listed (i.e. to cure certain diseases and/or disorders), need D4 + 1 ingredients, which are all *Rare* and each of which cost 3D10 shillings per dose.

elvyra kleinstun - human, female, Charlatan, (ex-Pharmacist)



Elvyra has lived in Weissbruck for the past two years. Originally from Altdorf, she moved out here not long after she decided that there was more money in fleecing people than in manufacturing and selling genuine herbal remedies and the like. Her ebullient, outgoing personality and gift of the gab more than make up for her unprepossessing appearance (cf *The Enemy Within* vol.1, p.69).

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

Age: 37

Alignment: Neutral

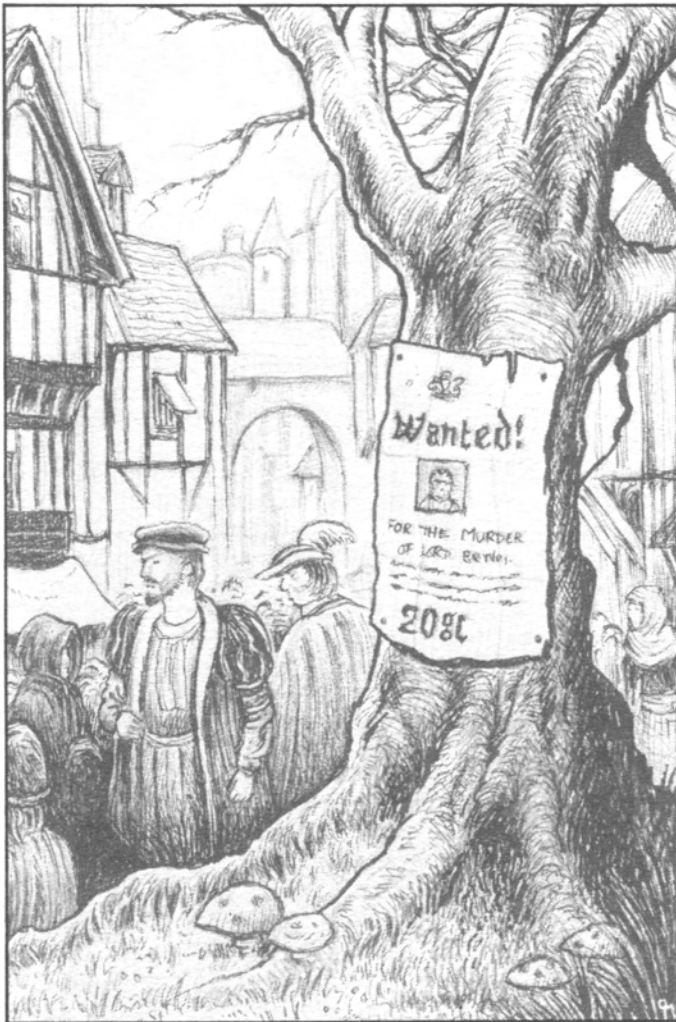
Skills

Blather; Charm; Chemistry; Cure Disease; Evaluate; Heal Wounds; Immunity to Poison; Manufacture Drugs; Prepare Poisons; Public Speaking; Secret Language - Guilder (Pharmacists' Guild).

Possessions

When she is found in the barn, Elvyra has only the clothes she stands up in, and a small bag containing assorted powders and solutions ransacked from the house. She also owns the house and everything that can be salvaged from it.

off to see the WIZARD!



Assuming that you are using the pregenerated PCs from **The Enemy Within** campaign sourcepack, it is highly likely that Wanda Weltschmerz, the Wizard's Apprentice, will be anxious to return to her Master in order to undertake the necessary training to become a 1st level Wizard. The PC's Master - Heironymus Blitzen - can also serve as a useful source of information (answering any questions the players may have about Demons, The Empire's history, and so on), as well as impelling the group into the next part of the adventure. So, if you are not using the pregenerated characters, or have not played **Shadows Over Bögenhafen**, you will need to make a number of alterations to fit this part of the adventure into your campaign. If it is at all possible, however, you should use Blitzen as the mentor/tutor of a member of the group, as this will ensure that he is trusted by the players.

If the Wizard's Apprentice has already been killed and the group no longer includes a character who may be regarded as Blitzen's pupil, the easiest method of adapting this part of the adventure is to have the PCs run into Blitzen in any convenient Reikland town. If it makes life easier, rename the character, so that he becomes a friendly, interested Wizard whom the group meet during their travels. You can then run the events more or less as written.

To make the journey to Delberz (or wherever you decide to locate this event) more interesting, use appropriate encounters from the *River Life of The Empire* booklet.

In any event, the Player Characters are more than likely to pass through the imperial capital.

altdorf

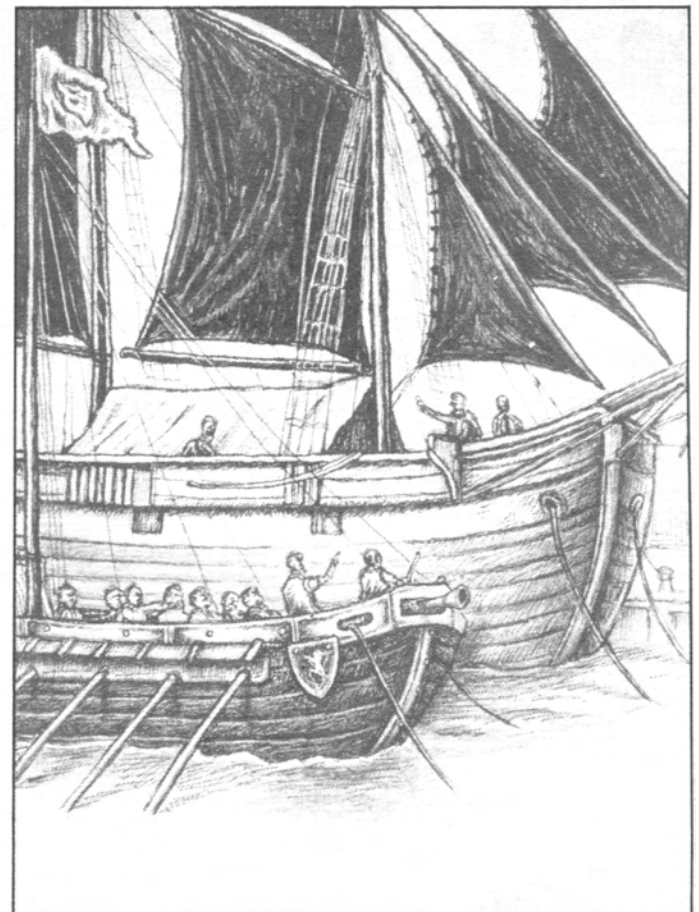
A map of Altdorf is provided in **The Enemy Within** sourcepack.

Players of *Mistaken Identity* are likely to be apprehensive about entering the city following the murder of a young noble during their last visit. Although the real culprits have been apprehended and hung, wanted posters offering a 20GC reward and accurately describing two of the adventurers can still be seen in all the villages around the city. The adventurers' paranoia should be further reinforced by having someone stare at them in the street and then hastily hurry away. There is a 20% chance per day spent in the city that someone will actually turn the adventurers in. If this happens, a patrol of 6 Watchmen arrive and arrest the characters (use the Standard Watchmen profiles from **The Enemy Within**). If they do not manage to *bribe* or *bluff* their way out of trouble, the characters will be released after spending three days locked in a damp, lice-ridden cell.

Travelling By River

While passing through Altdorf the adventurers are stopped by a River Patrol boat making a routine customs check (details of the boat and its crew may be found in *River Life of the Empire* booklet). The patrol is friendly and not particularly thorough, so any hidden contraband is not discovered. One of the River Patrol will stare suspiciously at the PC(s) described in the Wanted Notice. He recognises Lieberung as a fellow cultist, but makes no move to make contact. He will, however, report the sighting to his superiors in the Purple Hand. Make the adventurers feel uncomfortable and close to being caught as the Patrol check over the boat. If they are carrying anything illegal, have the Patrol come close to discovering it and encourage the adventurers to find a means of distracting them.

If the characters have not yet managed to find a market for the wool on their boat, shortly after mooring they will be approached by a Herr Hohenzoll, who offers them 950 GCs for the entire cargo (or 5 GCs per 100 encumbrance points). They should be encouraged to spend some of this money on equipment (armour, weapons, and so on), as they will certainly need it later on in the adventure.



Pursuing the kidnappers

If the adventurers did not manage to rescue Elvyra Kleinstun from her kidnappers, and have rushed here in the hope of saving her, they will be disappointed. The Pharmacist has been well hidden, and the characters have no chance of finding her. Showing the symbol from the threatening letter (*Handout 4*) to anyone will not produce any further information, although there is a small chance (about 5%) that word may get to the Watch that the characters are passing Chaos symbols around the city!

You should be prepared, however, to introduce one or more NPCs who could act as tutors for such careers as Pharmacist and Charlatan, or else you are likely to end up with a group of player character Outlaws!

Return to Altdorf

When the adventurers next visit Altdorf, the wanted posters will have all disappeared, and they will be in no danger of being picked up by the Watch. The Purple Hand, however, should be on their trail by this time, and their agents will be out in force (see *The Cult of the Purple Hand* for details and ideas for events).

leaving Altdorf

As the adventurers leave the city a second time, irrespective of which direction they are headed in, one of them (chosen at random) will catch sight of an oddly familiar face. Boarding a "Four Seasons" Coach is Ernst Heidlemann, the 'Physician's Student' encountered by the adventurers at the Coach and Horses Coaching Inn, and with whom they travelled at least part of the way to Altdorf some time ago (*Mistaken Identity*, TEW, p.45). The adventurers' boat will pass fairly close to the coach which stands on the quayside. Heidlemann will look up as the characters pass by, and then hastily bury his head in a book. If the characters show signs of wanting to pull over to try to talk to him, tell them that the coach departs before they can get to the bank.

Full details of Heidlemann can be found under *The Schemes of the Red Crown*. He has been ordered by the Chaos cult to which he belongs to travel to Grissenwald to collect another cultist, and then organise an expedition into the Barren Hills. Details of this cult, together with a timeline to help you to determine the whereabouts of these two villains during the course of the adventure, can be found in the same place.

Delberz

Be prepared for the probability that players of the pregenerated characters may well wish to take this opportunity to visit their families and friends. There is no need to make special preparations for this eventuality, however, just check on the characters' backgrounds and improvise the reactions of any required NPCs. You should also feel free to locate the residence's of any of these characters on the town map (*Map 5*).

The Wonderful Wizard...

Heironymus Blitzen lives in a sprawling ramshackle house on the edge of Delberz (see *Map 5*). Large sections of the house are dedicated to magical research and training. The house is surrounded by a high stone wall and access is gained via the front gates, which open mysteriously as the adventurers approach.

Knocking on the great front door, the adventurers are welcomed by Hans-Peter Schiller, Blitzen's current apprentice, whom Wanda will remember from her days as Blitzen's student. He shows the characters into see Heironymus who is tinkering with a large cuckoo clock in his study. Heironymus will be pleased to see the return



of his apprentice and her friends (or saddened to learn of her death - whichever is appropriate!). He will make everyone welcome and enquire almost absently about their adventures. Although he appears to be busying himself with the clock rather than listening, he nevertheless always manages to ask the most pertinent questions. Heironymus will not be fooled if the adventurers attempt to lie to him about their adventures, and will try to learn the truth, stressing that it is very important that they be honest.

Once Heironymus is aware of the situation he will direct the adventurers to check on Etelka Herzen at Grissenwald, near Nuln (see *Starting the Adventure*). He tells the adventurers to be very careful, as Herzen is a known dabbler in the dark arts. To aid them in their quest, he gives his former apprentice a small golden ring, with a highly ornate setting bearing a stone that looks remarkably like an eye. He explains that this is a magical ring, made by one of the great Dwarven Artificers during their centuries-long war with the Goblins (cf *WFRP*, p266). At that time the Demon leaders of the Goblins were very fond of raising armies of Undead, and so, to protect themselves against the unnatural fear which these creatures produced, many Dwarven leaders were given such rings. Heironymus explains that this ring will give some measure of protection against Undead, but that it is a long time since he used it, and it is always difficult to quantify such matters.

During the next 1D4 + 1 weeks Heironymus will train his apprentice to the status of 1st level Wizard. It is better not to try to play out this period day by day, but to allow the adventure to progress. Simply instruct the players to update the calendar, and continue with the adventure. Heironymus makes the following spells available for his student to learn (see *WFRP*, p136):

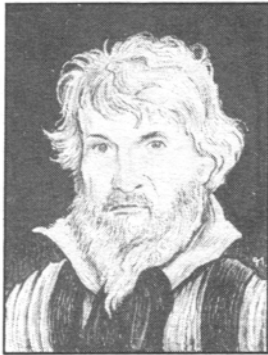
Petty Magic: Curse; Gift of Tongues; Magic Alarm; Magic Lock; Open; Reinforce Door; Remove Curse; Sleep; Sounds.

Battle Magic - Level 1: Cure Light Injury; Fire Ball; Flight; Steal Mind; Wind Blast.

DWARVEN RING OF PROTECTION

The wearer of the *Ring of Protection against Undead*, takes half normal damage from all attacks by *material* (as opposed to *Ethereal*) Undead, and gains a bonus of +10 to all tests against spells and special abilities employed by these creatures (including the ability to *cause fear*).

If Wanda has already been slain, you may, at your discretion, allow one of the other characters to train as a Wizard's Apprentice. This will only be possible if the character both has enough experience points, and can convince Blitzen that he or she is a worthy pupil (*Int* greater than 30 and a successful *Fel* test). Alternatively, you could use Blitzen's current Apprentice as a replacement PC. But beware of adding an *extra* Wizard (even an Apprentice) to the group.

**HEIRONYMUS BLITZEN - human, male, 3rd level Wizard**

Heironymus is an eccentric-looking character, his hair is usually in disarray and his eyes have a manic gleam in them at all times. His expression is quizzical and his movements are jerky but controlled. Heironymus always appears impatient and slightly irritable, but he is usually listening attentively to everything said and tends to keep his replies short and to the point.

Heironymus dresses expensively in a style reminiscent of a country gentleman, but something is always out of place - he is not adverse to wearing odd shoes, for example, or dressing in strongly clashing colours.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	39	4	4	10	51	1	41	31	66	31	53	31

Age: 65

Alignment: Neutral

Skills

Arcane Language - Magick, Cast Spells (Petty Magic, 1st-3rd level Battle Magic), Demon Lore, Evaluate, Herb Lore, Identify Magical Artefact, Identify Plants, Identify Undead, Magical Awareness, Magic Sense, Meditation, Read/Write, Rune Lore, Scroll Lore, Secret Language - Classical.

Possessions

Sword, normal; Wizard's Staff; Various magical scrolls and grimoires; 50 GC on person at all times, but he has access to lots more.

Magic Points: 35

Spells*Petty Magic*

Curse; Gift of Tongues; Magic Alarm; Magic Lock; Open; Reinforce Door; Remove Curse; Sleep; Sounds

Battle Magic

Level 1: Cure Light Injury; Fire Ball; Flight; Steal Mind; Wind Blast

Level 2: Aura of Protection; Lightning Bolt; Mystic Mist

Level 3: Cause Instability; Transfer Aura

HANS-PETER SCHILLER - human, male, Wizard's Apprentice

Hans-Peter has been working as an Apprentice since before Wanda left to go on her adventures. It may be that his relaxed attitude to life is deceptive, but it seems hard to believe that he has the necessary determination to progress very far in a magician's career. Beneath the surface, Hans-Peter has a very great longing for power, and he always resented the fact that Wanda was the one chosen to be sent out first. Being an orphan, and having few friends, he spends most of his spare time trying to pry into his Master's secrets, but without much success. Heironymus is aware of his pupil's character flaws, and keeps a very close eye on him indeed.

M	WS	BS	S	T	W*	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	25	3	3	6	25	1	30	30	45	35	30	30

* 1 advance already taken in this characteristic

Age: 28

Fate Points: 2

Skills

Ambidextrous; Arcane Language - Magick; Cast Spells - Petty Magic; Read/Write; Luck; Ride - Horse; Scroll Lore; Secret Language - Classical

Possessions

Dagger (I +10; D -2; P -20); Fashionable, student-type clothes; 9 GC, 12/6 in small change

Magic Points: 7

Spells*Petty Magic*

Curse; Open; Remove Curse; Sleep

the schemes of the red crown

This section is concerned with another Tzeentch cult, the Red Crown, and the activities of two of its members, Etelka Herzen and Ernst Heidlemann. Although many of the cult's aims are identical to those of the Purple Hand (see TEW, p40), the two groups are almost as determined to destroy each other as they are to take over The Empire. However, whereas the Purple Hand's efforts are concentrated on infiltrating the ruling classes and the upper echelons of the cults of Sigmar and Ulric, the Red Crown is much more concerned with recruiting The Empire's ever-growing population of mutants and Beastmen - ready for the time when authority breaks down and civil war erupts...

So, when the Red Crown's leaders in Altdorf learned (from similar sources to those discovered by Dagmar von Wittgenstein) that there might be large chunks of warpstone just 'lying around' in the Barren Hills, they decided to organise an expedition. Ernst Heidlemann (whom the PCs encountered briefly in *The Enemy Within* - p45), having advanced to 1st level Wizard, was ordered to take a break from his studies in Altdorf and travel to Grissenwald (near Nuln - see *Map 1*). There lives the cult's leading expert on warpstone, the wizard Etelka Herzen - the same character who supplied the summoning scroll to Johannes Teugen in *Shadows Over Bogenhafen*, whom the adventurers should be pursuing at the behest of Heironymous Blitzten.

RED CROWN npcs

etelka herzen - human, female, 3rd level Wizard



Etelka Herzen is a "sleeping" member of the Red Crown Chaos cult. She spends her time researching into the magical arts, and preparing her powers for the day when the forces of the Red Crown pour forth from the forests to loot and burn.

She studied at Nuln University, where she met Johannes Teugen (the villain of *Shadows Over Bogenhafen*). Together they studied under the High Master of the Dark Arts, Edgar Frank, an evil and twisted individual, who masqueraded as a philosophy professor. While Teugen turned to demonology, Etelka continued her studies as a wizard.

Following Frank's death 3 years ago, Etelka decided to leave the university and pursue her studies on her own. Arriving at Grissenwald, she masqueraded as a noblewoman and purchased the mine at Black Peaks. Here she continued her researches and occasionally trained Red Crown members in the arts of wizardry. With the discovery of information relating to the existence of a lump of warpstone in the Barren Hills, the masters of the Red Crown lost no time in instructing Etelka to find it.

To anyone who does not know her, Etelka appears as a friendly noblewoman who likes her privacy. Her attractive appearance, with curly blond hair and bright blue eyes, disguises a deeply corrupted individual. Etelka, while free of the sadism that affects the majority of cultists, is not adverse to being ruthless in the pursuit of her aims. Any who get in her way will face her wrath sooner or later. She normally employs her magic only in secluded areas so as not to expose her powers. Consequently she will wait until an opportune moment before cutting loose with her spells. She prefers to "take care" of any casual witnesses as soon as possible.

Etelka's presence is unmistakable, for her corruption is slowly bubbling out of her. Through her skin comes a very strong unpleasant odour which she masks with perfumes. She applies this perfume both regularly and lavishly, so that the air around her is always heavy with the smell of lavender or musk as the fancy takes her. So drenched in perfume is she that the fragrance sometimes lingers behind her for as much as 15 minutes. Anyone entering an area which she has recently vacated will not fail to notice the smell of her perfume.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	35	4	4	10	60	1	38	42	55	43	49	30

Age: 31

Alignment: Evil

Skills

Arcane Language - Magick; Cast Spells - Petty Magic, Battle Magic (levels 1, 2 & 3); Demon Lore; Evaluate; Herb Lore; Identify Magical Artefact; Identify Plants; Identify Undead; Magical Awareness; Magic Sense; Meditation; Read/Write; Rune Lore; Scroll Lore; Secret Language - Classical

Possessions

Dagger (I +10; D -2; P -20); 2 Gold rings (value - 15GC each); Gold Earrings (value 10GC each); 567 GC; *Wand of Onyx*; *Potion of Flight*; Travelling case; and Shadow - her black cat.

Etelka's case contains her personal possessions and hundreds of bottles of perfume. These are all in very small phials and may easily be mistaken for potions or preparations. There are a wide range of fragrances contained in the phials, although lavender and musk are by far the most common as they are Etelka's favourites.

Magic Points: 27

Spells

Petty Magic

Gift of Tongues; Magic Alarm; Magic Flame; Magic Lock; Open; Produce Small Creature.

Battle Magic

Level 1: Aura of Resistance; Cure Light Injury; Fire Ball; Hammerhand.

Level 2: Aura of Protection; Mystic Mist; Smash; Zone of Sanctuary.

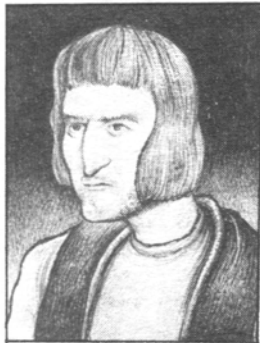
Level 3: Animate Sword; Cause Fear; Dispel Aura.

Shadow - The Black Cat

Shadow is Etelka's black cat which accompanies her wherever she goes. Although Shadow appears intelligent, with a disconcertingly knowing look in her eyes, she is just an ordinary black cat.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	0	1	2	4	50	1	-	14	10	14	14	-

ernst heidemann - human, male, 1st level wizard



Ernst is a weaselly looking individual with a pasty complexion. He suffers from *Toughness Loss*, an affliction which is slowly eating away at his being. He has been supplied by his masters with a preparation to offset his loss of *Toughness*, and he carries the phials with him at all times.

Ernst is attempting to work his way up in the hierarchy of the Red Crown, and views the mission with Etelka as one of the highest importance. He is determined that it should be successful and garner him as much prestige as possible. If this should mean that Etelka meets with an accident, so be it, for then Ernst will be seen to have succeeded where one of the Red Crown's senior agents has failed.

During the adventure, Ernst will masquerade as a Physician, claiming that he has recently qualified and is now personal attendant to Lady Etelka. He uses this to maintain his cover by claiming that his services as a Physician are for the lady only.

Ernst appears quiet and reserved, speaking little and being generally rude to those who are of no use to him. He is cruel and calculating, and while on the mission he will hire thugs to deal with any opposition. He prefers to stay in the background in any conflict, conserving his powers until he can use them to the best effect and avoiding any attacks. If an opportunity presents itself in a confrontation with the adventurers, he will not hesitate to use his powers to dispose of Etelka. He will not, however, do so before he and she have journeyed to the Barren Hills. If he (or the adventurers) manages to kill Etelka, he will attempt to escape back to Altdorf to report to his superiors, taking every opportunity to portray himself in the best possible light.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
3	30	32	3	2	8	41	1	44	28	43	27	40	29

Age: 22

Alignment: Evil

Skills

Arcane Language - Magick; Cast Spells - Petty Magic & Battle Magic (Level 1); Magic Sense; Read/Write; Scroll Lore; Secret Language - Classical

Possessions

Sword, 758 GC, Travelling case including personal effects and 8 phials of a bright red liquid (a preparation for the alleviation of *Toughness Loss*). Ernst has sufficient quantities to last him 3 months. He is addicted to the preparation and if it is lost or stolen, he will suffer withdrawal, see **WFRP**, p140.

Magic Points: 17

Spells

Petty Magic

Curse; Gift of Tongues. Glowing Light; Reinforce Door; Remove Curse.

Battle Magic

Level 1: Strength of Combat; Wind Blast.



Using the Timeline

The adventurers see Heidemann set out from Altdorf (p18) and this is "Day 1" on the table below. You should enter the current campaign date in the "Date" column. The subsequent events listed in the Timeline have been given day numbers according to the mode of transport being used and the distance travelled, but you should feel free to alter these times to suit the movements of your players.

Note that by the time the PCs get to Black Peaks (p26), Herzen must already have left for the Barren Hills. From here on, the PCs should steadily gain on her - probably the best location for a confrontation is at the Signalling Device (see p30).

The Timeline

Day	Date	Location/Event
1		Ernst Heidemann the "Physician's Student" leaves Altdorf for Black Peaks.
3		His coach arrives at Grünburg.
4		He resumes the journey from Grünburg.
7		He arrives in Kemperbad, crosses the Reik by ferry, and spends the night in the town.
8		Departure from Kemperbad, heading south by coach.
11		Arrival at Grissenwald (Black Peaks)
13		Herzen and Heidemann depart for the Barren Hills on horseback.
15		They arrive at Kemperbad...
16		...and hire a couple of thugs.
17		The expedition leaves Kemperbad on horseback.
20		They cross the rivers Stir and Narn above Twin Falls and head straight for the "Devil's Bowl".
23		The warpstone-meteorite crater ("Devil's Bowl") is located.
24		Realising the meteorite is long-gone, they depart in frustration.
26		They recross the rivers above Twin Falls, losing a horse in the process,
29		and arrive back in Kemperbad.
31		After a short recuperation in the town, the group heads north in search of Dagmar von Wittgenstein's observatory.
36		The group arrives at the signalling device - preferably just after the PCs.

in search of black peaks

The adventurers' journey from Delberz to Grissenwald and Black Peaks takes them down almost 270 miles of the river Reik. This section deals with what they find on arrival, but on the way they will pass a number of interesting locations - some of which will produce long delays! The places that are described elsewhere in this booklet are: Castle Reikguard, a half-built Signalling Device, Kemperbad, and Wittgendorf village.

GRISSENWALD

Grissenwald is a small friendly settlement situated where the River Grissen joins the Reik (see *Maps 1, 8, and 9*). It is a favourite stopping place for riverfolk and boasts a number of wharfside inns. Enquiring at any of the inns about Black Peaks, the adventurers discover that it is a disused coal mine up in the hills about 5 miles away. On a successful *Gossip* or *Bribe* test the adventurers discover that:

- the mine used to be run by Dwarfs;
- the Dwarfs are a bunch of worthless alcoholics;
- the Dwarfs sold the mine to a noblewoman from Nuln about 3 years ago.

It is also common knowledge that the Dwarfs used to be one of the town's main suppliers of coal.



A successful *Fel* test is required to discover any information on Etelka Herzen, the 'noblewoman' mentioned above. She will be described as a friendly woman who rarely visits the town, preferring to live in her house near the mine.

A RUDE INTERRUPTION

While the adventurers are making enquiries, two drunk Dwarfs enter the establishment and begin to insult any Elf present. The Dwarfs are offensive and make remarks such as "Hey, do you smell anything strange in here?" "Yeah, it's coming from that dead Elf over there." "It moved, it can't be dead." "Well, we could always fix that." The Dwarfs are looking for a fight, and will keep goading the Elf until he or she physically retaliates. If there is no Elf, they will choose a Halfling or Academic as the target for their abuse. They will be favourably disposed to any Dwarven members of the party.

During the Dwarfs' tirade the landlord will do his best to quieten them down, even offering them free drinks if they don't cause any trouble. If the adventurers resist their insults, the Dwarfs do not give up; only by leaving will the adventurers escape from them.

Although the Dwarfs are looking for a fight, they have no wish to kill anyone. If attacked, they pick up any improvised weapon that comes to hand - bottles, chairs and so on. Killing one or both of the Dwarfs results in the adventurers becoming involved in a blood feud with their tribe.

The Arrival Of The Watch

Once a fight breaks out, a Grissenwald Watch patrol will arrive after a minimum of 6 rounds. The patrol consists of 4 watchmen and a sergeant who attempt to break up any fight in progress (use standard profiles from *TEW*). If no one has been killed, the watch imprison the Dwarfs for the night. If either of the Dwarfs have been killed, the Watch will warn the adventurers that they had better make themselves scarce. "There'll be lots of these murdering scum looking for you now. Normally we'd run you in, but as it was 'self-defence' we'll overlook it. But I don't want you around here again. Stay out of town or it'll be the lock-up for you." After delivering this warning the Watch leaves, taking any Dwarf bodies with them.

After the incident, the adventurers will hear one of the locals complain, "Murdering Dwarfs! They ought to be rounded up and hung. Going 'round picking fights - they're just scum."

If the adventurers enquire about the Dwarfs, they will be told, "They're murdering swine, they've burnt down three farms and killed all the inhabitants. I don't know why the watch don't do nothing about 'em." Confirmation of the attacks on the homesteads can be got from any of the town's residents. Three homesteads have been recently attacked at night and all the homesteaders killed. "Those Dwarfs are to blame 'cos they've been spending lots of money recently." The adventurers will also be able to discover that the Dwarfs live in a shanty town at the edge of Grissenwald (see *Map 9*).

The Dwarfs

The Dwarfs came to Black Peaks from the Grey Mountains looking for gold 30 years ago. All they found was a seam of coal which they proceeded to mine. In the 27 years they were at the mine they never came across even a hint of gold. When Etelka Herzen arrived and offered them money for their mine, the Dwarfs gladly accepted and even agreed to build her a house.

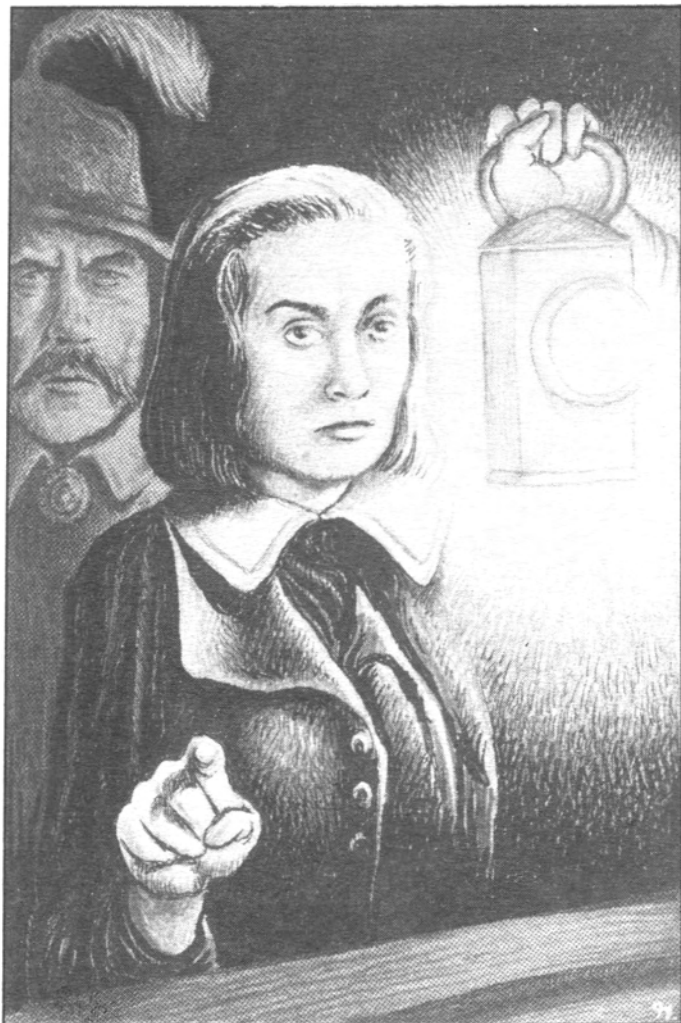
Having moved to the shanty town of Khazid Slumbol, the Dwarfs soon squandered all their money and began to wonder why Etelka had wanted the mine. Putting two and two together they came up with the answer that she was also looking for gold, and she had prevented them from finding it by putting a spell on them. It was just another Human trick and they had fallen for it!

Recently, the Dwarfs of Khazid Slumbol have been accused of raiding outlying homesteads, but no one has any proof that they are responsible. The raids are the work of Goblins, but the Dwarfs are considered to be desperate enough to kill Humans for money. Recently the Dwarfs have been coming into town with money to spend, something they have not done for a while. The reason for this is that Gorim Greathammer, the tribe's leader, has sold his magical hammer to a travelling merchant and has divided the money between the tribe. Unfortunately for the Dwarfs, this coincides with the attacks on the Human farms.

Bloodfeud

If the adventurers killed either of the two Dwarfs in the inn, they will have unwittingly started a bloodfeud. This takes the form of night-time attacks by $1D4 + 1$ Dwarfs. These attacks can occur at any opportune moment, preferably in a location where the Dwarfs can make good their escape without running into the Watch or other Humans. Should the number of Dwarfs be reduced to six or less, the final attack will be led by the Dwarfs' leader, Gorim Greathammer.

The PCs can bring the feud to an end by proving that the Dwarfs are not responsible for the raids on the farms. If the Dwarfs are cleared through the adventurers' efforts, Gorim will convince the other Dwarfs to cease hostilities.



The Dwarven Shanty Town of Khazid Slumbol

There are 15 Dwarfs who live at Khazid Slumbol in old wooden huts. There is a depressed and somewhat deserted look about the settlement, as many of the Dwarfs have used their money to leave the area.

If the characters have started a bloodfeud with the Dwarfs they are taking a great risk in coming here. Tell the players that the Dwarfs are eyeing their characters very suspiciously and are attempting to surround them. Give the adventurers the opportunity to get out before the Dwarfs all attack.

Even if there is no bloodfeud in progress, any Elf visiting the settlement will be pelted by rotten vegetables and will generally be made unwelcome. Humans coming here get a better reception, but only marginally so. If anyone succeeds in a *Fel* test (Elves make this test with a penalty of -50) they will be taken to see Gorim, the Dwarfs' leader.

The audience

The adventurers are taken by the Dwarfs to a large wooden building with a stout door. Being built for Dwarfs the door is quite low and any Human or Elf will have to stoop very low to get in. Any Elf will be firmly kicked up the backside as he or she bends over. Inside, the building is full of smoke from the sputtering torches spaced around the walls. The floor is covered with moth-eaten wolfskins and two large moths fly into the air as the adventurers enter. Because of the smoke it is very difficult to see and breathe in here: characters must make a successful *T* test or start to cough; any character who fails the test by 50% or more will be completely overcome by a severe coughing fit, recovering after $1D4 + 1$ rounds in the open air.

From the other side of the room a deep commanding voice calls. "Well come in and stop that coughing. Ain't you used to proper air?" Moving forwards, the adventurers see Gorim Greathammer sat upon a stone seat, and four armed Dwarfs on either side. "Well what do you want, I ain't got all day?"

If asked about the mine, Gorim explains that they were driven from it by that evil wizard, Etelka Herzen. "She wanted our gold you know, and left us with little choice. Rather than face her wrath we sold the gold mine for a pitifully small sum." Gorim is lying: Etelka payed them well for what was an exhausted coal mine, but the Dwarfs soon spent the money. If the adventurers suggest that the mine was in fact a coal mine, Gorim strongly denies it. "That's just what she told people. There's gold in that mine and we were diddled out of it."

The Dwarfs believe that the rumours about them being responsible for the raids on the farmsteads have been started by Humans to discredit them. They will be greatly offended if anyone accuses them of raiding farmsteads. In an angry tone Gorim will say "How dare you come here to insult us?" The other Dwarfs present will grab their axes and move threateningly towards the adventurers. A successful *Fel* test will persuade the Dwarfs to calm down, otherwise they demand the immediate departure of the adventurers. Failure to comply results in a fight with all the Dwarfs of Khazid Slumbol.

If the adventurers can provide evidence that Goblins were responsible for the raids, the Dwarfs will become very friendly and, on a successful *Fel* test, Gorim will offer to send up to five of their number to Black Peaks with the adventurers for a cost of 25GC per day each. He may be bargained down to 15GC each (see *The Warband*, on the next page).

the dwarfs of khazid slumbol

GORIM GREATHAMMER - Dwarf, male Tunnel fighter, (ex-pro prospector)



Gorim is leader of the Dwarfs who remain at Khazid Slumbol. To keep the clan from starving, he sold his magical warhammer to a passing merchant and divided the money amongst his people. Some of the Dwarfs used the money to return to the Grey Mountains or travel elsewhere in The Empire, and now only 15 remain in the shanty town.

Like the other Dwarfs, Gorim has convinced himself that he was defrauded during his sale of the mine.

As far as he is concerned, there is gold in the mine. He now views Etelka as an evil wizard who cast a spell over him in order to get the gold.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	50	34	5	6	10	21	2	22	66	30	64	55	20

Age: 165

Alignment: Neutral

Skills

Animal Care; Carpentry; Dodge Blow; Metallurgy; Mining; Orientation; Scale Sheer Surface; Smithing; Strike Mighty Blow; Strike To Injure; Strike To Stun

Possessions

Crossbow (R 32/64/300; ES 4; Rld 1); Hammer; Pick; Shovel; Sleeved Mail Coat (AP 1 on arms; body and legs)

15 Dwarf Miners

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	50	34	4	5	9	21	2	22	50	30	60	50	20

Ages: 75-155

Alignment: Neutral

Skills

Animal Care; Carpentry; Metallurgy; Mining; Orientation; Smithing

Possessions

Crossbow (R 32/64/300; ES 4; Rld 1); Axe; Pick; Shovel

The Warband

Should a warband accompany the adventurers (see below), it should be remembered that the Dwarfs have their own reasons for being there. The Dwarfs seek to kill as many Goblins as possible, not bothering to keep any prisoners. If the opportunity arises, they will also seek to dispose of any Elves in the party. If possible this will be done so as to make it appear to be an accident.



The Outlying farms (see Maps 8 & 10)

There are about 14 farms around Grissenwald. They lie at a distance of up to 8 miles from the town. The farms are smaller versions of the one described in the rulebook (*WFRP*, p332 & 333). *Map 10* shows the typical layout of these small farms. Each farm is home to a family of 2D6 farmers, herdsmen, labourers and so on (use the *Yokel* profile from *The Enemy Within*).

The three ruined farms are the ones in easiest reach of Black Peaks. All three farms have been burnt by Goblins from Black Peaks and are now little more than blackened ruins. In the first farm the adventurers examine, they will find a short sword, recognisable as a Goblin weapon by its crude workmanship. A successful *Search* test will also reveal footprints made by small Humanoid creatures and wolves. A search of the other two farms reveals no more information other than the presence of more wolf and Goblin footprints.

The Frightened Occupants

Calling at any of the inhabited farms the adventures meet the frightened occupants. "It's those Dwarfs - they're out to kill us all. It's not safe round here any more. Why don't the roadwardens do something about it?" If asked why the farmers believe the Dwarfs to be responsible, they are told it's because the Dwarfs have lots of money which they stole from the neighbouring farmsteads.

Any Dwarf who goes anywhere near an occupied farm will be met by a hail of arrows.



The Attacks

The next Goblin attack occurs on the night the adventurers arrive in town. The following day, news of the attack is all over town. The attack has taken place at another of the farmsteads close to Black Peaks. It is possible that the adventurers might want to go to the aid of other threatened farmers. Any group which contains a Dwarf will not be welcome, but any other group may be able to convince the farmers that they are able to help on a successful *Fel* test.

The attacks occur on alternate nights, so the next attack occurs on the third night. Providing the adventurers have decided to defend a farm in the vicinity of Black Peaks, this is the one chosen for the Goblin raid.

All is quiet until 1 o'clock in the morning, when the baying of wolves can be heard in the distance. Over the next half hour the baying gets closer until a group of Goblins mounted on wolves can be seen at the edge of the forest (see *Lesser Goblins of the Twisted Maw*, below).

The first wave of the attack consists of 8 mounted Goblins carrying torches. The wolves leap the fences and the Goblins toss their torches onto the wooden barn and outbuildings, attempting to set them on fire. Once these are burning, the rest of the Goblins attack the farmhouse under the cover of the smoke and darkness.

If the Goblins suffer more than 6 casualties at any point, Gutbag their leader will call off the attack and retreat to Black Peaks.

The Journey to the Mine (Map 8)

The mine lies at the end of an old trackway which winds through the forest. About a mile from the mine, the adventurers will discover a Dwarf propped against a tree and surrounded by four dead Goblins. The Dwarf is close to death and has three Goblin arrows embedded in his chest.

The Dwarf is Durak, a prospector from the shanty town of Khazid Slumbol. Durak will tightly grasp the arm of anyone examining him and gasp "Gobboes! There's Gobboes up at the mine. Lots of them, they're taking our gold." Durak will then lapse into unconsciousness, bleeding to death in 5 rounds unless treated immediately by a character with *Surgery* skill or with the herbs *Faxtoryll* or *Spider Leaf* (see *TEW*, p.36-37), or any drug with similar effects.

A successful *Observe* test will reveal wolf tracks leading to and from the mine.



Durak Dimholt - Dwarf, male, prospector



Durak is a dour and determined character who bitterly regrets his decision to stick with his clan through thick and thin. Having been lured to Black Peaks originally by promises of a rich gold strike, he now feels that he should have left with those who departed after the mine was sold to Etelka Herzen. He has promised himself that if ever such an opportunity should arise again, he will take it - even adventuring is better than life in Khazid Slumbol.

If he is saved, Durak will be very grateful, and after he has healed fully he will offer to accompany the characters on their travels; he has been looking to leave Grissenwald for a while. However, an Elf must make a successful **Fel** test at -20 for Durak to make this offer.

M	WS★	BS	S*	T	W	I	A*	Dex	Id	Int	Cl*	WP	Fel
3	50	21	4	4	9	21	2	21	51	31	55	41	41

* 1 advance already taken

★ 2 advances taken

Age: 91

Skills

Ambidextrous; Animal Care; Carpentry; Cartography; Luck; Metallurgy; Night Vision; Orientation; River Lore; Sixth Sense

Possessions:

Hand-axe; Leather Jack (0/1 AP - body/arms); Pack; One-dwarf tent; pick; shovel; prospecting pan; 5/6

Black peaks

The mine of Black Peaks gets its name from the coal which it used to produce. Etelka Herzen came here three years ago to continue her studies after leaving the university of Nuln. The Dwarfs had exhausted the workings and took up her offer to buy the mine and the land around it. Etelka hired the Dwarfs to build her a tower, and after its completion the Dwarfs headed to Grissenwald where they squandered the money.

Etelka then made contact with the remnants of a tribe of Lesser Goblins who had been skulking in the forest. The Goblins moved into the mine with their wolves. Etelka has recently left on a mission for the Red Crown, the Chaos cult to which she belongs (see p20). In her absence, Gutbag (the Goblins' leader) has been organising raids on surrounding homesteads.

The track winds up a hill and at the top, the adventurers can see a grey stone building and the mine entrance. During the day, the area appears deserted; at night there will be lights in the windows of the tower and, depending on when they arrive, possibly some activity in the area before the mine entrance.

The locations of the Goblins

Daytime

During the day Goblins are asleep at the following locations:

The Mine

Area	No of Goblins	Wolves
1	4	5
2	3	6
3	3	4

The Tower

Area	No of Goblins
1	1
4	4
5	4
11	5
12	Gutbag

A guard is supposed to watch the approach to the tower at all times (tower - area 1, see below), but is often asleep. Providing that the adventurers are careful, it should be possible to deal with most of the Goblins while they are still asleep. However, it will be much more exciting if Gutbag is not caught napping and is ready when the adventurers enter his room. Of course a noisy group of adventurers are likely to alert all of the Goblins to their presence.

An awake Goblin will yell out a warning when attacked. This will result in Goblins converging on the position of the shouting Goblin over the next 3D6 rounds. Those Goblins nearest will be the first to arrive, followed by those in the tower, while the ones in the mine arrive last of all.

Night-time

The Goblin raids occur on alternate nights, so if there was a raid on the previous night, the Goblins will simply be relaxing in the tower and mine (same locations as during the day but they are awake).

On the night of a raid, Gutbag and his forces begin assembling in the area before the mine at midnight. Half-an-hour later, they head down the main track towards Grissenwald and any adventurers approaching the mine at this time will hear their approach and have time to hide before the Goblins reach them.

There will be 1D4 + 1 wounded Goblins left at the tower during any raid, and each of these has 1D4 remaining *Wound* points.

The Goblins get back from their raid at five o'clock in the morning. The wolves are then allowed to run free, returning to the mine of their own accord later.

The Mine

The mine is where some of the Goblins live with the tribe's wolves. From the entrance the smell of wolves and Goblins is very strong. The timbers shoring up the entrance are very badly decayed and riddled with wood worm. They can be easily pulled down by any character who makes a successful **S** test. If this is done, it will take the Goblins at least 2 days to dig their way out.

An old mine truck lies just inside the mine, but this is so badly rusted it cannot be moved without great effort - two characters succeeding in a **S** test each round. As soon as one of the tests is failed by a character, it grinds to a halt. When moved, the truck makes such loud clunking and squeaking noises that all the Goblins and wolves in the mine will be alerted to the adventurers' presence.

The three numbered chambers are being used by the Goblins and wolves as sleeping quarters. They are extremely dirty and smelly and have flea-ridden bedding on the floor.

Conditions in the mine are damp, dark and smelly. As the adventurers enter, dust and grit falls ominously from the ceiling and settles on piles of debris in the corridor. Although there is no immediate chance of a cave-in, any fight is likely to cause one to occur. Each round of a fight, there is a 10% chance that the timbers supporting the roof will begin to collapse. In the first round of a cave-in, dust falls from the roof and the sound of creaking timbers can be clearly heard. Next round, the dust and creaking increases. On the third round, a loud crack reverberates around the passage

the lesser goblins of the twisted maw



The Lesser Goblins of the Twisted Maw are originally from the Grey Mountains. Following one of the many inter-tribal wars that rage throughout the mountains, the tribe was enslaved and their lands taken by the Leg Breakers, a tribe of Orcs. Elements of the Twisted Maw escaped and made their way into the dark forests of the lowlands where they compete with mutants and beastmen for food and territory.

The group at Black Peaks is led by Gutbag Stoa Throttler, a smelly and devious individual. Gutbag and his followers have been working for Etelka, but since her absence he has decided to start acting on his own again.

GUTBAG STOA THROTTLER - Goblin leader



Like most Goblins, Gutbag is not very smart, but he has ambitions to be a mighty shaman. Not really understanding what this entails, he has begun to ape Etelka, even to the extent of wearing her clothes, jewellery, and perfume in the hope that this will provide him with the requisite power.

Gutbag presents a comical sight in his long (far too big) red dress and glittering tiara. In his meeting with the adventurers, he will wave his arms around theatrically while chanting gibberish. When nothing happens he will shrug, draw his sword, and then charge into attack. If things go badly, he will try to flee, begging for mercy if caught and blaming his actions on the society that raised him. "We was forced into this ya know! We was a nice 'n' peaceful tribe, nevva did any 'arm, didn't caws no trubble. But

we was picked on and forced outta da mountains by erm... trolls. Yeah! Big trolls it wus... Hey, if ya let us go, I wunna caws no more trubble."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	45	3	3	10	60	2	34	28	28	28	28	21

Skills

Dodge Blow; Street Fighting; Strike Mighty Blow

Possessions

Large red dress worn over armour; Diamond tiara perched on top of helmet (value - 200GC); a chain with the key to the wooden chest in area 12; Sword; Short bow (R 16/32/150; ES 3; Rld 0); Sleeved Mail Shirt (1 AP on body and arms); Helmet (1 AP on head); *Magical Shield* (2 AP on all) - the shield is of dwarven manufacture and provides 2 armour points to all parts of the body. Its magical properties will be obvious to anyone with *Magical Sense* skill who touches it and succeeds in a WP test. The shield is crudely painted with the tribe's emblem, but if this is removed, the original device of a large dwarven axe will be revealed. Note that Gutbag acquired this item in the Grey Mountains some years ago; it has nothing to do with the Dwarfs of Khazid Slumbol.

24 Lesser Goblins of the Twisted Maw

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	2	2	5	40	1	24	18	18	18	18	18

Possessions

Short bow (R 16/32/150; ES 3; Rld 0); Sword; Leather Jerkin (0/1 AP on Body); Shield (1 AP on all)

15 Great Wolves of the Twisted Maw

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	41	0	3	3	5	30	1	-	10	14	14	14	-

and a broken beam sags down from the roof. The next round, the roof collapses, blocking a 2 yard long section of passage. Characters who retreat before the roof collapses fully will be able to avoid the falling timbers. Otherwise, anyone under the collapsing roof takes two S3 hits, reduced to one if the character makes a successful I test.

the tower

The two storey tower house is made from slabs of stone and is of dwarven construction.

Ground Floor

The ground floor is paved with polished red stone slabs. Light is provided by the window and mirrors at the top of the stairwell. Each room has a one-way mirror which looks onto the stairwell. These mirrors serve two purposes - they allow light into the rooms and also provide a view out onto the stairwell. From the stairwell, only the mirrors can be seen; it is impossible to look into the rooms without opening the doors.

During the day, the rooms are well lit by daylight; on moonlit nights each room glows with light from the moons.





1. Hallway: During the day there will be a sleeping Goblin 'on guard' here. Whether there is a raid in progress or not, there is always a guard here at night. At night, the guard (3 Wounds remaining) is more alert and is likely to see anyone who approaches the entrance.

2. Staircase: The staircase is made of stone and leads up to the first floor. Around the walls can be seen the mirrors which illuminate the building. Any character on the stairs is clearly visible from any adjoining room.

3. Closet: This contains cleaning equipment and a few Human and Halfling cloaks. It smells like a toilet and has evidently been used as one by the Goblins.

Tied up in a corner are Gurda and Hanse - two humans taken from their farm by the Goblins. Both Gurda and Hanse are eager for revenge; they have seen their children, friends, and neighbours slain and eaten by the Goblins. If given weapons they will attack the Goblins with no regard for their own safety (use the profiles for *Yokels* in TEW - they are *subject to frenzy* when fighting goblins). If they survive, they will wish to rebuild their farm.

4 & 5 Reception Rooms: These rooms once contained fine, upholstered furniture. The furniture's stuffing has been pulled out by the Goblins to make bedding, and soiled heaps of it lie in the corners of the rooms.

These two rooms are also used to store the Goblins' supplies of 21 torches (room 4) and 234 arrows (room 5). There will be 4 Goblins in each room, unless the tribe is out on a raid.

6. Dining Room: A large wooden table surrounded by eight high-backed, wooden chairs dominates this room. Cabinets around the walls once contained silverware and cutlery but these have been looted by Gutbag. Every available surface is covered in Goblin filth.

7. Kitchen: This is one of the few rooms in the building which is still in a tidy condition. The size of its table and work benches identifies it as belonging to a Halfling. If the adventurers have entered the building undetected, Dumpling Hayfoot will be working in here during the day. Otherwise she is in her bedroom (see room 8 - below).

Dumpling hayfoot - female, halfling, Cook



Dumpling has been Etelka's cook for the past four years and is a useful source of information. Since Etelka left, she has been terrorised by Gutbag and his crew, made to cook for them and to clean up the vast amounts of mess they make.

Dumpling will be very impressed by any Halfling adventurer who is not a cook. As far as she is concerned all Halflings outside of the Moot work as cooks.

She will be very grateful to be rescued by the adventurers, and will ask to be taken to Grissenwald where she hopes to find a job more fitting for one of her talents. Dumpling has no interest in working for Etelka any more, "She brought those Goblins here, that was bad enough, but then she left me alone with them."

Dumpling is able to supply the following information to the adventurers if treated well. If insulted or threatened she will clam up and refuse to tell them any thing.

- A weaselly looking human called several days ago with a letter for the mistress. (You should determine the exact time interval according to the *Timeline* on p21).
- He and the mistress then left to go up "Norn's River to get some Bare Pills." (Dumpling wasn't paying attention and so does not know exactly what was said. "Along the Narn River to the Barren Hills" is the right information).
- They were planning to go to Kemperbad first.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	22	28	1	2	4	50	1	42	14	30	13	40	40

Age: 44

Skills

Cook, Dodge Blow; Herb Lore

Possessions

Work Clothes

8. Halfling's Room: If the adventurers have had any fights with the Goblins, Dumpling Hayfoot will be hiding under the bed in here. If the adventurers do not look under the bed, draw their attention to Dumpling by having her sneeze from dust on the floor.

First Floor

This level has a wooden floor. From the top of the stairs, the blackened door to the laboratory can be seen lying on the floor. The mirrors and roof-window four yards above are also clearly visible (see area 15).

9. Study: The doors to this room are locked and have resisted the Goblins' attempts to break them down. The door leading to the stairwell has sword-marks clearly visible upon it and there are splinters of wood on the floor.

Inside the room, a stuffed crocodile hangs from the ceiling, and a stuffed bear stands next to the door. Because of a trick of the light, the bear appears to move when the adventurers enter.

On the west wall is a bookcase containing a selection of books on Goblins and their kin. Amongst these is a *grimoire* (WFRP, p137) containing the following spells:

Zone of Silence, Cure Light Injury, Flight, Lightning Bolt, and Zone of Steadfastness.

The wooden desk has writing implements on its top. The drawer is locked (CR30%) and contains a *potion of healing* (a dark green viscous liquid in an enamelled red phial - WFRP, p186) and a letter addressed to Etelka Herzen, (give the adventurers *Handout 10*).

Dear Etelka,

The person bearing this letter is a trusted member of our society. He brings sufficient funds to finance an expedition to the Barren Hills, where lies, according to our researches, that which we seek. The importance of this item to our cause cannot be stressed too highly. You are to leave as soon as possible. Our agents in Kemperbad will provide all the assistance you require. Once you have the item, bring it to us at Middenheim as quickly as possible.

Istak Graksk Tzeentch

10. Living Room: Etelka's living room has been taken over by Gutbag and is in a mess. The furniture is badly stained and most of the ornaments lie smashed on the floor.

11. Bedroom: This room is now used by the Goblins as a barracks; there are usually 5 Goblins in here.

12. Etelka's Bedroom: Gutbag has moved in here and brought some of his most prized possessions with him. Etelka's clothes are scattered over the floor, mixed with Gutbag's collection of finger bones. Stuck on the end of the bedpost is a severed Dwarven head. Hanging on the wall is a picture of Etelka.

A locked (CR 20%) wooden chest lies against the west wall - Gutbag keeps the key on a chain around his neck. Inside the chest are 398 Crowns, 823 Shillings, 1034 Pennies and Etelka's silverware - 12 silver plates (value - 10GC each), 12 knife, fork and spoon sets (value 5GC each), and one salt and pepper set (value - 12GC). Mixed amongst the coins are 18 silver rings (value 1D10GC each), 37 earrings (value - 1D10GC each), and an assortment of half-empty perfume bottles.

Turning one of the rivets at the bottom of the chest causes a hidden compartment to slide out. This may be discovered on a successful *Search* test. Alternatively, any character who makes a close inspection of the empty chest followed by a successful *Int* test will discover that the chest conceals a false bottom. The compartment contains a red cloth bag containing a gold necklace (value - 95GC), a gold bracelet (value - 35GC) and a silver ring bearing the device of the Red Crown (value - 23GC).

13. Solarium: The windows in here have all been smashed and the furniture has been used for fire wood. The remains of the fire are visible in the centre of the room. An examination of the fire reveals the remains of various items of furniture and some animal and human bones.

14. Laboratory: The Goblins were able to force their way into this room. While toying around with one of Etelka's experiments, a young Goblin succeeded in setting off an explosion which wrecked the room and blew him into the corridor.

The door to this room lies blackened in the corridor. The interior of the room is in ruins: broken shards of glass cover the floor and the tables and work benches have all been broken in the explosion. Some of the wooden furniture has been taken by the Goblins to build a fire in the solarium (see above).

During the explosion, some Purple Mould was released and it now adheres to the underside of one of the broken benches. If a spell casting character comes within 5 yards of it, it releases its purple spores into the air. The spores cover an area 5 yards in radius and last for D6 rounds. Any magic-using characters or items touched by the spores are drained of 1D6 magic points (see WFRP, p237).

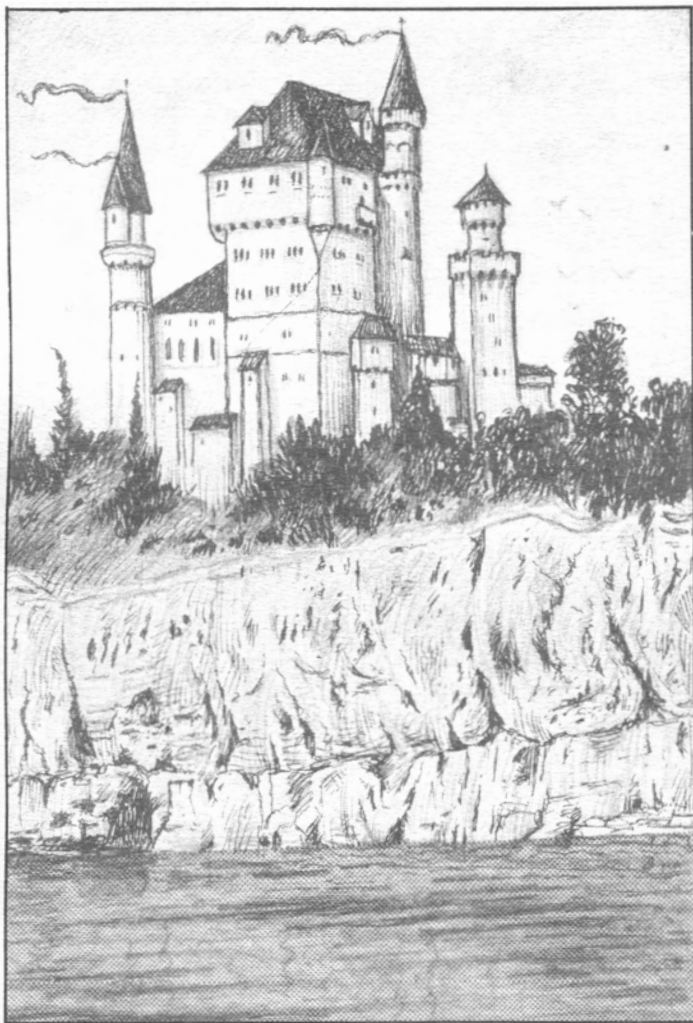
15. The Mirrors: The mirrors at the top of the stairwell direct light passing through the overhead window onto the one-way mirrors below. The mirrors are positioned 4 yards above the level of the stairs and can be reached by an iron ladder set into the wall. Anyone who climbs the ladder has an excellent view of the surrounding area.



This section covers the stretch of the river Reik between Altdorf and Grissenwald.

Castle Reikguard

As the adventurers sail up the Reik from Altdorf, they will pass the towering stone fortress of Castle Reikguard, current residence of Prince Wolfgang Holswig-Abenauer - the Emperor's chosen heir. The castle's battlements bristle with guards in shining plate armour, and here and there a bombard's barrel can be seen poking threateningly through the crenellations. Commoners will not be admitted to the castle, and enquiries at any of the nearby villages will reveal little, other than wildly contradictory rumours (see page 9 - *Rumours 1 & 2*).



The Signalling Device

Run this event the first time that the adventurers pass the signalling device (marked ▲ on Map 1).

About 15 miles further upstream from Castle Reikguard, the adventurers cannot fail to notice a somewhat incongruous sight. Westwards, the grassy slope of a low hillock peeps above the top of the river embankment, its dome-like crest crowned by an odd-looking construction. The ruins of an ancient tower whose preternaturally smooth stones reflect the light in a dull sheen, have become the foundations for a most unlovely granite edifice of undoubted Dwarven construction. And over all, perched on the very top like some giant wooden stick-insect, is a strange configuration of beams, stanchions, ropes and pulleys. The mass of wooden scaffolding which surrounds the whole structure, and over which swarm several, short, bearded, tool-wielding figures, indicates that work is not yet finished.

The building is one of Emperor Karl-Franz's new-fangled semaphore/signalling machines (which are described in *The Enemy Within* volume 1, page 25). A team of Dwarven engineers has been specially recruited to work on its construction, and the PCs' are about to receive an impassioned plea for help from the fore-Dwarf in charge of the construction team. If, for some reason, the adventurers are not travelling by boat, you will need to amend the lead-in to this event.

Hitch-hikers

Rounding a bend in the river, the adventurers will see two Dwarfs waving frantically from the work site's landing stage - normally only used for unloading deliveries of materials and supplies. As the boat gets within ear-shot, the PCs will hear cries of "Oy! Give us a lift! We can pay!", and one of Dwarfs will hold up a bulging purse. If the party shows no signs of stopping, the Dwarfs leap into a small rowing boat and attempt to row out to the PCs, shouting "Hey! Wait! You've got to take us!". They will not be able to catch up, however, so unless the adventurers decide to stop, the Dwarfs will soon be left behind. It is highly likely, however, that the PCs will wish to return here once they have been to the Barren Hills, and found the key which will admit them to the secret library beneath Dagnar's ruined observatory.

Assuming that the PCs do stop, the Dwarfs will hurriedly board their boat, introducing themselves as Thingrim and Belegol, Dwarven engineers. They are in a great hurry to leave and urge the adventurers to cast off at once. They want to go either to Altdorf or Nuln (or as near as possible to either of these cities) and can be *bargained* up to twice the usual fare (normally 5 shillings per ten miles). Before the PCs can resume their journey, or even establish why the Dwarfs are so anxious to leave their place of employment, another Dwarf comes running down the bank. Being somewhat overweight, he is gasping for breath, and his face is almost as red as the voluminous britches he wears. Thingrim and Belegol fall silent as the newcomer arrives. He glowers at them and points in the direction of the half-finished signalling device, "Unless - GASP! WHEEZE! - you want to be listed as - COUGH! SPLUTTER! - wetbacks, - GASP! - you'll get back to the site now!" With a look that is a mixture of apology, embarrassment, and appeal, Thingrim and Belegol march back up the bank.

Gradually recovering his breath, the newcomer introduces himself as Aynjull Isembeard - Master Artisan and foreman in charge of the construction of His Imperial Majesty's latest signalling device. He appears to be under a great deal of stress - his eyes are red-rimmed and surrounded by dark circles, while a permanent frown furrows his brow. He can impart the following information, if asked. Although it is given in note form, you should not just read it out, but roleplay a conversation, acting in accordance with Aynjull's NPC description. Most of this information can also be gained from talking to the other Dwarfs.

- along with a team of 12 Engineers, he was hired some 6 weeks ago, by an Imperial commission in Altdorf to oversee the construction of a signalling device, in accordance with the Emperor's latest scheme (see TEW, p. 25);
- the chosen site was that of an ancient, ruined tower, built on a convenient hillock. Since the only remaining part of the original building was its solid ground floor (he assumes it is solid as it has neither doors nor windows and all tests for hollowness have proved negative), he decided to build the device on top of this to save time on unnecessary demolitions;
- the work was plagued by a number of accidents from the outset: normally cautious Dwarven engineers fell off scaffolding and broke limbs; others fell prey to a mysterious, paralysing disease;
- in spite of this, work continued apace, but 5 days ago workers on watch in the tower started to disappear without trace during

the night: two more vanished only last night. Now the other Dwarfs are demanding danger money, claiming that the place is a cursed Elven burial mound if not something worse;

- there were originally 12 Dwarven engineers working on the signalling device, but only 6 now remain;
- he is at his wits end; his reputation will be ruined if the work is not finished on time, but what can he do?

At this point, the adventurers should be encouraged to offer their services. Aynjulls might even come straight out and ask whether they would be willing to help. He can pay 1 GC per person per day, plus 50 GCs either when the device is complete (in another 7 days), or once the mystery has been solved. Should the adventurers be subjected to any insults while they are on the site, Aynjulls - being desperate - will grudgingly agree to ensure that the culprits apologise in person. Aynjulls has a "blue-print" (*Hand-out 5*) which he can show to the adventurers if they want to know how the signalling device works.

If the adventurers seem disinclined to get involved, you will need to devise some other way of getting them to explore the tower. Perhaps, Thingrim and Belegol could be discovered as stowaways on the PCs' boat; Aynjulls will promise not to have the adventurers charged with complicity in the sabotage of the Emperor's signalling device, provided that they help. Or perhaps, the next time the adventurers pass the site, they notice that all is quiet, but the device remains incomplete.

Be sure to compare the current campaign date with the *Timeline* (p21) detailing the whereabouts of Etelka Herzen and her assistant, since the adventurers may well have to deal with this couple at some point during this part of the adventure.

The Mystery Revealed

The ruined tower is the only part of the Wizard Dagmar's observatory which has survived the passing years. Being a cautious soul, Dagmar took great pains to ensure that his observatory was protected from the prying eyes of the locals, and many of his magical guardians, are still functional - not least a powerful Ghoul. It is this creature which is responsible for the deaths of the Dwarven engineers.

The magical keys

There are a number of magical keys which the adventurers will need to discover if they are to progress beyond this stage of the adventure. The first is carried by the Ghoul (on a leather thong around its neck) and allows entrance to the observatory - either through the trap-door in the floor of the signal tower, or through the secret doors in the observatory's outer wall. It will *not* work on any other doors. The key resembles a 6-inch-long iron 'cylinder', whose cross-section is a 5-pointed star rather than a circle. Use of the *Magical Sense* skill will reveal that this is indeed magical. Any character carrying this item who approaches to within 1 yard of either the secret trap-door in the signal tower or the secret doors of the observatory will cause them to open of their own accord. The doors close when the 'key' is moved more than 1 yard away.

The other keys are carried by the five Zombie guardians of the observatory (see p34). These keys are almost identical to that carried by the Ghoul, but have six points (as opposed to five) in cross-section. Characters with *Magical Sense* may also be able to detect a magical aura from these items. Any one of these five 'keys' can automatically open any of the internal doors of the observatory. They are also needed to open the trap-door entrance to the secret library (h), wherein is concealed the vital information which will lead the adventurers to Castle Wittgenstein and the climax of the adventure. Note, however, that all five keys are needed and, in addition, the adventurers must have found a sixth key which was lost in the Barren Hills many years ago.

Area Descriptions

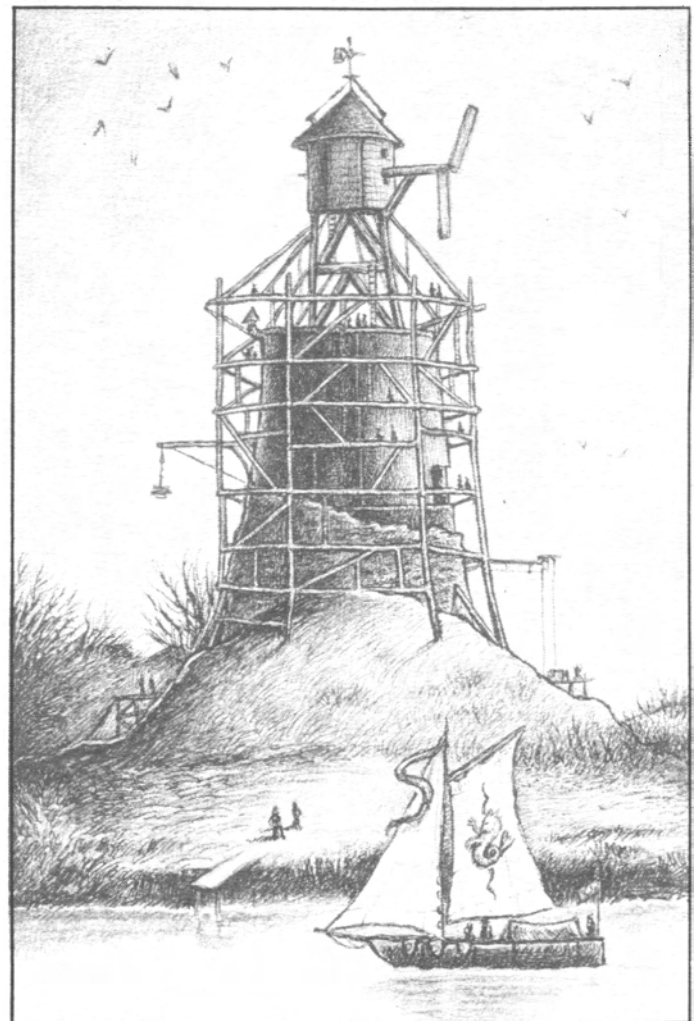
The Outer Wall

The observatory wall appears to be made of blocks of a smooth, black, shiny mineral which is otherwise completely featureless. Breaching the wall is impossible without specialised siege or engineering equipment. If the adventurers insist, Aynjulls will reluctantly arrange for a suitable hole to be made. This will only take a couple of hours, but Aynjulls will point out that such an act will undermine the stability of the work already completed. The secret doors are completely indistinguishable from the rest of the wall, even though there is an obvious path which comes to a dead end at the spot where the doors are. The doors will open automatically if anyone carrying the Ghoul's 'key' (see above) approaches to within 1 yard.

a. The Signal Tower

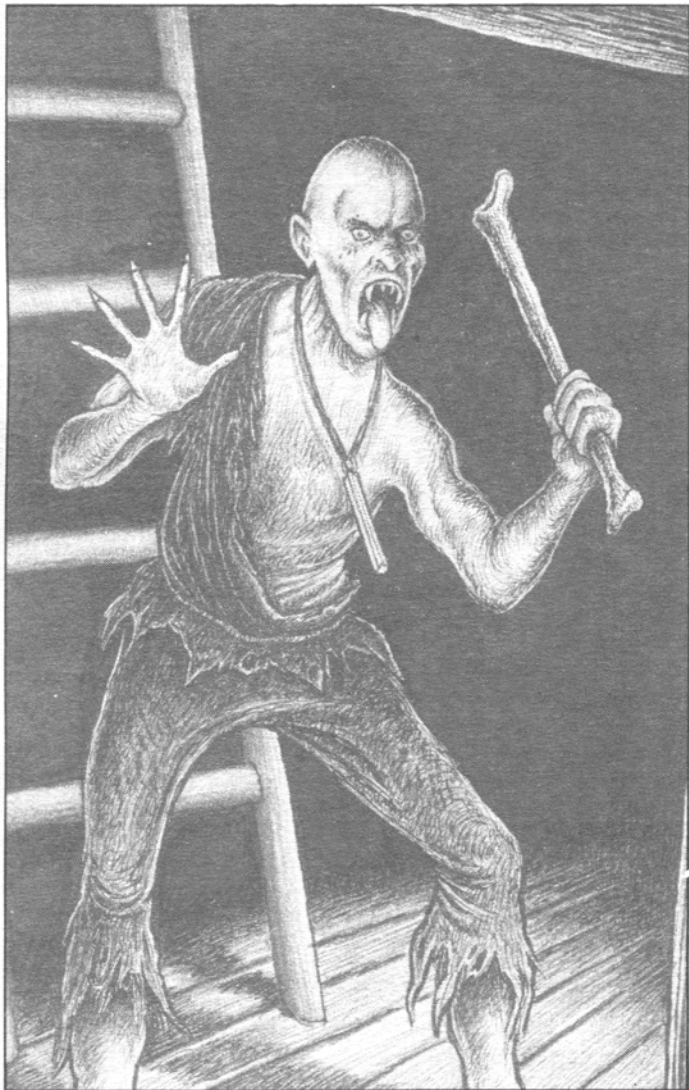
The Dwarfs have managed to complete the ground floor of the signal tower, which houses the signal fire and mirror; and which is to support the wooden pylon with the signalling arms. Both the tower and its foundation - the ground floor of the observatory - are surrounded by wooden scaffolding.

Inside, the signal tower has been fitted with nearly all the equipment it needs (see *Map 6*). Note that the floor of the tower is also the roof of the observatory. It is from this room that the construction workers have disappeared - attacked by the Ghoul which entered from the observatory below via a secret trap-door.



Note that even if the players suspect that there is a trap-door concealed in the floor, they will not be able to open it from this side without the Ghoul's 'key' - short of getting the Dwarfs to bring in some heavy equipment (see *The Outer Wall* - above).

If any of the characters decide to spend the night here, the trap-door will open suddenly and noiselessly, and the Ghoul will spring into the room. Taken by surprise (**WFRP**, p116), the adventurers will *not* be able to attack the Ghoul until it has completely entered the room. Of course, if none of the group is actually watching the trap-door, they will not be aware of the Ghoul's presence until it makes its attack. The Ghoul will attempt to flee back through the trap-door if its **W** score is reduced to 2 or less, but the adventurers will have plenty of time to follow it or jam the trap door before it closes.



Inside the Observatory

Equipped with the 'key' carried by the Ghoul, the adventurers will be able to enter the observatory through either the secret trap-door in the signal tower (area b) or the external secret doors (area a); all of these open automatically if the key is brought to within 1 yard.

There are 5 Zombies in the observatory (3 in the library - area e, and 1 in both the laboratory - area c, and the study - area d). Each carries a magical key which automatically opens any of the observatory's inner doors (otherwise treat as CR 40%). These creatures do not normally move about unless one of their number is under attack, in which case the others move to aid it. The Zombies

will attack anyone not carrying Wizard Dagmar's staff (see page 33) and, unless already destroyed, the other 4 will arrive at the rate of one per round starting with the second round of the fight. The particular magic which summoned and bound these creatures means that they do not need to be controlled, nor are they subject to *instability* as long as they remain within the observatory.

All rooms inside the observatory are windowless and unlit. Do not give the players detailed descriptions unless they have their own light source (or demi-humans with *Night Vision*). It will be apparent from the smell and the amount of dust and cobwebs, that none of the rooms has been used for a very long time.

B. Entrance hall

The hall is completely empty and featureless but for the strange geometric patterns which adorn the floor, walls and ceiling. Obscured as they are with years of dust, these patterns give the room a strangely disorienting aspect, concealing the true perspective and making it appear to be made of impossible angles. Cobwebs cover all the doorways, and dust will fall from the ceiling as the adventurers move around. When they first approach one of the doors, a mysterious and chilling wind will seem to rush past them, and those who fail a **WP** test will believe they hear a ghostly voice urging them to "*Go back!*"

C. Alchemist's Laboratory

This room is guarded by a Zombie, which normally stands in the centre of the room, moving only if someone enters the laboratory or if a combat starts elsewhere in the tower.

The laboratory is littered with all the usual alchemical apparatus: benches piled with beakers, retort stands, odd-shaped jars, lumps of various ores, and so on. Various esoteric calculations have been chalked on most surfaces - walls, ceiling, floor, bench tops - and in one corner stands a gargoyle-shaped lectern bearing a large, leather-bound book.

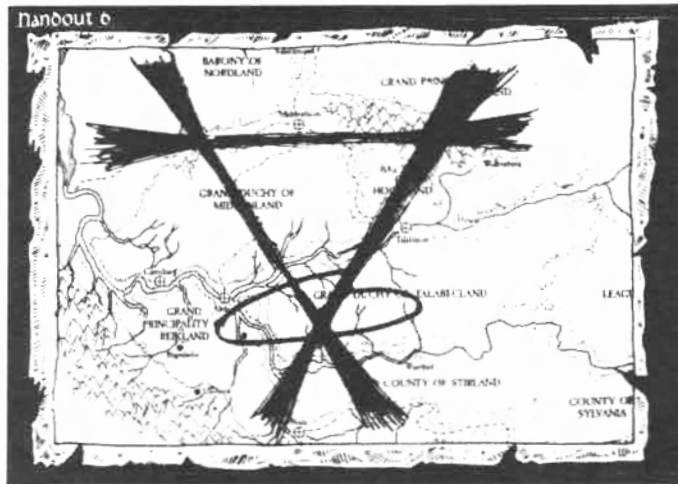
The book is hand-written in the *Magickal Arcane Language* and would take 2D4 + 2 days to read thoroughly, although a couple of hours' study will reveal that it contains details of research into the summoning and control of Skeletons, Zombies, and Ghouls. If the reader makes a successful **Int** test, he or she will also come across several references to warpstone (see **WFRP**, p226 and 263ff). *The information contained in the book is useless without the aid of a Necromancer*, but once studied and learnt (in the same manner as a spell) it enables a Wizard to control these types of undead, once they have been summoned by a Necromancer. A pinch of powdered warpstone is required for the summoning of each undead creature, which the Wizard may then control as if he or she were a Necromancer (see **WFRP**, p175).

D. Study

This room is also guarded by a Zombie, which will attack anyone not carrying Dagmar's staff (see below).

The room contains a large desk, a plan chest, drawing board, and has various ancient portraits hung on the walls. The desk is locked (CR 20%) and contains a variety of quills, inks (mostly dried up), and parchment. There is also a battered notebook, whose yellowing pages are covered with complex calculations and other records in a spidery hand. A character with *Astronomy* skill who examines these will be able to ascertain that the book is an attempt to predict the orbit of the Chaos moon Mörrslieb. The plan chest has several antique maps of various parts of The Empire - the Reikland and the western marches of Talabecland in particular (give the players *Handout 6*). All the maps bear a number of intersecting lines which criss-cross the continent. The intersection in the Barren Hills has been roughly ringed. Anyone who has successfully figured out the

purpose of the notebook may make an **Int** test to realise that the intersecting lines represent the lines of M'orrslieb's erratic orbit. There is, however, no indication as to the significance of the ringed intersection. The portraits are of various 'illustrious' members of the von Wittgenstein family. There are no labels on the paintings, but the family resemblance is obvious - all have aquiline noses, high foreheads, and thick, bushy eyebrows. The drawing board is empty. Propped in one corner is an ornately carved staff which can be detected as magical by any character with the *Magical Sense* skill. Anyone carrying this will not be attacked by the zombies in the observatory.



e. LIBRARY

There are 3 Zombies guarding this room which is lined with shelves of books from floor to ceiling. The books are in a variety of languages (both mundane, secret, and arcane) on a variety of subjects, from alchemical treatises to 'novels' of a somewhat dubious literary nature. There is nothing which might be of immediate use to a player character (although a successful *Estimate* test will reveal 2D10 books worth 2D10 GCs each to a collector), but you may wish to draw the players' attention to some historical or religious tome, by way of passing on some of the background of The Empire (as detailed in TEW, pp9-33).

f. INNER CORRIDOR

The inner wall of this area is made of 2-inch-thick steel (discovered on a successful *Observe* test, if no one taps on it, for example). There are two 18-inch-long bars attached to this wall at about waist height, in diametrically opposite positions (see Map 6). If any two characters push on these bars (in either a clockwise or anti-clockwise direction), the entire wall rotates, so that the gap in this wall may be aligned with the gap in the wall of the central accessway (area g), thus allowing entrance.

g. Central Accessway

Note that the entrance from the Inner Corridor can only be opened and closed by two characters in the Inner Corridor (see above). In other words, if this is closed and the adventurers enter through the trap door, they can only leave the way they came in.

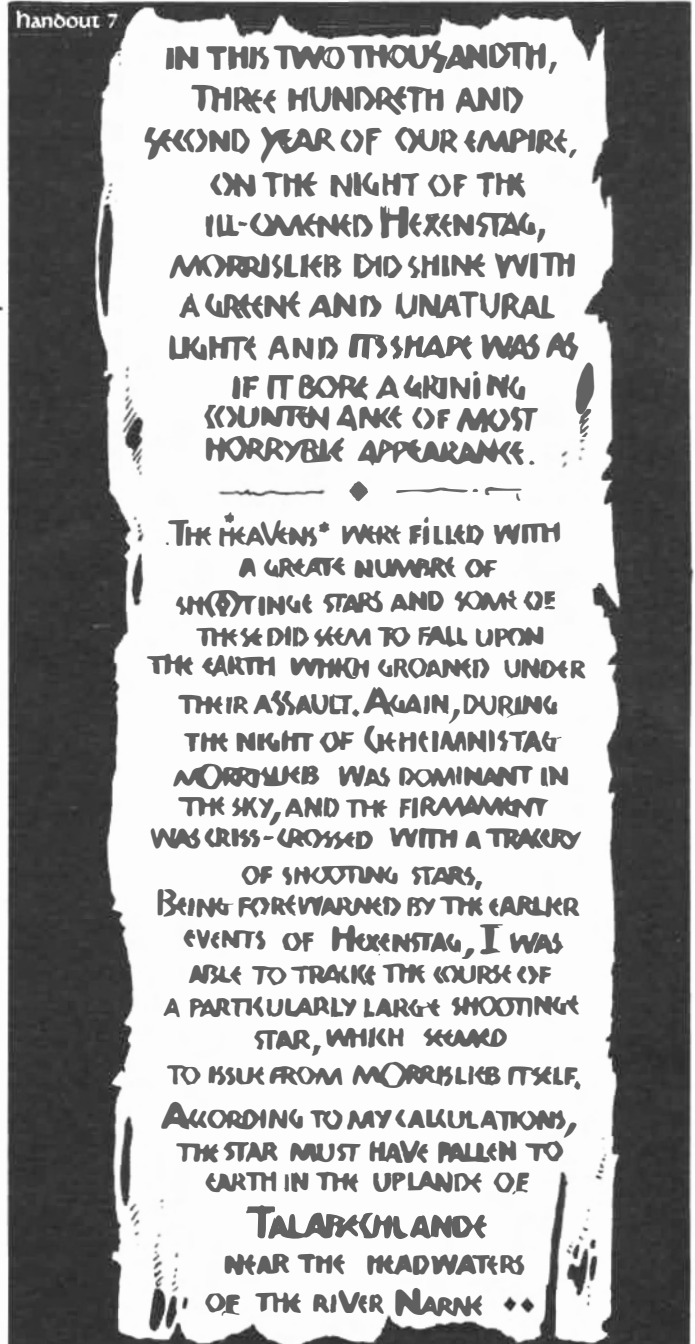
The floor of this room is inscribed with a glowing hexagram. A successful *Observe* test will reveal that there is a star-shaped hole at each point of the hexagram, of exactly the same size as the 'cylinders' carried by the zombies. If these five 'keys', together with a sixth from the Barren Hills, are inserted into the holes the secret trap-door in the floor will open (outwards and downwards). Anyone stood on the door when it opens must make a successful **I** check or fall 3 yards into the library below (area h).

h. SECRET LIBRARY

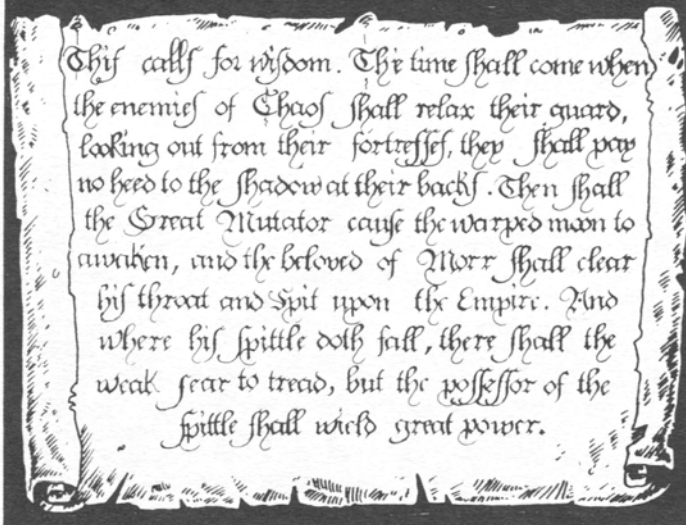
The corridors radiating from the central, hexagonal chamber are lined with shelves containing books on a variety of subjects, mostly in *Classical* and one or other of the *Arcane Languages* (see area e, above). For each hour spent examining these books, there is a 50% chance of turning up one of the following:

- a grimoire with one of the following spells (to be chosen at random): *cure light injury*, *fire ball*, *wind blast*;
- a section of false book fronts concealing a *potion of healing* (a green, viscous liquid smelling of almonds - see WFRP, p186);
- a magical scroll with the *aura of resistance*, *steal mind*, and *mystic mist* spells.

A table in the centre of the hexagonal section of the library bears three large books. Two of these are ancient tomes: *Sternschau's Astronomical Records - Being A Guide of the Mysterious Phenomena of the Night Sky*, and *Omens and Prophecies of the Seer Unserfrau*. Both books are open at the pages shown in Handouts 7 and 8, respectively.

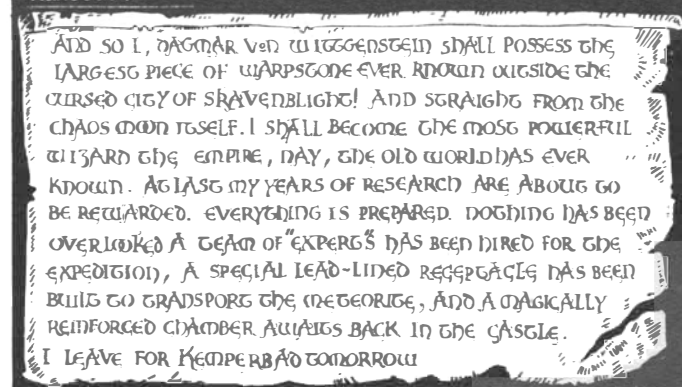


handout 8



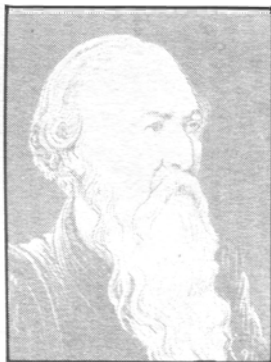
The pages of the third volume are filled with a spidery script in the *Magickal Arcane Language*. The title page may be translated as *The Journal of the Wizard Dagmar von Wittgenstein - 2405*. The final entry is reproduced as *Handout 9*, and is the most revealing - providing the adventurers with the final piece of information they need to impel them into Castle Wittgenstein and the climax of the adventure :

handout 9



the signalling device

Aynjulls Isembard - Dwarfven Artisan (ex-Engineer)



Aynjulls is a fat, middle-aged Dwarf, and foreman in charge of the team of engineers who built the signalling device. Prematurely greying, he usually wears an oil-stained leather jacket, bright red britches and great hobnailed boots. Fiercely proud of his reputation for swift and reliable work, he would hate to fail now. He is a somewhat gruff and surly character, given to explosive fits of temper, but the continuing disappearance of his work force has shaken him to the point where he is

ready to try anything - even if it means asking aid from an Elf!

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	51	31	4	4	9	31	1	41	51	41	51	51	21

Age: 95

Alignment: Neutral

Skills

Carpentry; Engineering; Mining; Night Vision; Read/Write; Secret Language - Guilder; Secret Signs - Dwarfven Engineers' Guild, & Artisans Guild; Smithing; Stoneworking

Possessions

Stonemason's Tools; Carpenter's Tools; Hand Axe; Leather Jack (0/1 AP - Body/Arms); Guild Ring (5GC); 20 GC

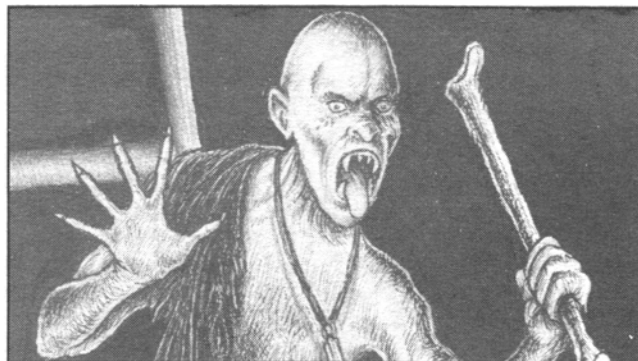
The Engineers

There are six Engineers remaining when the adventurers first meet Aynjulls: Thingrim, Belegol, Kardak, Gudrun, Guzul and Minak.

All are frightened and confused by the mysterious deaths of their colleagues, but will do their utmost to conceal this. They will be too distracted, however, to have any time for 'elf-baiting', if the adventurers should include such a demi-human among their number. If you need profiles, use the Standard *Dwarfven Engineers* on the *GM's Reference Sheet*.

the guardians

Ghoul Champion



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	0	4	4	8	30	2	43	20	18	43	43	-

Special Rules - *venomous* attacks. Anyone wounded by the Ghoul must test against $Tx10$ or be paralysed for $D8+4$ rounds. If not under attack, and if the nearest opponent is dead or paralysed, the Ghoul must test against **WP** or stop to feed until it is attacked. Only flees if reduced to 2 or fewer *Wounds*.

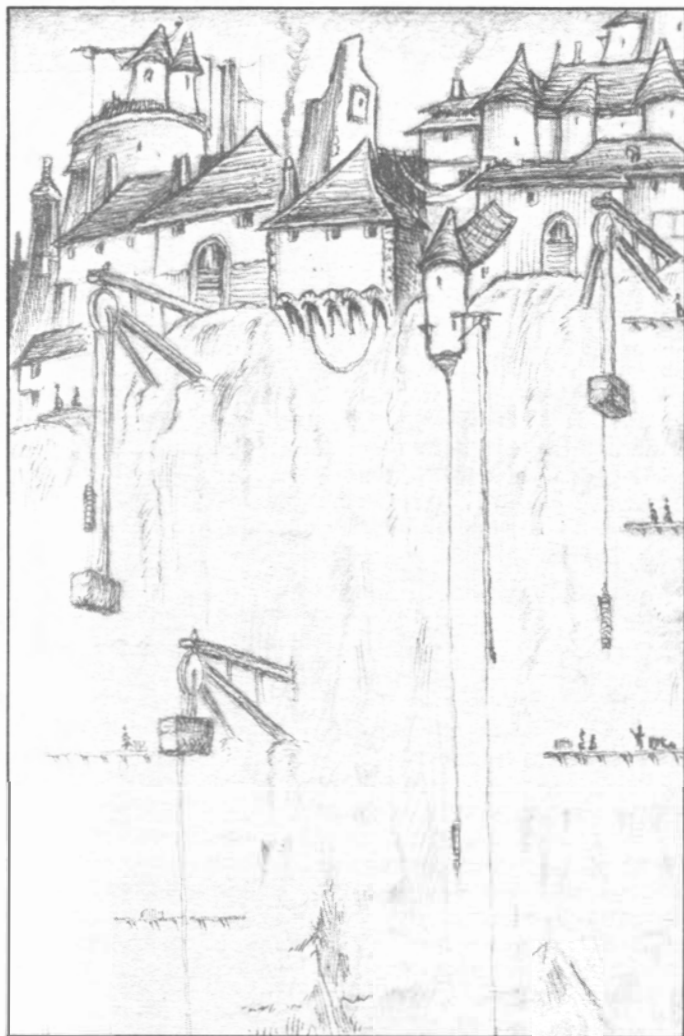
The Ghoul carries a 6 inch long 'cylinder' (resembling a 5 pointed star in cross-section) on a leather thong about its neck. This is a magical 'key'.

5 ZOMBIES

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

Special Rules immune to psychology rules; cause *fear* in living creatures; unlike normal Zombies, these are *not* subject to *stupidity* nor are they subject to *instability* while inside the tower.

Each Zombie carries a 6 inch long 'cylinder' (resembling a 6 pointed star in cross-section) on a leather thong about its neck. These are magical 'keys'.



See Map 7.

The ancient town of Kemperbad sits atop the cliff-like eastern bank of the river Reik, just to the north of the confluence with the river Stir. At this point (and for some 20-odd miles to north and south) the Reik's eastern bank is nearly 500 feet higher than its western one, and the river flows past the feet of towering cliffs. The river Stir, which rises in the Black Mountains many miles to the east, originally plunged into the Reik over a mighty waterfall, but centuries of erosion have cut a narrow gorge into the cliffs, and the waterfall has slowly moved upstream to its present location at the confluence of the Stir and Narn. Consequently, Kemperbad is perched on the cliff-tops, 500 feet above both rivers. The Stir's gorge is crossed only by a narrow rope-bridge which makes the town all but inaccessible to road traffic from the south. Fortunately for purposes of commerce, a dock has been built on the Reik at the foot of the cliffs and this is connected to the town via an ingenious system of lifts. These are basically baskets and platforms of varying sizes, suspended on elven ropes from huge sets of block and tackle, being raised and lowered by counterbalances. The system is maintained and operated by Dwarven Engineers and remarkably, there has been only one fatal accident in the last fifty years, when a drunken bunch of young nobles tried to race each other to the bottom. The first one down, unfortunately, was unable to claim his prize!

Use of the lifts is, of course, subject to a nominal toll. This is usually 1 shilling "per leg" on the passenger platforms (holding up to four average-sized individuals), and 5 shillings per "basket" of bulk cargo (a basket holds up to 500 encumbrance points). For the miserly or more energetic, however, there is a spiral staircase cut into the cliff. Comprising some 1,111 steps, it is rarely used.

A ferry service based at the docks provides the safest crossing point of the Reik between Nuln and Altdorf, and connects passengers to the Great North Road leading to Grünburg and Altdorf. The fee for use of the ferry is 5 shillings per character, seven-and-six for a horse. The Four Seasons Coaching Line maintains a large coaching inn and staging post at the nearby village of Jungbach, for those passengers prepared to pay for the extra speed of coach travel.

Details about travelling into and along the river Stir are provided in the section dealing with the journey to the Barren Hills.

Government

The town is not technically a part of the Reikland, but an autonomous trading town or "Freistadt". It owes this status thanks to an Imperial Charter granted by Emperor Boris the Incompetent in 1066, and is now by far the largest example of this type of town. This charter, coupled with its strategic location, means that Kemperbad is both extremely wealthy and a market for all kinds of goods that you would not normally expect to find in a town of this size (treat all items in the *Consumer Guide* as one level more common). In theory, the removal of a level of taxation, whereby taxes are paid either to the town or to the Emperor, and not to some local Baron, ought to make for a cheaper cost of living. In practice, however, everything costs as much as elsewhere; the town's dignitaries have simply increased their taxes by a proportionate amount.



The town is governed by a Council of Thirteen which is elected by the most influential guilds and families. The Emperor retains the right to appoint or dismiss any of the councillors but this has never happened in all the town's long history.

ARRIVING IN kemperBAD

The adventurers are most likely to arrive here for the first time as they travel south along the Reik, heading for Grissenwald and Black Peaks. They will also probably stop off here en route to the Barren Hills and may pick up some suitable warnings about that place (see below). You should flesh out the journey to the town by using suitable river encounters from the enclosed supplement, as well as checking on the whereabouts of Herzen and Heidleman (see p21) to see whether the group runs into them at any point.

During the day, the docks area is a scene of bustling activity - river boats are loading and unloading their cargoes, and the 'lifts' are in constant use. If the PCs have a cargo to sell or are looking to buy one, they couldn't have come to a better place (cf the *Gazetteer of the Reikland*).



Events in kemperBAD

If you have played **Shadows Over Bogenhafen**, you should be familiar with the kinds of events that will help bring the town to life, and you may wish to improvise a number of minor encounters. A schematic map of Kemperbad has been provided to show the lay-out of the place, but unless you wish to spend time developing the place further, it is probably advisable to encourage the players to pursue their current goals and avoid getting bogged down in adventuring in the town.

The characters are quite likely, however, to be on the look out for a number of things at this point. They might have a cargo to sell or want to buy one; if they are wise, they will be watching out for any signs of trouble from the Purple Hand; they might wish to purchase better armour and or weapons; they could be looking for potential tutors for career changes; and, at some point, they will probably come through the town on their way into the Barren Hills.

Trading in Kemperbad should be handled as normal as detailed in the trading rules in the *River Life* booklet, while events involving the Purple Hand are detailed earlier. Enquiries about armourers and/or weaponsmiths should lead them to the town's Dwarven quarter and Olaf's Weapon Designers' Workshop (Elven PCs may be advised to take their custom to a Human establishment). Olaf is an ebullient salesman who will always try to sell the 'de luxe' model of any item (+ 2D10% to the price). Even the unadorned weapons are, however, of superior quality. Armour - both chain mail and plate will have to be tailored to size (if you wish to press on with the adventure, then this can be handled abstractly - a couple of days are crossed off the calendar and you can get back to the plot). If, however, you want to allow one or more of the characters a chance to train for a new career (see below), you might as well delay the armour-fitting process to tie in with the length of time spent training.

The Imperial Plenipotentiary

This event may be used either to add some colour to this part of the adventure, or as a means of introducing the adventurers to one or other of the NPCs provided below as potential 'tutors' of advanced careers.

As the adventurers disembark onto the wharfside, they will become aware of a commotion near the passenger lifts. A company of 20 Imperial Infantry appears to be forming an honour guard, and their commanding officer is busy clearing civilians away from one the larger landing jetties. Shortly afterwards, a large River Patrol boat - the Imperial Ensign flying from her mast-head - sails into the dock. There is a fanfare of trumpets as a richly dressed, extremely corpulent character teeters down the gangway onto the dockside. The guard officer steps smartly forward to greet him and then, with another flourish of trumpets, the two of them step into the lift and are borne aloft. The infantry company follows them in the next lift.

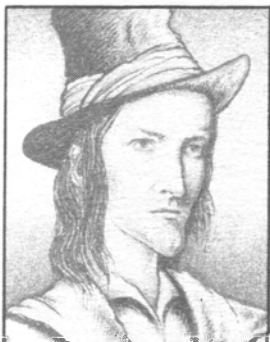
Enquiries from the town's inhabitants should - over the next few days - reveal the following information:

- the fat character is Count Otto Boormann, an Imperial plenipotentiary (see **TEW**, p.16.);
- he has been sent to Kemperbad by the Emperor to keep an eye on the town council;
- the Emperor has finally realised that lots of potential income is being lost to the Trade Barons of Kemperbad, thanks to the town's ancient charter of independence, and wants Otto to discover if there is an easy way of getting round this.

Career Changes

It is quite likely that some of the adventurers will wish to pursue some of the more esoteric careers which cannot easily be allowed (because the career change fits in with their changing roles within the context of the campaign, for example). Tutors for two such careers - Physician and Racketeer - are provided below. The arrival of the Imperial Plenipotentiary (above) may be expanded to introduce the PCs to either or both of these characters, and some suggestions as to how to do this are included in the NPC descriptions. There is, however, no reason (other than your personal preference) why you should not substitute other characters.

DR. maximillian schnippmesser - human, male, physician



Known as "Max the Knife" both for his skill as a surgeon and his unerring aim with the throwing dagger, Dr. Schnippmesser is something of an eccentric, to say the least. He stands over six feet tall and is very thin and angular, with unusually long arms. He invariably wears a calf-length, grubby topcoat of some strange, waxed material. A high-crowned hat is nearly always balanced precariously on top of his lank, shoulder-length, greasy hair.

Max is a keen-eyed individual who is well aware that he could make a fortune by pandering to the town's numerous wealthy hypochondriacs, but prefers instead to make his services available to all who need them - irrespective of their ability to pay.

Max speaks in a clipped, jerky fashion and his voice is thin and reedy. Combined with his sharp nose and angular build, this sometimes gives him the appearance of an excitable but down-at-heel starling. He appears impatient, sharp-tongued and dismissive, but is an acute observer and a shrewd judge of character. He lives in a cramped and dingy attic room above a baker's shop, which he shares with a constantly changing number of stray cats; half a dozen is average, but there can sometimes be more than twice as many. Max does not feed the cats - they live mainly on the rats and mice which infest the baker's flour store - but they seem to come to him because they like his company. Max treats the cats with a warmth which he rarely shows to members of the two-legged races.

The easiest way for the adventurers to run into Max is by having an accident take place amid the crush to see the arrival of the Imperial Plenipotentiary (see above). A young woman is roughly cuffed out of the way by one of the guards, close to where the adventurers are standing. She falls awkwardly and smashes her head. Whether the adventurers move to help her or not, Max elbows his way through the crowd and skilfully begins to patch her up. If the PCs are looking for a physician they can win their way into Max's good books by assisting him.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	40	4	4	9	41	1	61	51	61	51	51	41

Age: 43

Alignment: Neutral

Skills

Cure Disease; Heal Wounds; Manufacture Drugs; Prepare Poisons; Read/Write; Scroll Lore; Secret Language - Classical; Specialist Weapon - Throwing Weapons; Surgery

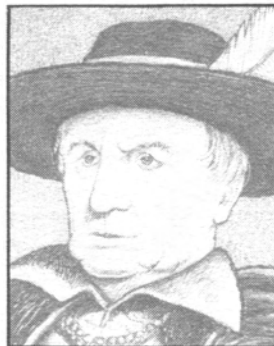
Possessions

Dagger (I +10; D -2; P -20); Throwing Knives (R 4/8/20; ES 4; Rld 0); Medical instruments in battered case; 15 GCs, 17/6

The Barren Hills

If and when the adventurers pass through the town on their way to the Barren Hills, they may well ask around either for a guide or simply for general information about the place. No matter how much money they offer, no one will be willing to accompany them. The townsfolk all have the same general attitude towards the Hills - they are an evil place where no sane person would dare go. Enquiries at the town's Temple of Verena will reveal only that the name dates from some 200-odd years ago. Before then the Hills were simply another pleasant upland area of The Empire. Since that time nothing has grown there and the area has been shunned as a place marked by Chaos...

LUIGI BELLADONNA - human, male, Racketeer



Luigi is originally from Miragliano - one of the Tilean City States. A ruthless individual with a reputation for viciousness, he now runs the biggest protection racket in Kemperbad. He is somewhat overweight and his heavy jowls make his cheeks appear to be stuffed with cotton wool - an impression that is not dispelled by his quiet, almost muffled voice. Luigi exudes an air of gentle violence. His clothes are of the finest silks and wools, his hair is elegantly pomaded, and his

podgy, pink fingers are festooned with gold and diamond rings. He rarely speaks louder than a hoarse whisper and is exaggeratedly polite. The two "gorillas" who stand at either shoulder are usually sufficient intimidation - use the standard 'Thug' NPC profile from **The Enemy Within** if necessary.

What no one in the town knows, however, is that Luigi is also something of a Robin Hood character. He expends vast sums to help support the town's poor, operating a variety of soup-kitchens and alms-houses.

The adventurers are most likely to run into Luigi shortly after the arrival of the Imperial Plenipotentiary (see above). He has come down to the wharf to look for some adventurer-types to "make a collection" for him. His usual collectors attempted to cream off some of the profits, and ended up "going for a swim" while wrapped in heavy chains... If the adventurers agree to help, they will be paid 20 GCs each to travel to an address in the merchants' quarter where they will be given a small casket (containing 1000 GCs in uncut diamonds). This is then to be brought to Luigi in a private room at a nearby inn (The Cat and Fiddle). Successful delivery will convince Luigi to provide tuition to one or more of them. Attempts to flee the town with the money should not be allowed to succeed: Luigi has all exits watched and more than enough thugs to apprehend anyone attempting to fleece him. In this case, the PCs *might* be able to talk their way out of trouble, but that is for you, the GM, to decide...

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

Age: 53

Alignment: Neutral

Skills

Concealment Urban; Dodge Blow; Evaluate; Palm Object; Read/Write; Secret Language - Thieves'; Secret Signs - Thieves'; Silent Move Urban; Specialist Weapons - Fist Weapons, Incendiaries; Street Fighter; Strike Mighty Blow; Super Numerate

Possessions

Broad-rimmed hat; Expensive clothing; Club; Knuckledusters; 50 GCs on person at all times; 8 gold rings with a variety of stones (value 2D10 GC's each)

the Barren hills

It is anticipated that the PCs will have at least one good reason for wishing to travel to the Barren Hills: either they will be pursuing Etelka Herzen by following up the clues found in her tower at Black Peaks, or they will be pursuing a lead found in the study of Dagmar Von Wittgenstein's observatory.

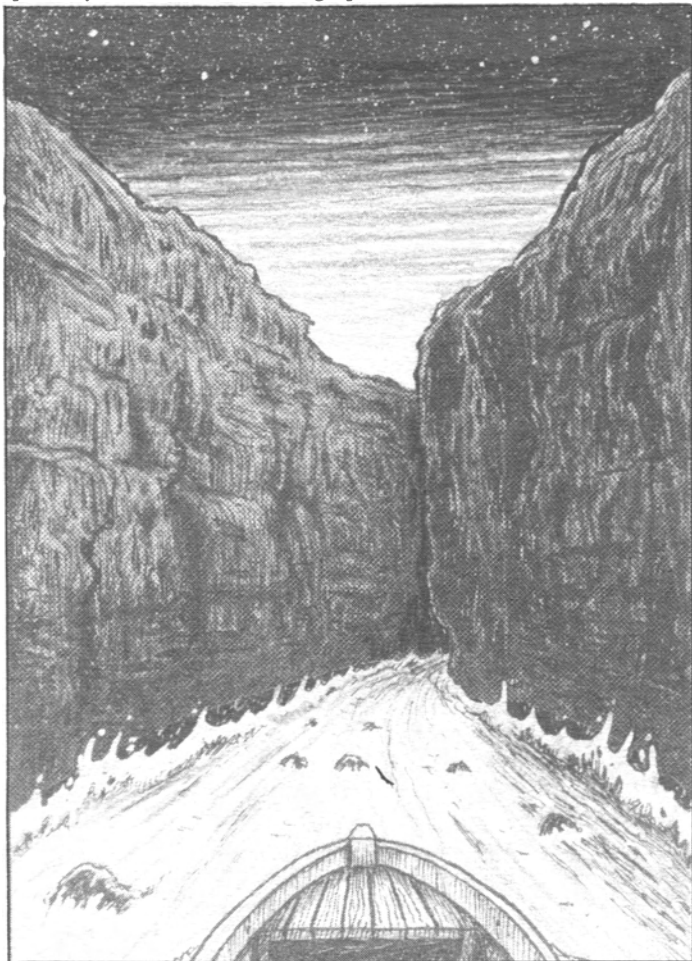
Kemperbad (see p35) is the obvious stopping-off point, and an ideal place to buy equipment (armour, weapons, supplies). If it does not occur to the adventurers to equip themselves adequately for a trip into the wilderness, have them hear about a "group of fools who went out as though on a picnic. They were found hacked up just along the river from here."

Remember to check up on the whereabouts of Etelka Herzen and her crony, Ernst Heidleman. It is most likely that these agents of the Red Crown Chaos cult will have beaten the PCs here, but if not, the adventurers may well run into them during this part of the adventure.

up the RIVER STIR

There is a massive lock and weir at the point where the Stir flows into the Reik, built to reduce what would otherwise be almost unnavigable turbulence. The lay-out of the lock is basically the same as that in the rulebook (*WFRP*, p331), but much bigger: the lock can accommodate up to four large river barges, and the lock-house has docking and maintenance facilities for 2 river patrol boats, plus accommodation for their crews, and any prisoners. The toll for use of the lock is 5GC.

Between the River Narn and the Reik, the river Stir flows through a narrow, sheer-sided gorge, about 600 feet deep, and 90 feet wide. The water is very fast-flowing and there are many treacherous currents and swirling eddies which combine to reduce a boat's speed by 25% when travelling upstream. Even skilled helmsmen



(characters with *Row* and/or *Sailing* skills) should make a *Boat Handling* test at the start of each day's travel - in the same way that unskilled characters must do on normal stretches of river, see the *River Life Booklet*). In addition to the modifiers listed, there is an additional penalty of -10% to all *Boat-handling* tests made on this stretch of the river. When sailing downstream, speed may be increased by up to 25% (players' choice), but it is highly dangerous to do so (the penalty to *Boat-handling* tests should be increased by an amount equal to the percentage increase in speed).

Barring mishaps, it should take about 6 days to travel upstream through the gorge, and you may fill this time with river encounters from the enclosed supplement. It is probably better, however, to avoid those events with complications which will only distract the players from the main objective, and you might even prefer simply to describe the passage of time as passing uneventfully.

the JOURNEY

The adventurers' boat battles upstream between the towering cliffs of the gorge, in a perpetual twilight. The Stir's foaming waters roar and hiss over razor-edged rocks which line its course to north and south. The sky is reduced to a thin ribbon of deep blue in which it seems the stars are always visible, save for a short period each day when the sun is directly overhead.

Ancient Megaliths

At the point marked $\oplus$ on *Map 1*, the gorge is overshadowed by two enormous megaliths: ancient monuments of Druidic construction which mark the original boundary of the Baumenvolk's territory (see *Unterbaum*, below). There are a total of 12 of these megaliths marking out a huge circle, and forming a magical barrier to the servants and spawn of Chaos. The megaliths

are carved with words of power in the Druidic *Arcane Language*, and are readable only by characters with knowledge of that language. Translation of the megaliths reveals that the area within is similar to a permanent, huge *Zone of Purity*, except that only characters and creatures of *Chaotic* alignment need make a **WP** test to enter the area.

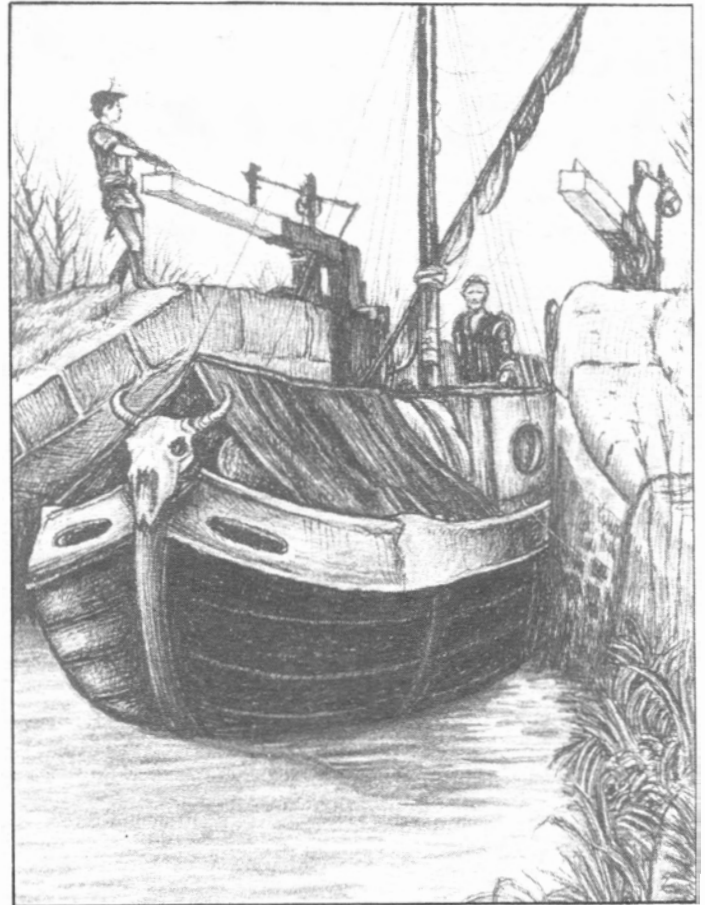
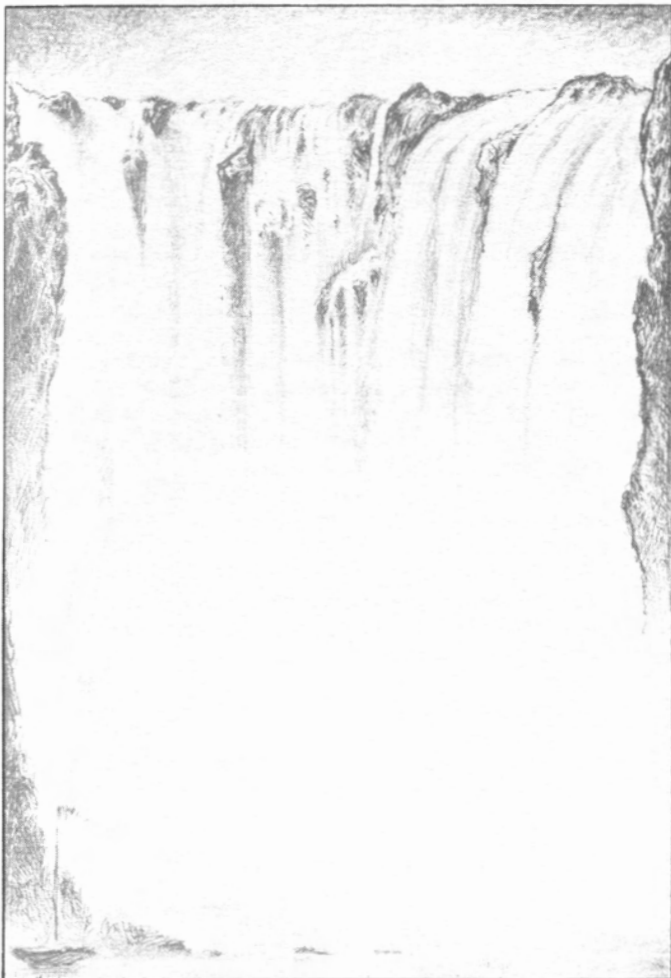
Dead horse

This event should only be run if Herzen and her associates got here before the adventurers. At any convenient point between the megaliths and Twin Falls, the group will find the carcass of a horse floating down the river (if more than a few days have elapsed since Herzen recrossed the river Narn, the carcass will be more or less decayed). The horse was lost over the falls ahead, and still bears the remnants of its packs:

- 2 week's worth of iron rations (now useless);
- assorted, sodden, spare clothing;
- a sealed oilskin packet whose seal bears the device of the Red Crown. The packet contains a rough map of The Empire with a circle drawn round the area of the Barren Hills and with the position of Dagmar's observatory clearly marked and labelled. (This map is identical to the one shown on *Handout 6*, but with the addition of the observatory and without the superimposed markings.

twin falls

As the adventurers approach the confluence of the Rivers Stir and Narn, the river's turbulence increases, and a distant, uninterrupted roar can be heard. Where the River Narn joins the Stir, there is a great rock basin, carved by the waters of the two rivers. Here both rivers thunder over the dramatic cliffs in a twin waterfall



measuring more than 400 feet in height (see *Map 13*). The basin boils and seethes like water in a cauldron, and the roar of the falls is deafening. The air is filled with spray that soaks the characters more quickly and thoroughly than any downpour.

There is a small landing stage on the northern bank, sheltered from the turbulence by a wall-like outcrop of rock. A small sailing dinghy is moored here, covered by a tarpaulin to keep the interior dry. Sitting in a cave-mouth beyond the jetty, two women are busy patching a hide canoe. Seeing the adventurers' boat they smile and wave cheerfully.

To the south is a man-made inlet leading to an ingenious 'ladder-system' of locks which allows boats to get up and down the 400-foot drop, bypassing the waterfalls as they do so. There is just one, lonely lock-house and riverside inn ("The Roaring Falls") at the top of the system, and the toll for use of all 20 locks is 10GC.

The adventurers may decide to go through the lock system, or they may prefer to stop and talk to the two women - Astrid and Birgit, from the village of Unterbaum.

A Travellers' Welcome

Astrid and Birgit are from the nearby woodland village of Unterbaum, and will be happy to talk to the adventurers - offering them the hospitality of their village if they seem at all in need (e.g. dusk is falling; the party have wounds, or require provisions). They will seem especially pleased, if the group have any iron for trade, and will insist on taking them to meet the village Elder (see *Unterbaum* - below). They know very little about life outside their immediate environment. Astrid and Birgit can explain that most travellers stay at The Roaring Falls Inn at the top of the lock system, and that Frau Lebensraum, the landlady and lock-keeper runs a "friendly, clean establishment." You should play Astrid and Birgit as straightforward, totally sincere types who are obviously incapable of lying, or any form of deception.

Uta is assisted by Theo Luckstein, a hulking barman/odd-jobs-man, who also takes care of the inn's security arrangements. There is also a cook, 2 stable lads, 2 serving/chamber maids, and Jake - an ancient Marienburger who has tools and facilities for minor boat repairs, and who operates the simple raft-like ferry across the Stir (see *Map 13*).

The inhabitants of the inn can be a source of any of the rumours provided elsewhere (page 9), and can tell the PCs a little about the village of Unterbaum (you should paraphrase the general notes on the village and its inhabitants - given below).

Enquiries about the Barren Hills, however, will meet with the same muttered prayers ("Sigmar Save Us!") and frightened looks as described above. Any of the inn staff can recommend Corrobreth, the Druidic Priest of Unterbaum, as a likely source of information on the hills. They can also give reliable directions to the village, which lies just a few miles west of the inn.

Crossing the River Narn

In order to reach Unterbaum from the inn, the adventurers may have to cross the River Narn. There is neither bridge nor ferry, but fortunately the river is not particularly deep at this time of year (except after heavy rain). The current, however, is very strong and so it is advisable to use ropes so that anyone losing their footing is not swept away over the falls to their deaths. Characters attempting to wade across the river must make an I test to keep their footing. Unroped characters who fail this may make another test against the average of their S and I scores, to regain their footing. If this is failed, the character must spend a Fate Point to avoid being swept over the falls. A character who *is* roped to other characters but fails the first test can be pulled upright provided the character behind him or her makes a successful S test. If this is failed, this character must make an I test to avoid losing his or her balance. In this event, the next character in the line may make an S test, and so on.

If asked about the Barren Hills, both Astrid and Birgit turn pale and touch the fingers of their right hands to their foreheads (to counteract the ill-omen of mentioning such an evil place). "No one ever goes there," they say, "except for Corrobreth, our Druid. He sometimes goes into the hills to search for herbs and the like." If the adventurers persist with questions about this subject, the women suggest that they come to the village to meet the Elder and the Druid for themselves.

If the PCs decide (or ask) to accompany Astrid and Birgit back to the village, they will be led into the cave, which rapidly becomes an upward-sloping tunnel, and then a spiral staircase, the steps of which have been hewn from the rock. The steps ascend some 350 feet, and are rather slimy and slippery; fortunately there is a rope bannister, so characters are in no danger of falling. At the top, the stairs open onto a narrow strip of grass between the forest and the gorge, affording a magnificent view of the thundering falls.

There is a track leading off into the forest, and a rustic-looking horse and cart waits by a magnificent oak tree. Birgit will take the reins and Astrid will invite the adventurers to join her in the back of the cart, which will then trundle off along the track to the village of Unterbaum.

The Inn of The Roaring Falls

As described by the two locals, the inn is run by Uta Lebensraum (who is also the lock-keeper), and is indeed a clean, cosy place, with a friendly, welcoming atmosphere. Accommodation is available at half the prices listed in the *Consumer Guide* (WFRP, p293). You may wish to use the river encounter supplement as a source of other guests staying at the inn, or you may prefer that the PCs should be the only visitors; alternatively you could generate some minor NPCs (boatmen, traders, etc) for your own amusement.

Unterbaum

General Notes

The village of Unterbaum is an idyllic, rural community, protected by Druidic Priests from the ravages of life in The Empire's forests. Villagers seldom travel farther than the river, and have little interest in events in the outside world. They do a little trade, however - mostly grains and root vegetables in exchange for iron (for plough-shares, horse-shoes, and so on). Being a trusting, peaceful folk - not to mention devout followers of the Old Faith (see WFRP, p206) - they have strict ideas of hospitality, and will offer food and shelter to any traveller.

The village itself stands in the centre of a large (one-mile-across) clearing. Most of this land is used for crop cultivation, but there are also a few goats and the odd pig-sty. The inhabitants live behind a rough stockade in wooden, log-cabin-style buildings, ranged irregularly around a huge oak tree, and all facing towards it.

Arrival

When the adventurers first arrive in the village, they will be introduced to Vorster the village Elder and Corrobreth the Druidic Priest. Together they cordially welcome the strangers. If the characters are in need of food or rest, it will be provided without question, and only after such matters of hospitality have been dealt with will the two ask any questions.

You should endeavour to allay any suspicions the players may have as to their safety in the village, and encourage them to confide in Vorster and Corrobreth. Vorster explains that few strangers ever visit the village except to trade, and so they are naturally curious to know what the adventurers are doing in their lands. If the PCs explain that they are planning to head into the Barren Hills, their hosts will look concerned and attempt to dissuade them from such a dangerous undertaking.

If the adventurers enquire why the hills are dangerous, Corrobreth relates the story of the meteor:

"Many generations ago the beings of Chaos poured out of their vile wastelands to despoil the land and gather souls for their despicable gods. It was a dark time indeed, for even the vault above conspired with them. For days the sky screamed and the Chaos moon howled and spat its evil upon us.

To protect us, the Druids of old built a stone circle around the places where its foul excretions landed. But it was barely enough, the land up there was blighted for generations, and around Devil's Bowl, where the largest piece landed, strange unnatural growths began to appear. Now I fear there are evil things lurking in the hills, waiting till the time comes for them to rise up and sweep all before them."

Unless the adventurers have arrived before Etelka Herzen and her party, Vorster will tell the adventurers of their presence when Corrobreth finishes his tale:

"You are not the only ones venturing into the hills. There was another group of strangers passed this way recently. They did not call here, but they were led by a fair haired woman and a dark haired man. They came up from the Twin Falls and headed straight into the hills towards the Devil's Bowl."

The adventurers should be worried but not dissuaded from making the journey, and eventually Corrobreth will suggest that he accompanies their expedition - he happens to need some more supplies of the healing herb *Gesundheit* (see TEW, p36) and he has no wish for the adventurers to come to any harm on their own.

the Baumenvolk

In total there are 83 villagers (33 men, 35 women, and 15 children), living in peace with the land and each other. Their secular leader is the Elder, Vorster, while spiritual guidance comes from the Druidic Priest, Corrobreth.

The Baumenvolk are tall and well built. They nearly all have green eyes and brown hair, although a few have jet black hair and eyes. The Baumenvolk usually wear simple, homespun garments in shades of green and brown with the occasional item of home-made jewellery. They are natural craftsmen and their agricultural skills are well-developed.

The village is governed by an Elder, elected by an assembly of all the adult villagers. The Elder is responsible to the villagers and carries out their wishes to the best of his or her abilities. The role is more one of administrator than ruler. The Elder is not empowered to make any major decisions affecting the villagers without first consulting the village assembly. The village assembly votes on courses of action, and the Elder then implements the assembly's decisions.

VORSTER - human, Male, Woodsman & Village Elder



Vorster is the current village Elder and carries out his duties in a conscientious and responsible manner. He is greatly liked by his fellow villagers and is respected by all of them. Vorster has been Elder for 12 years, during which time no one has ever complained about his actions.

Vorster is tall and has brown hair and green eyes. His face always bears a kindly expression and he greatly enjoys company. Vorster is a friendly and congenial individual who delights in entertaining any guests who call. He takes great pains to ensure their comfort, although he does so in such a way that it appears natural and effortless.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
3	40	40	4	3	8	10	1	30	40	30	35	35	30

Age: 54

Alignment: Neutral

Skills

Concealment Rural; Follow Trail; Identify Plant; Secret Language - Ranger; Secret Signs - Woodsman's; Set Trap; Silent Move Rural; Specialist Weapon - 2-handed weapon; Spot Trap

Possessions

Leather Jack (0/1 AP - body/arms); 2-handed woodsman's axe (I -10; D +2)

VILLAGERS

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	25	30	3	3	5	35	1	30	25	30	25	30	30

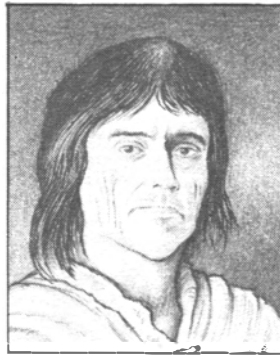
Skills

Animal Care; Concealment Rural; Follow Trail; Identify Plants; Silent Move Rural.

Possessions

Short Bow (R16/32/150; ES3; Rld0); Dagger 6I +10; D-2; P-20)

CORROBRETH - level 2 DRUIDIC PRIEST



Corrobreth is the village's Druidic Priest. Other Druids live in the area, but Corrobreth is the only one to live within the village. He acts as the village's repository of natural lore and is highly respected by all the Baumenvolk.

He is a likeable character who does not indulge in casual conversations, leaving such things to others. When he does speak, it is to offer advice or provide an item of relevant information. Like all Druids, he avoids the taking of life except

when absolutely necessary, either for sustenance or defence. Consequently he prefers to avoid conflict whenever possible, relying on stealth or compromise to by-pass danger.

Corrobreth is slimly built, and of average height. His face is edged with deep score marks down each side of his cheeks. These are natural and are very evident when he smiles. His hair is jet black and so are his eyes.

As one of the Druids responsible for the protection of this area, Corrobreth is aware of the changes caused by the arrival of the warpstone. He knows the location of the meteor crater and of the monoliths erected around it. He has never been to the site himself, preferring to keep away from such a strange and unnatural area, but he is willing to act as the adventurers' guide.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	40	40	3	3	8	40	1	30	35	35	40	40	35

Age: 29

Alignment: Neutral

Skills

Animal Care; Arcane language - Druidic; Cast Spells - levels 1 & 2; Dowsing; Divining; Excellent Vision; Follow Trail; Heal Wounds; Herb Lore; Identify Plants; Meditation; Ride; Row; Secret Signs - Druid

Possessions

Sack; Sword; White Robes; Silver sickle-knife (religious token); Staff; Dowsing Rods; Raft.

Magic Points: 18

Spells

Petty Magic

Marsh Lights; Produce Small Creature; Protection from Rain; Sleep

Battle Magic

level 1: Wind Blast

Druidic Magic

level 1: Animal Mastery; Heal Animal

level 2: Hail Storm

SKYSOARER - Raven familiar

Skysoarer is Corrobreth's spirit familiar (See WFRP, pp.206-7). It takes the form of a light grey raven with glowing amber eyes. This form is only visible to characters with the *Magical Awareness* skill. When it is not acting as a scout for Corrobreth, Skysoarer usually sits on his shoulder.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
2	33	0	1	1	5	30	2	-	24	89	24	24	-

Skysoarer can only be harmed by magic. If Skysoarer should ever be killed, Corrobreth immediately loses 1D6 Wounds, 1 Toughness and 1 Fate Point, along with his Druid status and all associated abilities.

Encourage the adventurers to accept the Druid's offer - without this guide their chances of finding the meteorite crater are minimal - the Barren Hills extend over a huge area and they could spend months wandering around here without ever going near the crater.

Into the Unknown

The journey up the Narn to the "Devil's Bowl" will take 4 days, the return journey some 3 days. Corrobreth will offer to escort the adventurers up the river, in a number of canoes. The Narn is both too narrow and too shallow for the PCs' boat. The canoes are made from timber and hide. Each one can hold 2 people and their gear, and is propelled by double-bladed paddles. When travelling down stream, there is no need to paddle, although the paddles are still needed to steer the canoe. A character with *Row* skill will have no difficulty in steering a canoe.

You need not try to play the journey out in great detail, but should try to convey a steady build-up of tension. There is no need for any encounters (unless the adventurers want to head off in the 'wrong' direction for some reason, in which case you can always throw a few Beastmen at them), but you should always enquire as to how they intend to camp at night, who will be on watch when, whether they are lighting a fire and so on. Try to instil in the players an awareness of some unseen and unknown menace.

The lands above Unterbaum consist of a strange desolate wilderness - with few signs of life other than large evil-looking crows. As the adventurers travel further into the hills, the type of trees gradually changes - the 'Imperial' oaks begin to appear somehow warped and twisted. The air becomes still and musty-smelling. Huge cobwebs span gnarled branches, and whole groves of dead and dying trees dot the landscape. From their stricken limbs sprout obscene growths of red and purple fungi. As the PCs penetrate

further into the hills the scenery changes even more. Bare rocky outcrops thrust skywards between the now sparse clumps of leafless trees. The river becomes shallower and faster flowing. There are stretches of rapids and minor waterfalls which can only be bypassed on foot, requiring the canoes to be carried. At such times the stillness seems perceptibly to deepen - broken occasionally by distant crashes - but whether this is the collapse of a decayed tree or the lumbering movements of some unseen animal, it is impossible to tell.

By the time the expedition is into the Hills proper, there are hardly any trees at all, just stretches of badlands punctuated with 'meadows' of thick moorland grass; but grass unlike any the group has ever seen before. It is thick and coarse, a luminous green in colour, and it seems to ripple as they pass - not with the wind, but with its own, sinister purpose.

The Devil's Bowl - Map 14

The "Devil's Bowl" is the crater left by the impact of the Warpstone meteorite. When it first fell here, some 200 years ago, the ancient Druids built a stone circle around the spot, to ward against its mutating power. They did the same at each place where other splinters landed. Nevertheless, the power of the meteorite was more than enough to blight the land for many miles around. For a hundred years nothing grew in the hills - not even a blade of grass. But then, gradually, weird, stunted, and twisted growths began to appear here and there. Grass began to cover the hills once again, but grass of a distinctly luminous - not to say bilious - green colour. Now, the hills are alive...

When the group reaches point A on *Map 14*, Corrobreth will explain that they must leave their canoes and continue on foot. It should be about mid-day on the fourth day out from Unterbaum at this point, and the group will arrive at the crater's edge by dusk.



The main crater is now water-filled and surrounded by a stone circle, which is now seen eerily silhouetted against the darkening sky. Corrobreth suggests that this is a good place to camp for the night, "We'll be safest in the lee of the stones," he suggests.

a Blast from the Past...

As night falls, M'orrslieb rises full in the sky and hangs above the crater. Regardless of its normal cycle, M'orrslieb always looks full from here. As midnight approaches, an eerie blue glow begins to play over the water and the wind moans mournfully. From outside of the circle a shimmering blue form begins to approach the stones. At the same time, a wind whips up from nowhere and blows across the adventurers' camp, sending dust everywhere and blocking their vision. When the dust clears, the adventurers can see a torn and tattered female figure outlined with a blue light. Obviously translucent, and moving without touching the ground, the figure has gaping wounds in her side, but no blood flows from them.

In a strange, wheezing voice she pleads with the party for aid. "He-elp mee..please help me. Lay my bones to rest, for I have walked these hills a long, long time. Follow and see.. follow and see." The figure then begins to move towards the caves, but if the adventurers do not follow, she returns to try to persuade them; they will get no sleep until they follow her.

BRUNHILDE GRATTEN - Ghost, female



Brunhilde was a scout for Dagmar von Wittgenstein's expedition to find the Warpstone meteorite. After the wizard had located the warpstone in Devil's Bowl, Dagmar murdered Brunhilde, stabbing her repeatedly while she slept. The marks of these wounds can clearly be seen on Brunhilde's ghostly form. The rest of the expedition met a similar fate - murdered by being buried alive in the cavern where they slept (See below).

Since that day, Brunhilde has haunted the area around Devil's Bowl. She searches for someone to bury her and her companions properly, so that they can at last find rest. She will tell the tale of Dagmar's betrayal, of how he had led them into the lush hills to find the meteorite which he calculated had landed here, and of how he changed when he found it, becoming first secretive and then murderous.

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

Special Rules

Can only be affected by magical weapons. The ghost's touch causes *Fear*.

The Caverns - Map 15

These caves were where Dagmar's expedition camped and where he later murdered them. The entrance is concealed by the withered and twisted boughs of some vaguely human-shaped trees. The caverns rise to a height of 7 or more feet, but the passages connecting them have a height of only 1D4+2 feet.

Brunhilde leads the adventurers past the trees into a cavern where the hump of a shallow grave can be seen. This is Brunhilde's grave and a few of her whitening bones poke through the top of the mound. Brunhilde will beg the adventurers to restore her grave

and to reclaim the meteorite as it is "a great source of evil". She also tells them that the bodies of the other expedition members can be found in the right-hand passage along with "that which they seek." She is referring to the last part of the key to the secret library under the Signalling Device/Observatory.

Skaven attack

Before the adventurers can move further into the caves, they hear the sound of squeaking voices, coming from outside, as though several large rats were holding an animated conversation. A few seconds later, Crot Scaback - a Skaven warrior (see below) - appears in the entrance passage with a sword in his hand, and greets the adventurers. "Stand, stand! Not move, not move!"

Behind Crot are two other Skaven with their swords drawn, while three other Skaven are sneaking down the underground stream in an attempt to surround the adventurers. Two will move to block the entrance to the second cave, while the third heads down the nearer passage from the stream.

If the adventurers make any hostile moves, Crot and company attack. Otherwise, the Skaven will parley with the adventurers, trying to find out as much as he can while he waits for his trap to be sprung. "Stone, stone. Where, where?"



castle wittgenstein

The dark towers of Castle Wittgenstein stand upon the impressive cliffs which rise above the River Reik at this point. The castle seems to brood ominously over the river, casting its dark shadow onto the waters below. Even though no vessels demand the payment of tolls, all boats give it a wide berth as possible. For the castle has an ominous reputation as a place of evil and sinister practices. Many a poor tortured soul has been fished out of the river by passing boatmen. These bodies bare the marks of a cruel and sadistic hand; limbs have been crushed and body parts ripped out. The age of the victims does not seem to affect the cruelties inflicted on them: small children have been as badly mutilated as mature adults. Whoever is responsible is not clearly known, but the word is out on the river "Stay away from Wittgenstein."

First Sight

The first time the adventurers approach the vicinity of Castle Wittgenstein (*Map 1* and *Map 16*), they see the crew of a river boat gesticulating wildly in an attempt to gain their attention. The river boat heads straight for them and as it gets closer the adventurers can see that the crew are clearly alarmed. The river boat pulls alongside unless the adventurers prevent this. The Captain, Gertrude Grolsch, speaking in a heavy and breathless Wastelander accent warns them to stay away from the castle.

"Do not go near the castle. It is a place of great evil. Keep on the east bank." If the adventurers ask the reason for this warning, she points to a bundle covered by a tarpaulin and invites them to look for themselves. Underneath is the remains of a man. Once human,



he now resembles a bloated fish. Any characters viewing the body must make a successful *Cool* test or gain 1D3 insanity points and be overcome by an urge to vomit (a successful T test will avoid this). In places, the corpse's skin hangs in shreds, elsewhere it has been completely stripped away. The body is bent and broken, and all the limbs have been snapped. Even more distressing are the rubbery pink growths under the armpits, looking disturbingly like small, sucker-tipped tentacles.

Gertrude explains that they found the body floating downstream this morning. Not realising what it was they fished it out of the river. Two of the crew were promptly ill. She has decided to take the body to the authorities at Kemperbad, but has little hope that they will put a stop to the vile goings on at Wittgenstein - the von Wittgenstein family is protected by an ancient Imperial charter gained during the reign of the Empress Margaritha (see TEW, p. 13). Gertrude will tell the PCs that there have been a lot of bodies fished out of the river around here recently.

After warning the adventurers against landing, Gertrude and her crew continue on their way. It is essential that the adventurers do not stop at Wittgendorf until after they have been to the Barren Hills. If necessary use any means at your disposal to discourage them. Point out how sinister the castle looks and ask whether they really want to get involved with a family of nobles under the Emperor's protection? Don't overdo it, however, or you might put them off calling here later in the adventure!

the von wittgenstein family

The von Wittgenstein family has controlled this barony since the Dark Ages. They received the land as a grant from the Empress Margaritha in 1979, in recognition of certain, unspecified "services to national security". They had had a distinguished history of service under the *elected* Empress in Nuln, and she rewarded the family with the lands taken from a supporter of the unelected "Emperor" Oskar III in Talabheim (see TEW, p. 13).

The Coming of the Warpstone

Dagmar returned to Castle Wittgenstein with the warpstone meteorite in 2402. Realising its potentially devastating effects he hid it in a special lead-lined container in a secret room beneath the castle's chapel. Unfortunately, Dagmar did not live long enough to benefit from his discovery. His cousin Hermann (who was perhaps already somewhat unstable), on finding Dagmar strangely reluctant to satisfy his curiosity as to the contents of a certain casket, attacked and strangled him at lunch in the great hall of the castle, while the rest of the family watched in stunned silence, the Festag roast forgotten. Needless to say, the matter was quickly hushed up; Hermann was confined to an outer tower of the castle and left to play with his vast collection of chiming clocks. But the mere proximity of the warpstone was enough to wreak havoc on such a mind as Hermann's, and before long he took to cannibalism - ambushing, slaughtering, and then eating the servants sent to attend him. In horror and desperation, his family captured him and incarcerated him in the castle's dungeons. Unfortunately, the existence of the secret passage connecting the cells to the secret chamber beneath the castle chapel had been forgotten, and Hermann was able to use it to get to the object of his mental torment. Neither his mind nor his body were able to cope with prolonged exposure, however, and a few months later, he died in his cell. The family breathed a sigh of relief; now they could get back to normal. But it was not to be.

The warpstone still lay in the dungeon room, and over the years its power leached throughout the castle. More family members went insane and others began to develop horrific mutations. The worst mutants were either locked away or killed at birth. But the family was forced to withdraw from Imperial society. The fear

that word would get out that they were a family of mutants forced them in upon themselves. Arranged marriages were broken off and the young nobles were forced to intermarry within the family. Some took servants as marriage partners, but as no one could leave the castle, this only expanded the gene pool for a while. After 70 years the family was well and truly inbred, mutations became even more pronounced and insanity even more common.

The family began to decline in numbers as well as power. Many children were so badly mutated that they were unable to survive past infancy, and those that did often developed such horrific mutations in later life that they became a danger to their own kind.

Today, the family is headed by Lady Ingrid who, while not outwardly mad, is certainly unstable. Similarly, her daughter Margritte is superficially normal, but far from sane. Other members of the family, however, bear horrific mutations, while in some cases, the combination of mutations and insanity has resulted in deranged and dangerous mutants who indulge themselves with the peasants under their protection.

The seeming normality of Ingrid and her daughter has allowed them to leave the castle, but neither has ever journeyed far. Five years ago, Margritte discovered the diary of Dagmar, her great, great, grandfather, and so learned of the existence of the warpstone. Wasting no time she removed it from its resting place and began to experiment with it. Following the notes in Dagmar's diary she has taught herself necromancy and she is now rapidly approaching the time when she hopes to create the supreme undead creature. But Chaos works in strange ways and a freak storm scattered ground Chaos dust over all the barony, turning it into one of the vilest places in the Known World outside of the Chaos Wastes.

Meanwhile, the family's Imperial connections have allowed them to avoid any problems with the Imperial administration: the Barony of Wittgenstein is considered to be a poor area where no one goes without good reason.

the Barony of Wittgenstein

Refer to Map 16

Once the characters have acquired the remnants of Dagmar's journal from the ruined observatory, they are likely to head for Castle Wittgenstein and the village of Wittgendorf.

The Barony of Wittgenstein was once rich and fertile, famous for its fine wines and bumper grain harvests. However, in the years following Dagmar's return to the castle with the warpstone, the land lost its vigour. Fewer grapes grew on the vines and grain yields declined dramatically. The peasants accepted this change in their fortunes with fortitude and survived as best they could. But over the last few years, things have gone from bad to worse. The warpstone which for so long had lain sealed in a lead-lined box under the castle, was rediscovered by Margritte Wittgenstein, the insane daughter of Baronette Ingrid, and she began to experiment with its powers. One night, a sudden storm sprang up over the castle. The wind wrestled with the shutters of the tower where Lady Margritte was working, and succeeded in blowing them open. It swept into the room and gathered up large quantities of ground, warpstone dust which it then carried over the barony to pollute the land and all living things.

The effects were almost immediate. Crops died or mutated in the fields, and mutant births increased dramatically. Many peasants died over the following winter, and many more went to the castle begging for aid. Of these, most returned empty handed, but some entered the castle's forbidding gates never to be seen again.

The remaining peasants continue to eke out a meagre, half-starved existence from the dust of their fields. Their lives have never been easy and now they have to cope with the chaotic changes wrought by the warpstone dust and the cruelties inflicted on them daily by the Wittgensteins.

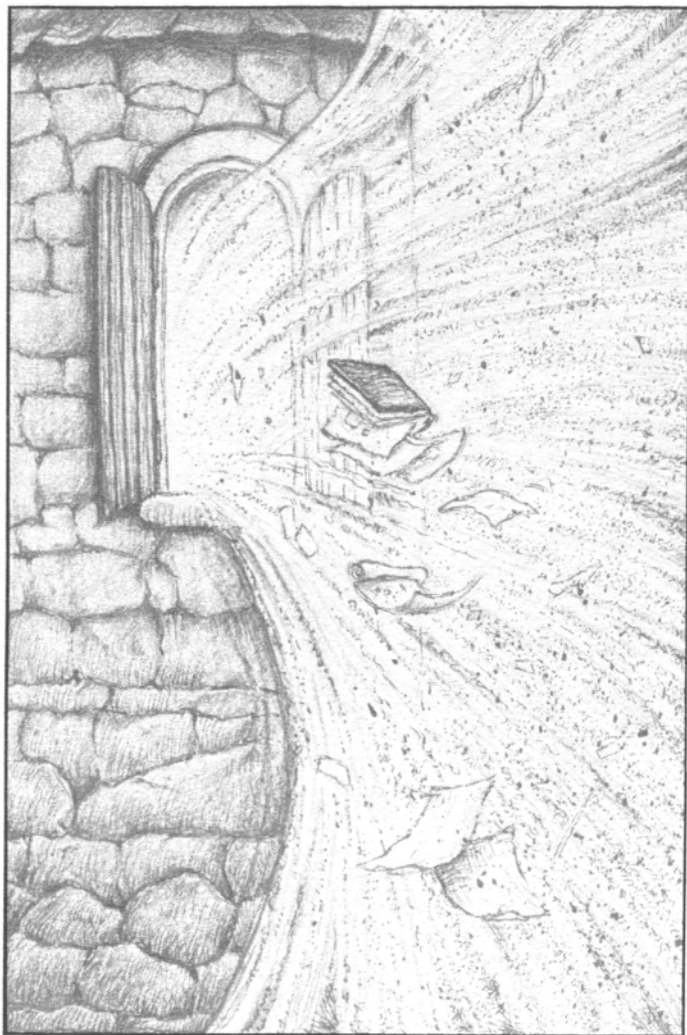
Since the warpstone was first brought to the castle, the Barony of Wittgenstein has been avoided by all those who could. With the reduction in crop production, there was no grain to sell and traders stopped calling at the village. As the warpstone slowly affected the Wittgensteins, their reputation for tyranny spread, discouraging visitors even more. Recently, bodies have been fished out of the Reik north of Castle Wittgenstein, bodies which bear strange mutations, as well as signs of torture and amputation. Now all riverfolk give the castle as wide a berth as possible.

The Village

The village of Wittgendorf lies one mile from Castle Wittgenstein on the west bank of the Reik. It was once a thriving small town, but the arrival of the warpstone brought a dramatic decline in its fortunes. The lay-out of the village is shown in Map 17.

The Forest

The atmosphere in the surrounding forest is oppressive; the characters will see giant, bloated butterflies and moths flit between the trees, and large grubs crawling over the forest floor. They will



constantly hear unnerving sounds coming from all around them; the cry of unknown creatures fills the air but none of these creatures ever come into view. Instead, vague shadows are seen from out of the corners of the characters' eyes.

At night, the creatures of the forest come out to hunt and the adventurers are likely to run into bands of mutants and beastmen who thrive in this area. None of the villagers ever enter the forest at night, and all warn against it. If the adventurers do venture into the forest after dark, refer to *Night in the Forest*.

Wittgendorf - Map 17

The wharf (location 1) is rarely used these days, for river traffic avoids the village and its sinister castle whenever possible. Road traffic is almost non-existent; few are brave or foolhardy enough to travel through the dark woods surrounding the village. Anyone travelling from Kemperbad to Nuln does so either by river or uses the road on the eastern bank of the river.

Although still inhabited, Wittgendorf has the appearance of a ghost town. The streets are choked with debris and vegetation, and many of the buildings are in ruins. Half-starved dogs and humans roam the streets looking for food, frequently attacking each other when there is no dead "food" to be found. The population now comprises some 30 beggars, about the same number of depressed and lethargic peasants and farm-workers, plus a dozen or so degenerates who have taken to cannibalism. The latter have their lair at the disused temple to Sigmar (location 4). The few villagers with any spirit left have either fled to Kemperbad or Nuln, formed a band of outlaws in the woods, or have been carried off to the castle to participate in one of Lady Margritte's insane experiments. All of the villagers, with the exception of the village physician Jean Rousseaux, live in fear of the castle and its inhabitants.

The locals' attitude

When the adventurers arrive, the locals will be very suspicious of them, fearing that anyone interfering in the village will only bring the wrath of the Wittgensteins down upon them. Most of the villagers know of the outlaws in the forest and support them, but they will not inform the adventurers of their existence until after the adventurers have shown they are capable of helping. If asked about the Castle and its inhabitants, however, they may warn the adventurers to stay away for their own good. You should also bear in mind that the adventurers' chances of successfully completing this adventure will be greatly increased if they have thoroughly explored both the Physician's house (location 5) and the Temple of Sigmar (location 4).

Ghoulish habits

The changes wrought by the warp storm were nothing if not horrific, and some of the villagers, their minds unsettled by the dust's affects, have taken to eating corpses from the graveyard in order to survive. These villagers now live in the abandoned temple of Sigmar (location 4) and move around the town via secret passages dug underneath it. So far they have not preyed on the living, but they are running short of corpses, and are preparing to kill and devour the villagers.

ARRIVING IN WITTGENDORF

1. The Wharf

Characters arriving by river will have to tie their boat at the town's wharf as there is nowhere else to moor a vessel along this rocky stretch of the river. The wharf is a rotten, ramshackle affair,

cluttered with old ropes, capstans, anchors, fishing nets and other river refuse. The old ferry house is now used only by some of the town's beggars and consequently smells of "rotgut" liquor and vomit. From the wharf, a winding trackway leads up the embankment to the village.

When the adventurers arrive, unless they are very cautious, they are surrounded by groups of beggars limping out of the boathouse or hobbling down the embankment path to gather around the boat. The beggars thrust out their grimy hands and plead for money or food. If given either they immediately begin to fight amongst themselves, only stopping if driven off or when one of them escapes with the alms. The beggars will continue to hassle the adventurers throughout their stay in the village. At any time the adventurers will find themselves followed by 2D6 beggars.

THE BEGGARS OF WITTGENDORF



These 30 people were once the proud townsfolk of the village and its outlying farms. The effects of the warpstone have robbed them of their livelihoods and many have been both mentally and physically damaged by drinking Jean Rousseaux's home-distilled spirit (see *Rotgut*). Physical debilities include withered limbs, amputated limbs (where mutated limbs have been hacked off to hide the tell-tale signs of mutation), facial deformities such as no nose or eyes, overlong teeth and so on. Their

appearance is uniformly repulsive: all have open, running sores and their breath smells of stale alcohol. Their filthy rags are crawling with lice and there is a 25% chance that any character within 1 foot of one of them will become infested. This increases to 75% should a character actually touch a beggar. Lice-ridden characters are afflicted with severe itching (a penalty of -10 to *Initiative* and *Dexterity* and -20 to their *Fellowship* scores).

The beggars continually follow the characters around, unless the adventurers are firm with them. If attacked, the beggars flee from the characters only to return later. Successive beatings keep them at a respectful distance. However, should a beggar be killed by the adventurers, the beggars will summon up their courage and attack the 'strangers' in a group. Talking to the beggars brings demands for money accompanied by insane ramblings, but never any useful information.

The beggars are sold rotgut liquor by Kurt Kutzmann, servant to Jean Rousseaux, the village physician and bootlegger. Unknown to anyone other than Lady Margritte, the rotgut contains powdered warpstone which exacerbates the beggars' condition. Even Rousseaux believes the powder to be a rare medicinal chemical. When they are not following the characters around, the beggars can be found lying in doorways drinking from dirty blue bottles.

Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	30	35	3	2	5	26	1	24	26	20	24	24	22

Skills

None. These people have been brought so low by their condition that they have no useful skills.

Possessions

Assorted crutches, trolleys, rags and so on; lots of lice.



guards. Lady Margritte stares coldly at the adventurers before returning to the castle with her prize.

If the adventurers intervene, they will have to deal with the six guards (see p63 for details). Note that, because of the foul stench which they exude, anyone within 2 yards of a guard must make a T test or fight at -10 to WS. Lady Margritte (see p 82 for details) will use her spells to aid the guards, but flees rather than risk her life. The villagers and beggars will panic and get in the way of the fighting adventurers, (reducing all I scores by 10, and allowing any guards who wish to flee to do so).

B) The Dog and Bone Man

While walking through the village the adventurers see a beggar and a dog fighting over a bone. Unless they aid him, the beggar will be slain after three rounds and the dog will flee into the woods with its prize. A few rounds later more dogs and beggars will arrive to fight over the man's body. This time the beggars will drive off the half-starved dogs and carry the body to the boathouse, where they will cook and eat it.

If the adventurers rescue the beggar, he will be most grateful and thank them profusely. He will hug the nearest character (be sure to check for the character becoming lice-ridden) and then pick up the dog and make his way into the nearest building. He will be followed into the building by another six beggars, and between them the beggars cook and eat the dog. The players can get no useful information from the beggars, but may be offered a few scraps of meat!

Events

During the character's stay in the village they will be witness to and become involved in many strange events. These events occur at specific times during the adventurers' investigations as noted in the following descriptions. The course of some events depends on the actions of the characters and several possibilities have been included. These events should be used whenever appropriate.

ARRIVAL

a) The pale lady

This event occurs as the adventurers reach the top of the cliff track leading from the wharf. A beautiful young woman dressed in dark blue sits upon a white horse surrounded by six armed guards. The guards bear the Wittgenstein family crest on their shields and wear full face helmets with sleeved mail shirts. The young woman is Lady Margritte and she is supervising the abduction of yet another villager.

Characters who make a successful **Int** test will spot the undoubted family likeness between the woman and the subjects of the portraits in the ruined observatory's study.

The guards and horsewoman are surrounded by a group of beggars and slack-jawed villagers. One beggar lies on the ground, with blood pumping from the severed stump of his arm. Struggling vainly amongst the guards is a young man. Upon seeing the adventurer he cries for aid, but is quickly beaten senseless by the



c) The Watcher

If the adventurers do any exploring of the village, they become aware, on making a successful **Int** test (+ 10 for *Sixth Sense*) that they are being watched by a comparatively smartly dressed character. This is Jean Rousseaux, the village physician, who is concerned to keep an eye on the "newcomers". If approached, he will introduce himself, welcome them to the village and apologise for not coming to meet them earlier. Explaining that he is very busy at the moment, "alleviating the suffering of these poor creatures", he asks the adventurers to call on him at home the next day (see page 53), and then departs.

Day 2

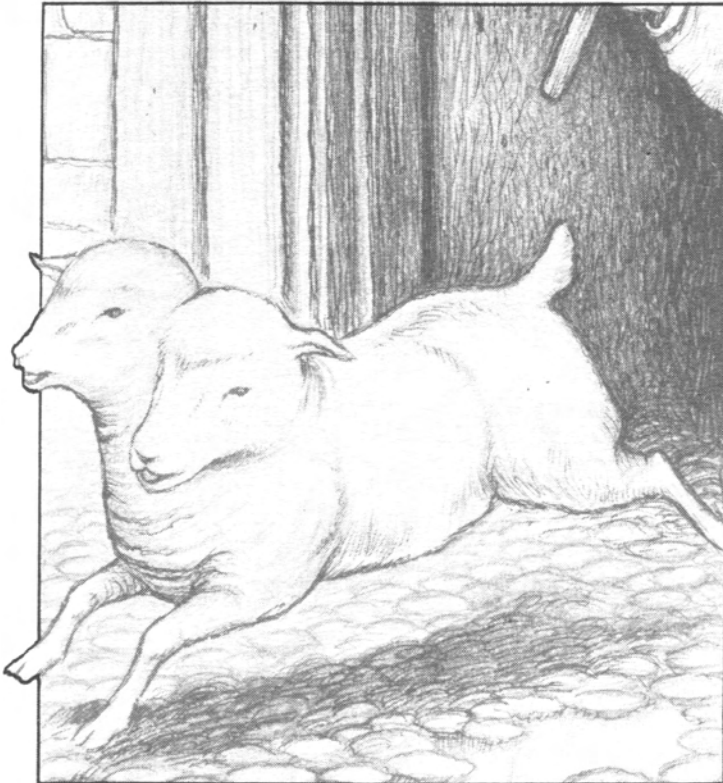
a) The Child In Need

The adventurers are approached by Emrer, a desperate young woman holding a baby wrapped in a blanket. She begs them to help her baby daughter who is dying. The village's physician has been worse than useless - all Jean Rousseaux gave her was some of his terrible rotgut which only made the baby's condition worse. Her baby refuses to eat and has a terrible green pallor to her skin. To make matters worse, Emrer's husband was the young man taken to the castle by Lady Margritte shortly after the adventurers arrived (see *The Pale Lady*, above).

If the adventurers agree to help, Emrer will hand her daughter over. Any character looking under the blanket must make a successful *Cool* test or gain 1D4 insanity points, for the young baby is turning into a spider. Eight hairy legs sprout from its body which is covered in a green fur. There is nothing the adventurers can do, as this mutant will not survive the effects of the warpstone and will be dead by the morning.

b) The Two headed Sheep

The characters see a two-headed sheep being chased through the village by a group of eight beggars, hobbling on crutches and propelling themselves in varieties of wheeled carts and trolleys.



The sheep is one of many mutant creatures which live around here and is harmless. It will escape the beggars and flee into the woods.

c) The Impounding

The evening following the adventurers' arrival, a force of 20 guards led by Kratz, the Sergeant of the Guard (see p 63 for details), ride down to the wharf. While 8 guards board the adventurers' vessel, the other 12 cover the characters with their crossbows. Kratz, in his own inimitable fashion, orders the adventurers to leave their boat. "Get off this boat, you scum. Get your filthy carcasses onto this wharf or you'll end up feeding the crows." If asked, Kratz will explain. "This boat has been impounded because you didn't call at the castle to pay your toll and to pay for the use of this splendid wharf." At this wonderful witticism a few of the guards laugh uproariously. "So, if you'll just move along, no one will get hurt. Of course, we could always feed you to the beggars if your prefer." The beggars will look excited at this and take an eager step forwards.

Kratz is lying about the mooring fee and consequently will not listen to any excuses. The characters have little choice other than to comply. Refusal will see them forcibly evicted by the guards.

The boat will be taken through the castle's water-gate (page 62) and tied up at the wharf there.

Day 3

a) Three Pints and Three Straws

The next time that the adventurers visit the inn (location 2), three castle guards enter and head for the bar. While the guards look around at the occupants, the locals cower in their seats and act subservient. The guards want to find out about the outlaws who have been attacking their patrols. They order three drinks and stare around menacingly. They do not remove their helmets to drink, but each one produces a straw instead.

Anyone who attempts to leave will be roughly told "Stay where you are!" The guards start off by threatening all present and then asking where the outlaws are hiding. None of the locals says anything, which angers the guards and one of them swings a blow at the oldest local, causing blood to run from the old man's face. The guards again ask for information and again none is given. They then drag the old man outside. "If none of you are going to talk, the fate of this old man may encourage you to be more helpful." Unless stopped, the guards hang the old man from a tree and then cut his wrists. None of the villagers do anything to help.

This scene is repeated with a different villager each day until the adventurers intervene.

If the adventurers attack at any time, the guards defend themselves, but seek to escape once the adventurers incapacitate one of their number (see p 63 for the guards' profiles etc.). Should the adventurers help the old man or another villager, the villagers become a lot more friendly and Hilda, a young woman (see below) offers to lead them to the outlaw camp. Staying in the village would be a bad mistake, for 12 guards led by Kratz will arrive after 2 hours and conduct a thorough house-to-house search for the adventurers.

b) The Outlaws' Spy

After any fight with the castle guards the adventurers are approached by Hilda, a young woman who acts as the outlaws' spy in the village (see p 58). Realising that the adventurers are now likely to be hunted down by the guards, she offers to lead them to the outlaw camp (see p 56).

fixed locations

2. The Shooting Star Inn

The Shooting Star was once a thriving inn, but its occupants now rarely number more than the landlord and a handful of locals. These have so far been only marginally affected by the warp dust. Both the landlord, Herbert Marcuse, and the locals avoid talking to the characters if possible, but respond to direct questions regarding the village and its surroundings. They can give directions to the ruined temple of Sigmar (location 4) and the physician's house (location 5). They refuse to talk about the castle; whenever it is mentioned they suddenly find something greatly interesting elsewhere like a glass that needs polishing or a fascinating piece of dirt on the edge of a table.

The inn has rooms available if the adventurers wish to stay here. The bedding is mouldy but is otherwise clean. Herbert will explain that they are the first visitors to arrive in 3 years. There are ample supplies of beer, but very little food. Herbert will stretch his meagre supplies as far as possible to feed any guests. He has a supply of chickens in the back yard, but these all have two heads and three legs. When cooked they look very strange, as do the vegetables which have an unnatural colour to them.



3. The mill

The windmill is where Hilda and her grandfather Hans live. The mill is in good working order, as Hans works hard to maintain it (he even has a secret cache of flour stored in the cellar). If the adventurers call here they will not be made welcome, as both Hans and Hilda are afraid that it will attract the attention of the guards.

4. The Temple of Sigmar - Map 18

The temple of Sigmar was abandoned when the priest was mysteriously killed six months ago. Since then the temple has been taken over by the villagers with ghoulish appetites. Enquiring around the village about the temple and its priest will meet with silence, or muttered excuses about "some pressing business". Only Rousseaux will answer direct enquiries, explaining that the priest was killed in a freak accident when a decorative spike was blown off the temple roof during a sudden storm and skewered him as he ran for shelter.

The temple contains much information which should help the players to understand what is going on in the Barony. You should do your best to intrigue them and encourage them to explore the temple thoroughly.

HERBERT MARCUSE - human, Male, Inn-keeper



Herbert has been landlord here for 20 years. His family perished shortly after the warp storm and he now runs the inn on his own. He is very guarded about events in the village, preferring not to get involved if possible. Herbert is depressed all of the time and shows it.

He is aware of the ghoulish tendencies of some of the villagers but will say nothing of it. He will be horrified to discover that the ghouls have broken through into his cellar!

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

Age: 39

Alignment: Neutral

Skills

Brewing; Consume Alcohol; Evaluate; Read/Write

Possessions

A cloth for polishing glasses (his favourite pastime); a pick-axe handle (club) hidden under the bar.

The locals

There are usually 2D6 locals in the inn at any time. They avoid conversations with the adventurers and are generally uncommunicative, spending all their time staring into space or at the table. Use the *Yokel* profile from TEW if one is needed.

Entering the Temple

During the day, there will be no sign of any of the 'ghouls' in any of the areas above ground. Underground, however, there is a 25% chance per turn spent in the crypts, mausoleum, or tunnels, of encountering 1D4 + 1 'ghouls'. At night, this chance increases to 40%, and there is also a 25% chance of running into 1D4 + 1 creatures in those areas of the temple which are not described as "avoided by the 'ghouls'."

a. foyer

This antechamber contains only a broken wooden offertory stand, from which the silver alms tray has been stolen. Frescoes on all four walls depict famous scenes from the Legend of Sigmar (cf the illustrations in **TEW**, pp10-12).

b. Temple

This area is avoided by the ghouls, who cannot stand the aura of this consecrated room (the temple is built on an ancient and holy site). A large altar stands on a raised dais in the south-eastern end of the temple (facing Caraz-a-Carak), and behind it is a skilfully carved statue of Sigmar. The god's right hand is raised as though in blessing, but is in fact a cleverly concealed lever. If the arm is lowered, the altar will silently descend through the floor into the crypt below. It can be raised by raising the arm. In the far corners of the dais are two magical lanterns on stands. These cannot be extinguished unless removed from the temple, in which case they cannot be relit until returned.

the ghoulish villagers



Driven insane by the effects of the warp storm these villagers have turned to eating corpses in order to survive. They live in the abandoned temple of Sigmar and have a system of passages linking it to the village.

The ghoulish villagers are so dirty and dishevelled, that there is little to distinguish them from the beggars. They prefer a nocturnal existence, however, and use their passages to move around the village during the day. Having devoured the majority

of the corpses in the crypt and graveyard, they are now planning to capture and feed on their fellow villagers - starting with the occupants of the Shooting Star (location 2, above).

Their humanity is gradually being eroded by their bestial existence, although they have consumed very little rotgut and are comparatively unaffected physically. They are, however, ashamed of their cannibalism and will attempt to kill any outsider who discovers their secret.

When the adventurers are first seen by any of these creatures in the temple, they will be mistaken for emissaries from the castle. The 'ghouls' will not attack, but will initiate conversation by protesting that they "cannot spare any more food" (by which, of course, they mean corpses). If and when it becomes clear that the PCs have no connection with the castle, the 'ghouls' can be persuaded (by a successful **Fel** test), to explain that Lady Margritte has mounted a number of expeditions to remove bodies from the graveyard and mausoleum. "She keeps taking our food... er... as well," one of them will add.

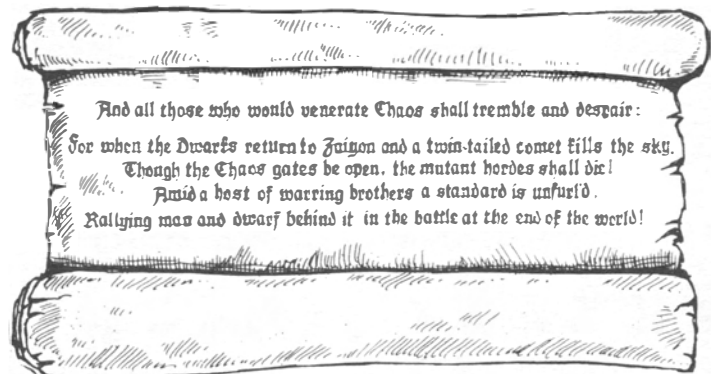
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	5	30	1	30	10	22	40	40	10

Skills: None

Possessions: The 'ghouls' are dressed only in rags and armed with an assortment of clubs and bones.

The magnificent vaulted ceiling is decorated with an elaborate script in the *Classical Secret Language*. Any character who has the skill to read this must make an **Int** test to understand it. The inscription is a kind of short-hand version of the temple's history. It tells how it was founded on the site of one of Sigmar's legendary battles, during the reign of Boris II (characters with the *History* skill may read about Boris the Incompetent in **TEW**, p11). It eulogises the role played by a Templar called Siegfried von Kesselring, who apparently defended the newly built temple against an assault of Beastmen led by a Warrior of Chaos. With the aid of Barrakul, his magical sword, he was able to hold off the assault until reinforcements arrived, but was fatally wounded in the process. He was buried together with his sword, in the temple's crypt by the Grand Theogonist himself.

There is a large key (to area d - below) on the altar, and next to it is a leather-bound book lying open at the section which describes the Legend of Sigmar (you should paraphrase the legend from **TEW**, pp9-10, in suitably grandiloquent terms). Any character who examines this, will notice that the book is resting on an ancient piece of parchment. The parchment is written in the *Magickal Arcane Language*, and describes part of the legend that foretells Sigmar's return to save The Empire in its hour of direst need (give *Handout 14* to the player who discovers it:



If the player reads this out with anything other than scorn or derision, his or her character will receive a blessing. The lanterns will dim and then flare up brightly, and the statue's eyes will seem to glitter with intelligence and life. The character will hear a voice which says, "That hour is fast approaching. Will you be ready?"

If the character does not reply, or replies in the negative, the vision will fade. Otherwise, the voice continues, "I shall give you a sign. Go now, and find the source of the chaos which warps my lands." The lanterns dim and flare again, leaving the statue looking normal. The character involved will be healed of any and all wounds, and will gain a +10 bonus on all *Fear* tests for the next 24 hours.

The blessing may be received *once only* by all characters who read the scroll (or who are told what to say), provided that the incantation is repeated with sincerity. Those who mock will never receive the blessing.

c. Priest's Room

This room was once simply furnished with a plain cot, a chest for clothing and so on, and a shelf bearing a few religious items (prayer beads etc.). It is now a complete mess. The 'ghouls' have turned everything upside down, and apparently tried to set fire to it, but without success (a mysterious gale smashed the window and thwarted all their efforts).

d. Room of Records

This room is *magically locked* and may only be smashed open (T 5; D 15), or unlocked with the key from the altar (see area b - above). The 'ghouls' started hacking at the door but gave up before inflicting any serious damage.

Once inside, it is obvious that this room was both the temple library and priest's study. There is a large writing desk with equipment for illuminating manuscripts, and shelf after shelf of scrolls and books, which do not appear to be stored in any particular order. Here are stored all Wittgendorf's records: on harvests, births, deaths, marriages, and so on. Characters who can *Read* will turn up one of the following clues for each hour spent searching these records (Clerics and/or Initiates of Sigmar take only half as long):

- Until about 100 years ago, the area produced crops in abundance and was famous for its fine wines.
- The brother of the Baron at this time was renowned as an astronomer (and suspected of researching into sorcery). This Dagmar von Wittgenstein disappeared for a while on an expedition into the Barren Hills. He returned alone, bearing a large, lead-lined crate.
- The following harvest was a disaster. The crops failed completely and the wine from even the finest vineyards turned sour. With each succeeding year, things got worse. Peasants began to leave the area, while those that stayed slowly starved.
- Two years ago, a terrible and unnatural storm raged over the castle. There was no rain, just a howling wind, and lightning flashes which seemed to leap from the castle to the sky. This was followed by a week of "black rain".
- From that time on, the few crops that grew were twisted and discoloured, even the grass and the trees became warped and sickly. The animals and people also began to develop mutations. There are reports of two-headed cattle, green sheep, and all manner of diseases among the peasants.

There are no entries anywhere dated later than six months ago.

e. Kitchen & Stores

Plainly furnished with all the sorts of things that might be found in any Reikland kitchen, this room is now filthy. The cupboards have all been ransacked and the crockery smashed. If no 'ghouls' are encountered in here, the adventurers will disturb a group of rats chewing on a pile of bones in one corner. The rats are not aggressive and can easily be frightened away. Characters with any sort of medical background (e.g. Herbalists, Physician's Apprentices, etc) may make an *Int* test to identify the bones as human.

f. Receiving Room

This is the room where corpses were prepared for burial. It too, is now a filthy mess. There is a large table in the middle of the room and various ceremonial cleaning bowls and robes lie smashed and torn about the floor. There is nothing of value to be found.

g. Crypts

The crypts are dank, dark, and dismal. Human characters will need a light source to be able to see anything. All the various niches (except one - see below) which once held the corpses of notable local members of the cult (former priests and so on), have been smashed open and the occupants removed by the 'ghouls'. Well gnawed bones litter the floor, and a tunnel has recently been dug behind one burial spot (see *Map 18*). This leads to the network of tunnels beneath the village.



The only unopened niche bears a plaque which is still clearly labelled in spite of its age - "Here lies the body of Siegfried von Kesselring, loyal servante of Sigmar. An honoured Templar and man of courage. May his soul find everlasting peace."

Characters who have received Sigmar's blessing in the temple (area b - above) will see this inscription glow. Opening the niche will reveal the skeleton of a knight dressed in rusted (and useless) plate armour. On his breast, however, is a shining longsword, sheathed in a gem-encrusted scabbard which, although made of leather seems remarkably intact. Anyone attempting to draw the sword must make a *WP* test to do so. If successful, this character may draw and wield the sword, otherwise they will never be able to draw it. The sword is in perfect condition - keen-edged and shiny. Its name "Barrakul" (meaning 'Hope of the Mountains') is written in Dwarven runes along its blade. When wielded in combat, however, the blade will seem to shimmer - one second it is visible the next it is not - and only the runes can be clearly seen, glowing with a red light. The sword is a warpblade and non-magical armour is useless against it (all armour and shield protection is discounted when calculating damage caused by this sword). However, being a Dwarven blade, the wielder has a penalty of -20 to *WS*, and -2 to damage when attacking Dwarfs.

h. Graveyard and Mausoleum

The passage from the crypts rises gently and eventually ends in a flight of steps leading up to a wooden door. Beyond the door is the mausoleum where local notables of Wittgendorf were interred. Their ornate sarcophagi have all been opened, however, and the corpses removed.



Outside, the graveyard is overlaid with a perpetual mist that never clears, even during the day. The vast majority of the graves have been dug up and the bodies removed. Most of these have been eaten by the 'ghouls', but some have been taken by Lady Margritte for her animation experiments.

5. The physician's house - map 19

The relationship between Rousseaux and Lady Margritte is the key to dealing successfully with the village. The physician does his best to appear as a well-meaning, selfless benefactor to the afflicted peasants, but the truth is somewhat different. To learn this truth, the PCs will need not only to talk to Rousseaux, but also to search his house and cellar. The physician, meanwhile, having reported to the Castle, will try to arrange a dinner party at which they can meet Lady Margritte. The dishes will, however, be drugged...

The house is well maintained, one of the few without visible signs of decay. Rousseaux lives here with his housekeeper, Frau Blucher, and his imbecilic assistant, Kurt Kutzmann. Characters watching the house will see beggars entering the yard (location 5i) throughout the day. The beggars can be seen leaving again after a few minutes clutching blue bottles full of rotgut.

Arriving at the house, the adventurers will be met by Frau Blucher, the physician's housekeeper. She is a diminutive elderly woman, who suffers from short-sightedness and is also somewhat hard of hearing. She will peer at the characters quizzically, apparently ignoring all but the loudest of remarks, before showing them into the Surgery (area c) to see Jean Rousseaux, if attacked or threatened, Frau Blucher will faint in fright.

a. The hallway

There is a wooden bench against one wall for the use of those patients who cannot stand unaided. Visitors and patients will be requested to leave their cloaks or coats here.

b. Dining Room and kitchen

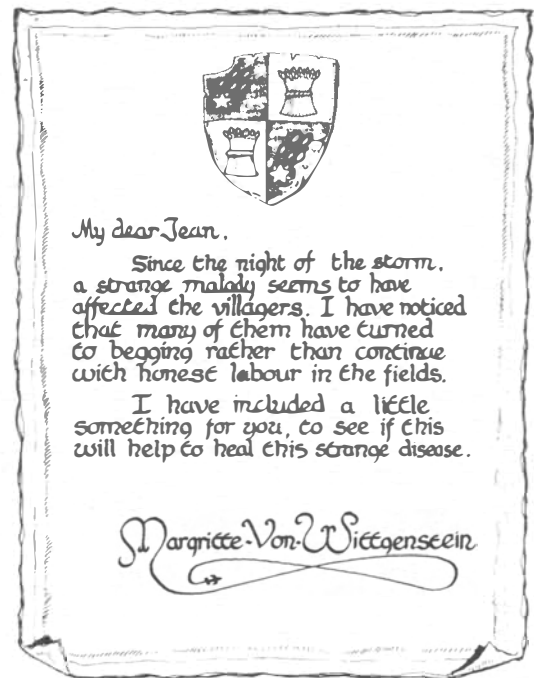
These two rooms are where Frau Blucher spends most of her time when she is not cleaning the house. There is nothing unusual about either of the rooms. The kitchen cupboards are mostly empty apart from a stale loaf and a few meagre supplies.

c. SURGERY

This is where Frau Blucher will show the characters in to see Jean Rousseaux. On their first visit, Rousseaux will be busy in his cellar and will not enter for 5 minutes. During this time the adventurers will be left to their own devices.

Rousseaux sees his patients in here and it has been decorated so as to inspire confidence in his clients. The office is equipped with a desk, four chairs, a couch, a wall cupboard and a bench. A skeleton hangs suspended from an iron frame in one corner of the room.

On the desk are a quill, ink, sand and parchment. The door to the desk is not locked, and contains a letter from Lady Margritte (*Handout 11*).



Hanging on the wall behind the desk is a framed parchment declaring Jean Rousseaux to be a graduate of Quenelles University's Department of Physicians. This is a fake, but there is nothing about the parchment to indicate this.

The cupboard is unlocked and contains numerous bottles of coloured water and various coloured bottles of sand. There is also an unmarked, blue glass bottle of rotgut (see p56) in here, and a pottery jar with 5 Chaos Leeches (see below). On a bench next to the cupboard are a selection of surgical implements and various diagnostic aids.

Chaos Leeches: These leeches have been affected by the warpstone and are now brightly coloured. They have developed strong jaws and human-like faces. If forced to fight, Rousseaux will

throw the jar of leeches at the characters, hitting anyone in a 2-yard radius. If his throw is successful, 1D4 + 1 leeches hit and begin to burrow into the character's skin. They do no damage until the second and consecutive rounds when they automatically inflict 1 point of damage. The leeches can be removed by burning or can be dug out with a dagger. Digging or burning out the leeches inflicts normal wound damage unless performed by a character with *Surgery* skill.

d. Study

Rousseaux uses this room both as a study and a living room. Any guests he has will be entertained here. If the adventurers are polite to him and make a successful *Fel* test, Rousseaux will invite them in here for a drop of Bretonnian brandy. If asked about the brandy, he will claim he brought it with him (anyone with *Read/Write* who examines the bottle and succeeds in an *Int* test will realise that the brandy is only 1 year old). If pressed about this, Rousseaux will confess that it was a gift from Lady Margritte von Wittgenstein.

The study contains a locked bureau (CR 10%), a settee and three easy chairs. Since this room is directly underneath Rousseaux's bedroom, be sure to make a *Listen* test for the physician if the characters break in here at night and force the bureau. If he hears any noise in here, Rousseaux will come to investigate. Inside the bureau are various writing materials and a book with Rousseaux's notes on the effects of the warpstone (*Handout 12*). There is also a half written letter to Lady Margritte (*Handout 13*), and a locked cash-box (CR 25%) containing a signet ring (bearing the von Wittgenstein crest, value - 100GC), 343 GCs, 24/12.

Since adding the dust to the cure-all, the patients have shown new signs of life and energy; the lethargy which affected them previously has ended.

A few patients have since died but I believe it to be having a beneficial effect on the others, particularly the more advanced cases.

The initial problem seems to have dissipated but I fear that the worse will befall should I stop supplying them with treatment.

Jean Rousseaux - human, male, Charlatan



Jean Rousseaux is originally from Bretonnia. After starting a career as a Physician's Apprentice, he decided he could make more money as a Charlatan and journeyed across The Empire before settling in Wittgendorf ten years ago. He set himself up as the village physician, selling the villagers ineffective but addictive concoctions (rotgut) as a cure for their ailments. By using the skills he learnt as a student he has been able to heal minor ailments and avert suspicion from his activities.

Following the warp dust's effects on the village, Rousseaux ceased to use his healing skills and now just uses Kurt to sell or give away his rotgut booze to the peasants. He is in love with Lady Margritte and carries out her every desire. She has been supplying him with powdered warpstone which he has been adding to the rotgut. He has been monitoring the effects and passing them onto Lady Margritte, but he is unaware that it is warpstone and would be greatly shocked if he knew.

Following the food shortage in the wake of the warp storm, Rousseaux has taken to eating corpses. He has one in his cellar, but if it is discovered Rousseaux will claim it is there for purely scientific interest.

Rousseaux has himself been affected by the warpstone: daily contact has caused his skin to flake and he has taken to plastering his face with white powder to hide the unsightly flaking. If seen at night, without his make-up, Rousseaux is a hideous sight: any character seeing his face must make a successful *Cl* test or gain 1 insanity point. He is overweight and his clothing is not

only slightly too small, but also covered in the snuff powder which he inhales almost constantly. In his capacity as Lady Margritte's spy in the village, Rousseaux takes a keen interest in the adventurers when they arrive. He will be friendly if approached, and claim that the beggars are the inevitable results of inbreeding in such an isolated community. He helps them as best he can, but even his powers are helpless here. He speaks highly of the von Wittgenstein family and will try to arrange a dinner date at his house so the adventurers can meet Lady Margritte (see p82). If the PCs show any interest in the Castle or the Wittgensteins, he will suggest that they come to dinner on the following evening when they can meet Lady Margritte for themselves.

He does not mention the source of the beggar's rotgut, but will not deny his activities if presented with evidence. "I do all I can to help, it alleviates their suffering and makes their lives more peaceful." If the PCs take issue with this, he will haughtily point out that as a graduate of Bretonnia's finest medical academies he ought to know what is best for his patients.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	40	40	3	4	9	47	1	42	48	66	48	36	60

Age: 42

Alignment: Insane

Skills

Blather; Charm; Cure Disease; Evaluate; Heal Wounds; Manufacture Poisons; Palm Object; Public Speaking; Read/Write; Scroll Lore; Secret Language - Classical; Specialist Weapon - Fencing Sword; Wit

Possessions

Rapier (I + 20; D -1); Box of snuff; Medical bag; Medicines (bottles of coloured liquid and jars of ineffective powders); Liquor Still; 43GC; A gold pocket watch (value - 45GC)

My dearest M,

The dust you gave me seems to have worked wonders on the villagers. My previous concoctions alleviated their suffering but your miracle-dust is imbuing great life into them. I marvel at your abilities in the field of medicine and look forward to you visiting me again. I hope that next time our conversation will not be so abruptly curtailed and you can share a nightcap with a fellow practitioner. Indeed, my life seems dull without your presence and my lips still glow with the warmth of your hand.

If you could only find it in your heart to visit me again soon!

The bookcase contains various medical treatises from Rousseaux's student days and conceals the entrance to the cellar. A successful *Search* test will reveal a catch which, when pressed, causes the bookcase to swing open revealing a flight of steps leading down to the cellar. On opening the bookcase a stench of decay wafts up from the cellar.

e. Cellar

A flight of rickety wooden steps leads down into the murky cellar. It is here that Rousseaux mixes the warpstone with the other ingredients for the rotgut. The strong stench of decay comes from a buzzing mass of blackness lying on a bench against the far wall. Across the room is a table with several phials and bottles upon it. A locked wooden door (CR 10%) leads to the ghoulish tunnels under the village.

If the characters move towards the buzzing black mass, hundreds of flies swarm into air revealing a decaying human body. The flies are harmless and will settle back onto the corpse after a few minutes. The decaying body once had four arms but these have been sawn off; the bones and a surgical saw can be found in a bucket under the bench. Rousseaux has a taste for human flesh and has arranged for the ghouls to bring him bodies from the graveyard.

On the table are a set of scales, a pipette and assorted vials of coloured water and sand. There is also a gallon jar of rotgut, a length of rubber tubing, a funnel, and a stock of empty blue bottles.

One of the vials contains a small amount of black dust which is in fact powdered warpstone. If the top is opened, the dust swirls around and congeals into a pulsating blob of black with vaguely human features. If the top is not firmly closed the black blob suddenly leaps out to land on the corpse, sending hundreds of flies buzzing into the air. When the flies settle, the characters see that the corpse is now sitting upright and dark slimy tentacles are sprouting from its body. The tendrils strike at any character within 2 yards (WS 33; S 3). If unmolested, the corpse ignores the characters and breaks through the door leading to the ghoulish tunnels. Should the characters follow it will lead them to the exit in the graveyard. From there it heads for the castle and enters through the secret entrance (see p60).

Instead of opening the bottle here, the adventurers may decide to take it with them and open it later. The dust will behave in a similar manner - animating any nearby corpse, whether human, monster or animal. Lacking a corpse, it will attempt to throttle the character opening the bottle, using two dark, evil-looking tendrils which rise out of the bottle. A successful *I* test allows the character to dodge out of the way, dropping the bottle in the process. Failing to dodge results in the character taking 1 S3 hit each round until dead. The tendrils may be pulled off by another character who makes a successful *S* test. If the warp tendrils are pulled off, or the bottle is dropped, the warp dust dissipates into the air and disappears.

f-h. Bedrooms

These rooms are where Rousseaux (f), Frau Blucher (g) and Kurt (h) sleep.

There is a miniature portrait of Lady Margritte over Rousseaux's bed. On his dressing table is a jar containing a white salve and another one containing white powder. Rousseaux uses these to treat his flaking skin.

i. Yard

The yard is surrounded by a five-foot-high wooden fence. During the day the gate is unlocked and beggars can be seen coming and going through it. At night it is locked (CR 10%).

j. Brew house

The brew house is a wooden building containing Rousseaux's still. During the day it is tended by Kurt Kutzmann (see below), at night it is locked (CR 10%). The shelves are lined with blue bottles containing rotgut, and numerous empty bottles are heaped in one corner. Anyone looking under the heap will find a trap-door leading to the ghouls' tunnels.

The still is made from old copper piping and is encrusted with filth. There is a dark brown mould around the tap, and on close inspection it will be noticed that there are tiny, writhing tendrils growing out of it. These are harmless unless they stay in contact with the skin for an hour or more, in which case the character's hands begin slowly to mutate into clubs (-20 to *Dex* score).

A bucket next to the still holds some thick, bubbling, purple sludge. This is fermenting, crushed, juniper berries, but you should describe it as though it were something potentially very dangerous to the adventurers.

There are no traces of warpstone here, apart from on the tap of the still since Rousseaux doesn't trust Kurt to handle his precious powder.

kurt kutzmann - human, male, servant



Kurt spends most of the day in here tending to the still and dispensing the rotgut to the peasants. His hands are covered with a brown stain and have begun to resemble clubs, his fingers being thick and stubby.

Kurt often drinks the rotgut himself and his mind has been so badly affected, that he is now completely deranged and speaks little sense. He can often be heard singing as he goes about his work. At night, Kurt locks up and goes to sleep in his room in

the house. He is fanatically loyal to Rousseaux and does anything he is ordered to.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	29	31	3	4	5	31	1	20	28	32	30	30	26

Age: 58

Skills

Consume Alcohol

Possessions

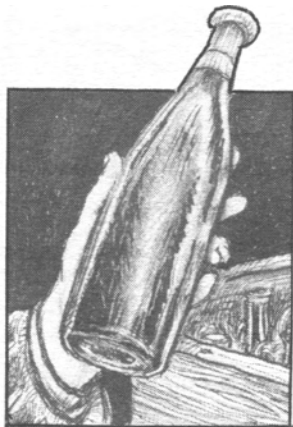
Leather Apron; Club; Money belt containing 30 pennies.

Rotgut Booze

This is made by Jean Rousseaux and contains warpstone suspended in a mixture of alcohol and juniper berries. He sells the mixture for 6 copper pennies a bottle. Characters drinking even a small amount will be stricken by painful stomach cramps for 5 minutes unless they succeed in making a T test. Characters who make this first test will be able to drink the rotgut without making any further T tests, other characters must make a test each time they drink it, until they successfully make one.

Characters who drink half a bottle or more will gain one or more mental disorders. Roll 1D20 and consult the table below. These disorders develop over a period of 1D6 + 1 days. See **WFRP**, p84 for explanations of these disorders, which can be cured in the normal way (see **WFRP**, p87).

Roll 1D20	Disorder
1-2	Alcoholism
3	Amnesia
4	Anorexia
5	Dementia
6	Depression
7	Frenzy
8	Gluttony
9	Heroic Idiocy
10	Introversion
11	Manic
12	Manic Depressive
13	Megalomania
14	Pathological Liar
15-19	Minor Disorders
20	Roll twice on this table, re-rolling further 20s.



Drinking a bottle or more of rotgut a day for a period of a week causes Chaos mutations to appear. If anyone is foolish enough to do so, use the table on page 35 of **The Enemy Within** or the table on page 216 of the rulebook, ignoring any mutations which are potentially beneficial. These mutations manifest themselves gradually over a period of 1D6 + 1 months. Characters who develop mutations will find it impossible to return to normal society without being completely ostracised, not to mention subject to numerous witch hunts.

a Dinner Date

This event occurs only if the adventurers agree to have dinner with Jean Rousseaux. Having invited the adventurers to call at his house at seven o'clock next evening, he will be keen for them to leave. Should the adventurers watch his house, they will see him go up to the castle shortly after they leave.

On the day of the dinner party, Lady Margritte's carriage arrives at Rousseaux's house at six o'clock. Accompanied by four guards, Lady Margritte enters the house and the carriage departs to return to the castle.

When the characters arrive, they are met in the hall by Frau Blucher and shown into the study where Jean Rousseaux and Lady Margritte are waiting. After introducing the adventurers to Lady Margritte, Rousseaux offers them brandy and cigars. Both chat politely avoiding talk of local conditions, except to comment that times are hard. After a short while, Frau Blucher shows them into the dining room where dinner is served. The food looks good and is wholesome. However, it is laced with 3 doses of *Oxleaf* (see **WFRP**, p82); characters have a base 15% chance of noticing this (modified by appropriate skills such as *Cook*, *Prepare Poisons*, etc.). If the food is eaten, have each character make three T tests to avoid

the effects. Characters who make all three are unaffected, making two results in *Drowsiness*, making one or none results in *Paralysis*.

Once the *Oxleaf* has taken effect, the guards (who have been waiting in the kitchen) will attempt to overpower the adventurers. If successful, the adventurers will be carried up to the castle and locked in the dungeon (see p84).

If the adventurers refuse to eat the food and get aggressive the guards will come to the aid of Lady Margritte and Rousseaux, and the former will attempt to flee back to the Castle at the first signs of trouble.

the outlaw camp

The outlaw camp lies just over a mile from the village and is well concealed. Unless led to the camp by Hilda (see p58), the only way the adventurers will find it is by a thorough search of the surrounding forest. In the company of Hilda it takes about half-an-hour to reach the camp.

The Trek To The Outlaw Camp

The forest surrounding the village is dark and sinister. Tall trees writhe upwards to the sky, blocking out the light from below. The floor of the forest is covered with sickly looking fungal growths and the trees have roots which seem to reach out to snag passing characters. Although no character will ever see a root move there is a 20% chance per hour that a character will trip over a protruding root. This increases to a 50% chance if characters are moving at standard rate and is automatic for any running character.

The Fungus

The fungus which covers the trees has an unpleasant coloration and a warty skin. A close inspection reveals what might be crude caricatures of human features leering out of a mass of decay. This is seen automatically the first time a character inspects the fungus, on subsequent inspections there is a 20% chance that any further fungus will have a 'facial' feature.

The fungus is harmless unless eaten. Anyone foolish enough to eat it needs to make a T test or spend 2 rounds vomiting it up. Those who successfully make their test will be afflicted by griping stomach pains after 30 minutes which last for D4 + 1 hours, during this time all their percentage abilities are reduced by 20.

Hilda seems unaffected by her surroundings but she keeps a wary eye out behind her. She will tell them that although the forest has changed dramatically since the storm, it is usually safe during the day, most of the horrible creatures which live here only come out at night to hunt.

Night In The Forest

If the adventurers are in the forest at night they will see many strange shadows flit amongst the trees, and occasionally catch sight of bright red eyes staring at them. After about 30 minutes, it will go very quiet for a while, and then suddenly, screams and blood-curdling yells will break the silence. The cries sound like they are coming from all around, but this is an illusion caused by the darkness and strange character of the forest. The adventurers should be made aware that something horrible and evil is closing in on them. If they do not immediately head out of the forest they will be attacked by a Chaos Beastman which comes bursting through the undergrowth. As it attacks more screams can be heard from creatures closing in on the adventurers' location. A group of Beastmen and mutants hungry for the adventurers' blood will arrive in another 15 minutes, their screams getting closer all the

time. If these are defeated, feel free to attack the characters with more mutants and Beastmen, attracted by the sounds of combat. However, these creatures will not pursue the adventurers out of the forest.

The Protected Area

The area around the outlaw camp is protected by the goddess Rhya, who watches over the outlaws and has so far protected them from the effects of the warpstone. This area is marked by normal vegetation and creatures. The oppressive nature of the rest of the forest ends suddenly as the adventurers pass into this area of natural woodlands. However, even Rhya's protection cannot stop the warpstone from leeching through into the surrounding land and it is only a matter of time before the outlaws too are afflicted by it.



Chaos Beastmen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4/6*	41	25	3	4	11	30	1/2*	30	29	24	29	24	10

Special Rules: The first Beastman has a large pig-like head and tough scaly skin (2 AP on each part of its body). It is armed with a spear.

* The mutant group is led by a beastman with a goat's head and legs (*Move* 6), completely covered in thick fur. In addition to its normal attack (with a spear), this creature can also make a *Gore* attack with its horns.

Chaos Mutants

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

Special Rules: There are six mutants armed with an assortment of clubs, spears and swords. Two of the mutants have big ears, one is abnormally thin, one is covered in thick green fur, another has a pointed head and the sixth has three eyes.

The outlaw camp is protected by traps (see *Map 16*) set by the outlaws. In the event that the adventurers discover the camp on their own, there is a -20% modifier to a character's chance of noticing these traps (see *WFRP*, p79). The traps are an assortment of snares and spear throwers. Characters entering a hex which contains a trap will set it off unless they successfully spot it. The snares grab characters round the ankles, yank them off the ground and leave them suspended upside down, the spear throwers shoot a spear at any character who activates it (**BS** 50; **S3**).

There are 20 outlaws here led by Sigrid, an ex-Cleric of Rhya. The outlaws will offer their camp as a place to stay for the characters and Sigrid can provide directions to a cave which she believes leads into the castle (see p60). She will warn against going there, however, saying it is a place of death and madness. She has been a short way into the cave, but the strange, unnerving gibberings she heard drove her back.

Any adventurer who wishes to change career to that of outlaw will be able to do so while at the camp (provided that he or she has sufficient experience points). Training is also available at a later date for any character who subsequently wishes to follow an outlaw career.

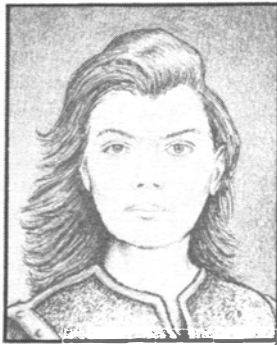
leaving the camp

When the adventurers are ready to leave the camp, Hilda will guide them to wherever they wish to go. After travelling for 30 minutes the adventurers will encounter Kratz (see page 63) leading a group of 6 guards. The guards are accompanied by a Beastman with an enhanced sense of smell and are searching for the adventurers. Kratz is mounted on a riding horse and is clearly visible. The adventurers are downwind of the Beastman and so are safe from detection.

If the adventurers immediately hide amongst the tangled tree limbs they will be able to ambush the patrol. It will take the patrol 4 rounds to reach the place where the adventurers are. If the adventurers do not attack, the Beastman notices them as it passes. If Kratz is killed, the guards must make a **Ld** test or flee in the direction of the castle. Hilda will encourage the adventurers to let none of the guards or the Beastman escape.

Use the Beastman profile from page 57, while the profiles of Kratz and the guards can be found on page 62.

SIGRID - human, female, Outlaw Chief (ex-Cleric of Taal)



Sigrid is leader of the outlaws who have fled the village to avoid the insane and harsh rule of the von Wittgenstein family. When her husband was taken to the castle 18 months ago, Sigrid attempted to prevent the guards from taking him. In her anger, she killed a guard and was forced to flee into the forest. She has since been joined by other men and women who fled the village rather than be subject to the insane von Wittgensteins.

Sigrid is a determined woman who protects the outlaws under her command as much as possible. She often organises raids on guard patrols from the castle, but she is against a direct assault on the castle, knowing that it will only end in defeat. She will not agree to accompany the adventurers, but will offer them all the help she can.

However, if the adventurers were to infiltrate the castle via the secret cave, she will have her followers ready to launch an attack from outside. Providing the adventurers can lower ropes from the castle walls or possibly even open the main gates, Sigrid promises to lead her followers into the castle. However, Sigrid will be reluctant to wait outside the castle on the off chance that the adventurers pull it off. She insists that they explore the secret exit first and then make plans for the assault. If the adventurers agree to this, the outlaws will gather outside the castle, concealed in the undergrowth and will attack on a prearranged signal.

If the 'rope-assault' is decided upon, Sigrid can provide enough rope to allow the outlaws to climb up 6 at a time.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	60	4	6	10	60	3	44	60	41	40	45	43

Age: 29

Alignment: Neutral

Skills

Arcane Language - Magick; Cast Spells - Clerical level 1; Charm Animal; Concealment Rural; Disarm; Dodge Blow; Dowsing; Follow Trail; Identify Plants; Marksmanship; Meditate; Public Speaking; Ride Horse; Scale Sheer Surface; Scroll Lore; Secret Languages - Battle Tongue, Classical, Thieves; Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike To Stun; Theology

Possessions

Mail Shirt (1 AP on body); Bow and arrows; Sword

Magic Points: 9

Spells

Petty Magic

Marsh Lights; Protection from Rain; Zone of Warmth

Battle Magic

Wind Blast

Elemental Magic

Assault of Stones; Zone of Hiding

30 outlaws

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	3	3	8	36	2	28	30	32	31	29	32

Age: 18-38 •

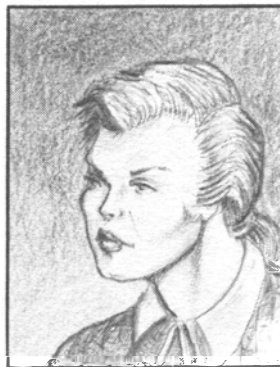
Skills

Concealment Rural; Disarm; Dodge Blow; Ride; Scale Sheer Surface; Secret Language - Battle Tongue; Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike To Stun

Possessions

Bow and ammunition; Leather Jerkin (AP 0/1 on body); Hand weapon (sword, axe, mace or club)

HILDA EYSENCK - human, female, Outlaw



Hilda is an outlaw who lives in Wittgendorf from where she keeps an eye on the activities of the castle guards. She shares her house with her aging grandfather, Hans, since both her parents died horribly following the warp-storm. Hilda and her grandfather scrape a living as the village's millers, although there has been little grain to mill since the storm, and what little they had hidden away is quickly disappearing. Hilda has managed to keep her outlaw connection hidden

from the guards, but she is willing to risk her cover to take the adventurers to the outlaw camp. She is brave, but not foolhardy. After taking the adventurers to the camp she will accompany them on their reconnaissance of the castle if asked. She will not volunteer to do this, but will gladly agree to aid them. If you feel the players need some help, Hilda can suggest that the characters adopt a disguise for their reconnaissance of the castle (see p66).

After visiting the castle, she will want to visit her grandfather to see that he is all right. She does this whether the adventurers accompany her or not.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	40	4	3	9	36	2	34	33	36	28	32	36

Age: 22

Alignment: Neutral

Skills

Concealment Rural; Disarm; Dodge Blow; Ride; Scale Sheer Surface; Secret Language - Battle Tongue; Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike To Stun

Equipment

Short bow (R16/32/150; ES3; Rld0) and ammunition; Dagger (I+10; D-2; P-20); Hilda has a leather jerkin (1 AP - body) at the outlaw camp which she wears once she arrives there.

castle wittgenstein

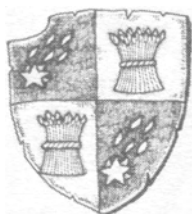
As shown on the box cover, Castle Wittgenstein is built on two, 200-foot-tall, adjoining cliffs overlooking the river Reik. The left-hand part is referred to throughout as the "Inner Bailey", and the right-hand part has been called the "Outer Bailey". The small tower between the two halves is referred to as the "Guard Tower". Full descriptions of all rooms and buildings can be found later in this booklet, but the functions of the various parts are summarised here.

The Outer Bailey basically houses the Castle Guards and an assortment of mutant beggars. The south wall of this part of the Castle incorporates the main gatehouse (area 2 - Map 22), to which the road from the village leads. The south-east corner of the walls is not overlooked by any guardpost and as such is the ideal place for the PCs to lower ropes to their outlaw allies.

To get to the Guard Tower (the function of which is purely defensive), one must go through not only the main gatehouse, but also an "outer gatehouse" (area 3) in the Outer Bailey's north wall.

The Inner Bailey is further protected by a third "inner" gatehouse (area 4) in its south wall. This part of the Castle is home to the von Wittgenstein family, and is largely devoid of guards - the Lady Margritte having her own ways of dealing with any intruders unlucky enough to penetrate this far! Nearly all of the walls of this part of the castle overhang the cliff. Those parts which do not, are in plain view of one or more windows, making it virtually impossible for the outlaws to gain entry by climbing up ropes.

Beneath the Inner Bailey lie the Castle dungeons (*Map 21*), and these are connected - via a steep, spiral staircase - to the Watergate (*Map 20*) and the river. Unbeknownst to the family, there is also a water-filled tunnel which leads from inside the watergate to the caverns under the Outer Bailey. These caverns (which open out from the one described by Sigrid) also connect with a secret staircase which leads into one of the ruined outbuildings of the Outer Bailey.



the way in

There are basically 3 entrances to the castle - the main gates, the watergate (area 8 - Map 20), and the secret entrance (area 1). The PCs' best hope for successfully completing the adventure lies in making an initial reconnaissance through the secret entrance (area 1, leading to the ruins in the Outer Bailey), and then leading the outlaws (page 58) in an assault on the guards there. You could even run such an assault with the Warhammer Battle Rules - details may be found below. Be sure to familiarise yourself with the movements of the guards (page 62). Note that attempts to force entry through either the main gatehouse or the watergate are likely to result in the slaughter of the PCs!

Occupants

There is a total of 25 guards (plus any escapees from encounters in the village, the woods, or elsewhere); their profiles and details of their movements are provided on page 62. The 18 beggars who live in the ruins of the Outer Bailey are virtually identical to those encountered in Wittgendorf (only even more horrible!), and will not fight. The various servants dotted about the place are basically *Yokels*. They are unarmoured, have access only to improvised weapons, and fight only in self-defence. All major NPCs (including the family) are detailed under the appropriate area description.

the outlaw attack

Contacting The Outlaws

Once the adventurers have made a reconnaissance of the castle, they will need to return to the outlaw camp to finalise the attack. The camp is as the adventurers left it, and when they arrive they are greeted by a guard and taken to see Sigrid (p58). Sigrid listens to all they have to say about their reconnaissance and then makes plans for an attack. Sigrid favours an assault over the walls, but can be persuaded (on a successful **Fel** test) to enter with the adventurers through the caves (p60).

Planning The Attack

Sigrid will split the outlaws into two groups, one will attempt to take the main gates (p65) (from inside the castle) while the other seizes the Outer Gatehouse (p66). The outlaws will not enter the Inner Bailey under any circumstances - if they take their objectives, they hold them. Sigrid may lead two outlaws into the Inner Bailey along with the adventurers, but she is reluctant to take any more in case their retreat is cut off.

The adventurers may come up with a different plan to this, and it is up to you decide whether Sigrid agrees to it or not. She will not endanger her people unnecessarily and she fears being cut off in the Inner Bailey.

Running The Attack

The attack can be run either using **WFRP** or **Warhammer Fantasy Battle Rules**. If you wish to use the latter, you will need to convert the profiles of the participants into Battle profiles, using the tables on p213 of **WFRP**. The fight can then be played out as normal.

The outlaws do not need to make any *Leadership* tests until they have lost 25% of their total numbers. Make one test for each group of outlaws. Any group of outlaws who can see Sigrid, test against her **Ld** score. If the outlaws fail a **Ld** test, they retreat to any cover they can find - they are trapped in the castle and, understandably, prefer death in battle to surrender.

Note that the NPCs (outlaws *and* guards) make their attacks in the following order: Sigrid (**I** 60), Guard Sergeants (**I** 45), Lieutenant Doppler (**I** 40), the Outlaws (**I** 36), the Guards (**I** 35).

If you are using Roleplay rules, make the fight as dramatic as possible for the adventurers by concentrating on their activities. If they are not involved in a particular fight pass over it quickly - simply decide the outcome and get back to the adventurers. Do not be afraid to alter the outcome of any fight which does not involve the adventurers: if the PCs are hard pressed, describe how well the outlaws over by the gate are doing, or if the adventurers are having an easy time, point out how the outlaws at the gate are being cut down. Be as dramatic and as colourful as possible; entertain your players and have a good time. Describe the situation in as graphic terms as you can.

If the adventurers are fighting alongside a group of outlaws, you need only throw a D10 for each outlaw fighting (treating it as the "tens" dice of a percentile roll) - both the outlaws and the guards have a **WS** of 39 so any roll of 3 or less on a D10 results in a hit. This way you can make all outlaws' attacks at once, and then all the guards' attacks. Once hits are figured, you can then decide who dodges or parries and then roll for any damage normally, treating all hits as body hits and rolling all criticals on the *Sudden Death Critical Hit Chart* (see **WFRP**, p125).

Ending The Fight

Once the Outer Bailey and the Central Guard Tower have been taken, the fight is effectively over as far as the outlaws are concerned. Sigrid will not risk her people in the Inner Bailey, but if you wish she may be persuaded to take two other outlaws to accompany any adventurers who enter the Inner Bailey. The remaining outlaws will guard the Outer Bailey. If the adventurers have not thoroughly searched the area, you may like to have Captain Hegel and his skeletons (p69) emerge and attack the outlaws while the adventurers are in the other part of the castle. The outcome of this is up to you, but if successful, Captain Hegel may then head into the Inner Bailey to protect Lady Margritte.

The Storm

As the adventurers launch their attack, a fresh, westerly wind springs up and the weather begins to worsen. Towering black clouds come sweeping over the castle and rumbles of thunder can be heard in the distance. At suitable moments during the battle, you should remind the players that a storm is about to break. By the time the battle is over, the wind will be blowing a gale and the rain pouring down in torrents. You should aim to build the storm to even greater heights, as the PCs explore the Inner Bailey, so that by the time they are ready to enter the Great Hall (p77) and Margritte's Sorcerous Tower (p81) the storm is right overhead, and lightning can be seen arcing towards the tower's top story.

Under the Castle - Map 20

But first, the PCs have to make their reconnaissance. Following Sigrid's instructions (see p58), the adventurers will come to a dark cave under the Outer Bailey of the castle. The cave leads to a network of tunnels wherein lairs Brutagh - a deranged mutant. There is also an underwater tunnel connecting to the inside of the Watergate (p62), and a narrow, winding staircase which leads up to one of the ruined outbuildings in the Outer Bailey (p66).

1. The Dark Entrance

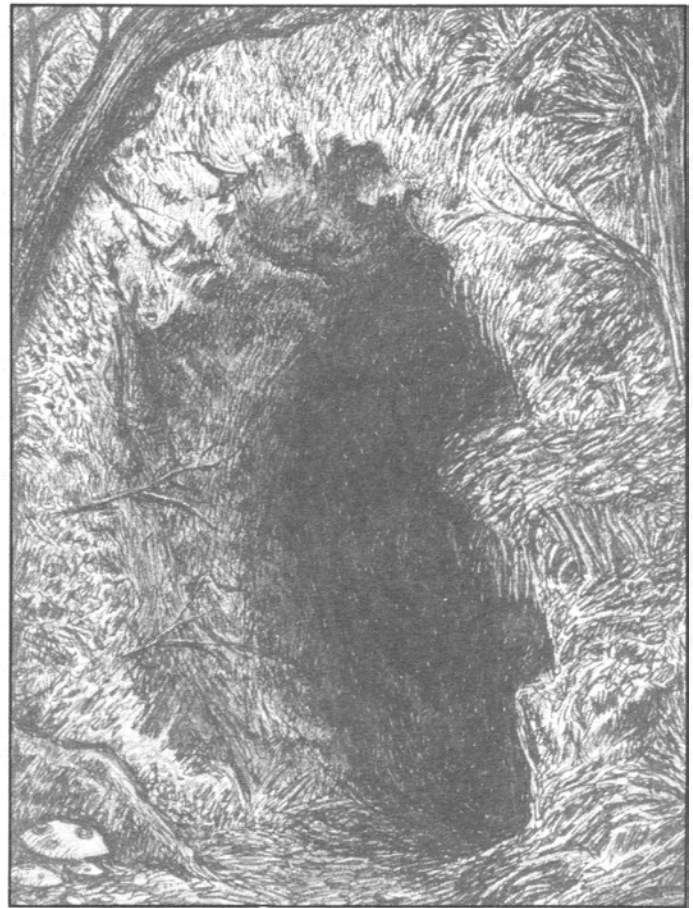
The cave leading to the castle lies in the dark woods. Its narrow entrance is concealed by bushes so it is unlikely to be found by the adventurers unless they have been directed here by the outlaws. The area around the entrance looks undisturbed, but a successful *Search* test will reveal sucker-like marks on the ground.

The cave is damp and dark, and slopes downwards into the earth. After the adventurers have gone 5 yards, they will become aware of a deep grunting, bellowing sound coming from ahead. The sound grows progressively louder the further they advance. After another 10 yards, it is joined by a high-pitched squeaking noise which sets the adventurers' teeth on edge.

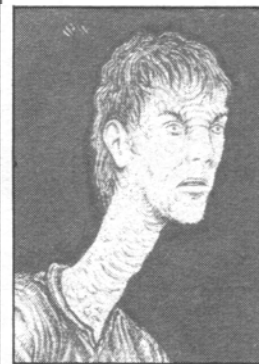
The Tunnels

The cave leads to a twisty maze of tunnels inhabited by Brutagh, a human mutant driven insane by the effects of the warpstone. When the adventurers enter his realm, Brutagh will become aware of them and begin to stalk them. Brutagh does not attack immediately, preferring to wait until he has worn the adventurers down a little.

Brutagh follows at a distance of 10 to 15 yards, always dropping back if he thinks the adventurers are attempting to ambush or otherwise attack him. He is intimately familiar with the system of caves, and will use this knowledge to herd the adventurers towards places of peril or to head them off from the tunnel leading to the stairs up to the castle (area 11). If the adventurers decide to mark a trail through the cave, Brutagh will eradicate it by rubbing out any chalk marks or picking up any dropped markers. Similarly if they mark the walls or floor, Brutagh will attempt to cover this up by rubbing dirt into it. Only a close inspection by the adventurers will reveal their marks.



BRUTAGH - human, Male, Mutant



Brutagh was once a simple woodcutter, but thanks to prolonged exposure to the warpstone, little humanity remains. He is now completely insane, apart from rare moments of lucidity, when he becomes extremely melancholic, his eyes fill with tears, and he bumbles incessantly about his life in the forest. Most of the time, however, he prowls the cave network and only ventures out to find food. Until he attacks, Brutagh should never be fully visible to the adventurers. He should remain

a shadowy, indistinct figure, who is always there, but only ever glimpsed out of the corner of the eye.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	35	22	3	4	7	30	1	30	29	29	29	29	6

Special Rules: Brutagh's body, arms and head are covered in a hard, green carapace which confers 2 AP to these areas. He has an extremely long neck which he can snake round corners. This ability is further helped by his suckers on his hands and feet which allow him to cling to passage roofs and walls.

Skills

Climb Sheer Surface; Concealment Urban; Silent Move Urban; Street Fighting

Possessions

Hand-axe

Events

The following events should be used to unnerve the adventurers while they are in the caves. Your aim should be steadily to unsettle the adventurers, using each event as many times as desired.

Sucker Prints

The adventurers see slimy sucker marks on the walls and floor of the caves. These markings are sporadic and may be wiped off by the adventurers.

Grinning Face

One of the adventurers catches a glimpse of disembodied face grinning at him or her. The face appears to be near the ceiling or hanging in mid-air, but is quickly gone. Have the character make a *Cool* test and write down the result. A character who fails the test is shaken, but is otherwise unaffected. This has no effect on the game, other than to get the players worried.

Screams!

Occasionally, blood-curdling screams echo around the caves. These are from Brutagh, but because of the natural echoes here, his cries seem to come from all directions.

Clattering Stones

The sound of stones clattering onto the floor can be clearly heard. Brutagh uses his as a means of luring the adventurers towards certain areas, such as the bats (area 6), or the rats (area 4).

Area Encounters

2. Skeleton

Around this corner is the remains of a human skeleton. A close look at the bones reveals that they have been snapped and the marrow sucked out. As the adventurers look around here, a blood-curdling scream reverberates around them. Have each character make a *Cool* test or be overcome by a desire to flee the caves. Characters may override this urge, but their *Cool* is reduced by 10 points while they remain in the caves.

The characters hear a loud squeaking sound coming from up ahead. As they journey deeper into the caves, these squeakings appear to come from all directions, as though they were surrounding the adventurers and closing in on them. However, the twittering sounds are from the rats and bats which inhabit the caves, amplified by the tunnel system's natural acoustics.

3. Lashworms

Two lashworms live in holes in the walls in this intersection. They attack as soon as an adventurer steps into the middle of the chamber. Their saw-toothed lashes whip out from the walls, ripping into any character they hit. If they fail to penetrate armour, they continue lashing until they do, and then retire into their holes with their meal. Once fed, the lashworms do not attack again until at least four hours have passed, using that time to digest their meal.

2 Lashworms

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	33	0	1	3	5	*	1	-	0	0	0	0	-

* Always attack first

4. Huge Rats

The warpstone in the castle has affected the rats which inhabit the caverns. They have grown to a length of 6 feet and have a faint greenish glow about their bodies. The adventurers will first become aware of the rats when they see 4 luminous green outlines ahead. The rats rush towards the adventurers as soon as they get within 3 yards of the cavern.

4 Huge Rats

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 Rules: 35% chance of causing *infected wounds*. These rats do not carry the Black Plague.

5. Mushrooms

These caverns are filled with strangely glowing fungal growths in all shapes and sizes. The mushrooms are harmless unless eaten - make a T test or spend 2 rounds vomiting. After 30 minutes, those who successfully make their test will be afflicted by griping stomach pains which last for D4 + 1 hours. During this time all percentage abilities are reduced by 20 points.



6. Bats

This cavern is the roost of half-a-dozen Giant Bats which will swoop down to attack anyone entering their lair.

6 Giant Bats

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
1	33	0	2	2	5	30	1	-	10	14	24	24	-

Special Rules: +10 to I in the first round of combat; fly as *hoverers*.

7. The Underground Stream

At this point the passage is broken by the icy waters of an underground stream. The stream is 2 yards wide and about four feet deep. The water is cold but not dangerously so, and may be waded, swam, or leapt across. Swimming or wading characters will have no difficulties, provided that metal armour is removed first (see *WFRP*, p74). Characters who attempt to leap the gap and fail, suffer 1 *Wound* point of damage, irrespective of armour and *Toughness* as they fall into the stream.

castle guards

The stream flows from north to south and the characters will notice that there is gap of about 12 inches between the surface of the water and the tunnel roof on the southern side. On the northern side, the gap is only a few inches. The stream in fact flows into the pool at the Watergate (see below), and characters who brave the 80 yard swim may be able to surprise the guards there, and thus gain entrance to the Inner Bailey without going through the Outer one. Note that it is possible to drag armour through on lengths of rope. However, at three points between here and the Watergate, the roof over the stream dips suddenly, necessitating anyone swimming through here to do so underwater. Characters attempting this feat *will* be aware of when the roof rises again. The second time this happens, any character coming up for air will be attacked by a monstrous leech which is hanging from the roof at this point.

1 Monstrous Leech

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	0	2	2	5	30	1	-	14	1	14	14	-

Special Rules: If the leech scores a wounding blow it becomes attached to its victim, inflicting 1 *Wound* point per round until killed or gorged. To see whether it is gorged, roll a 1D6 each round, if the result is a 6 it drops off, otherwise check each round until a 6 is rolled. In addition, there is a 40% chance that any wounds inflicted will be *infected* (see **WFRP**, p83).

8. The Watergate

The adventurers' boat has been docked in the castle's watergate. This lies under the Inner Bailey of the castle and is only accessible from outside of the castle via the river, or via the underground stream (above) from the cavern network under the Outer Bailey. The gate is sealed with a heavy iron portcullis which goes all the way down to the bottom of the dock. So although the adventurers may be able to get to the gate they cannot get past it from the river. If they go to the gate, you should unnerve them by calling their attention to suspicious swirls appearing in the water and the occasional half-glimpsed sight of something brown and scalelike breaking the surface. There is no monster in the water here, but the adventurers should be encouraged to think otherwise!

There are 3 guards (below) on duty at all times, but these will usually be engrossed in playing cards - unless there was any alcohol on the PCs' boat, in which case they will be helping themselves! Visitors to the gate will be told to "clear off!", but anyone coming through the underground stream will be able to get out of the pool and onto the dock without being noticed. Thereafter, you should make a *Listen* test for the guards, to see whether they hear the characters approaching their guard room (area 9 - below), or sneaking past it to the staircase).

9. Guardroom

This room, hollowed out of the natural cavern which comprises the watergate, contains only a rough table, four chairs, and a set of bunk beds. If the guards are playing cards, there will be 5D6 shillings in small coins piled on the table.

10 & 11. The long and Winding Staircases

Each of these spiral staircases ascends over 200 feet. The one from the Watergate (10) leads to the dungeons under the Inner Bailey (see *Map 21*). The one from the tunnel network (11) ends in a seemingly featureless, two-yard square room. The central square yard of the ceiling, however, is a delicately balanced secret door whose outline may be discovered on a successful *Search* test. Pressing lightly in the centre of any edge causes the trap door to pivot, allowing access to the ruined outbuilding of the Outer Bailey (page 66).

Order of Command

The Captain of the Guard is (or rather, *was*) Georg Hegel. Having recently suffered an accident of the fatal variety, however, he is now little more than a shadow of his former self (i.e. his skeleton has been summoned and controlled by Lady Margritte). He (and his skeleton guard) will not venture forth from his tower (areas 23-27 - but see also *Running the Attack*). Consequently, command of the guard has devolved to Lieutenant Doppler. Doppler is assisted by 3 sergeants - Kratz, Klinger and Anderer. It is assumed that Kratz has already been killed in the encounter in the woods (p57), if this is not the case you must allow for his actions (similar to the other sergeants') during any assault on the Outer Bailey.

Reactions To Attack

Castle Wittgenstein has never been attacked and its inhabitants are quite confident that it never will be. The guards are somewhat less than vigilant, spending most of their time relaxing, even when they are supposed to be manning the walls and gatehouse. They are not expecting an attack and so are unprepared for one. Initial reactions are slow, unless there is a sergeant or officer with them, and the guards will always retreat if closely pressed.

Raising the Alarm

The guards will start to shout for aid as soon as they are attacked. This results in guards at other locations moving to their assistance under the direction of one of the sergeants or Lieutenant Doppler. Unled guards will not move to reinforce threatened positions, instead they prepare to defend their present location.

Lieutenant Doppler and the sergeants follow a standard defence drill to deal with any attacks. Assuming an attack on the main gatehouse this involves moving to reinforce it. If this looks likely to fail, they defend the courtyard setting up a crossfire with their crossbows from any arrow slits overlooking the courtyard. The guards fall back to defend the outer gatehouse if this is threatened, and then to the guard tower. When this happens, those guards in the central guard tower move to take up position in the inner gatehouse. If this fails, the guards flee and hide where they can.

Although this is the theory, in practice it does not work so smoothly. When the alarm is raised, the guards from the keep begin to assemble in the courtyard after 20 rounds. From here they are led towards the gatehouse. As the attack by the outlaws and adventurers will be coming from the courtyard itself, this will momentarily confuse the guards and they will retreat into the keep while Lieutenant Doppler assesses the situation. Generally, Doppler will be concerned to prevent to the opening of the main gates, and from stopping intruders from passing into the Inner Bailey.

Location of Castle Guards

Note that guards will only be encountered in the Outer Bailey and the central Guard Tower. The only guards in the Inner Bailey are those defending the watergate (above).

The guards' locations are summarised below. The numbers given assume that the adventurers dealt with the patrol in the woods - including Kratz. So, if any of these escaped back to the castle, they should be added to any of the locations below. If any of these troops are killed they will not be replaced.

Area (Map 22)	No. of Guards Normally (After Alarm)
1. Gate Defences	0 (2/0) guards
2. Main Gatehouse	5 guards; 50% chance of sergeant
2a & b	0 (1) guards in each
2d	1 (1) guards
2e	4 (0) guards
2f	0 (0/2) guards

3. Outer Gatehouse	5 guards; Sgt Klinger
3a & b	0 (1) guard in each
3c	1 (1) guards
3e	4 (0) guards
3f	0 (2) guards
4. Inner Gatehouse	0 (5) guards - only manned if Outer Gatehouse under threat
4a & b	0 (1) guard in each
4d	0 (1) guard
4f	0 (2) guards
KEEP	10 (1) guards; Lt. Doppler; Sgt. Anderer
10	0 (1) guards
11	6 (0) guards
19	4 (0) guards
22	Lt. Doppler (empty)
HEGEL'S TOWER	Capt. Hegel; 6 Skeletons
23	3 (3) skeletons
26	3 (3) skeletons
27	Capt. Hegel
GUARD TOWER	5 (5) guards
28	0 (1) guard in each
29	0 (3) guards
30	5 (0) guards

Basic Guard Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	39	29	3	3	6	35	1	30	30	30	40	30	16

Sergeant Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	40	4	4	10	45	2	40	50	40	40	40	30

Special Rules: The guards of the castle were once human, but living so close to the warpstone has transformed them all into mutants. They wear sleeved mail coats and full-face helmets. Externally they look like normal guards, but underneath their armour their bodies are a mess of putrescent decay. Anyone viewing a guard's naked face or body must make a *Fear* test or be rooted to the spot in fear. In addition, they all smell as though something had crawled into their armour and died; anyone within 2 yards of a guard must make a *T* test or fight with a penalty of -10 to *WS*.

Ages: 16-46

Alignment: Chaos

Skills: Dodge Blow; Secret Language - Battle Tongue. (Sergeants also have: Strike Mighty Blow, Strike to Stun).

Equipment

Sleeved mail shirt (AP 1 on body and arms); Full face helmet (AP 1 on head); Shield (AP 1 on all); Crossbow and ammunition (R 32/64/300, ES4, Rld 1); Sword

shif doppler - human, male. lieutenant of the Guard



Since the demise of Captain Hegel, Shif Doppler has become *de facto* commander of the guards in the Outer Bailey. Doppler is a cruel and evil individual who delights in torture. He is extremely vain and wears black leather under his armour. If he is not prepared for an attack he will be lounging around in his black leather clothes. To hide his putrescent face he wears a mask of silver which depicts a handsome young man. Although the mask is very striking, its effects are spoilt by the open sores visible around his neck.

Doppler is not particularly brave unless he is backed up by his guards. If he is encountered without any guards, he will quickly surrender and then attempt to lead the adventurers into a trap. While feigning to help he will provide some useful information, but will never reveal where the rest of the guards are. However, if threatened with violence, he quickly crumbles and tells the truth, but always attempts to mislead the adventurers.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	46	4	4	10	40	2	40	56	40	40	50	35

Age: 29

Alignment: Chaos

Special Rules: Doppler has a strange mutation which allows him to turn his head and arms through 360 degrees. When he does this he can attack to the rear with ease, but his movement is cut down to half, since his legs stay pointing the right way. If he sees an opportunity, he will use this mutation to play dead, making himself look as though his neck has been broken. A close inspection by anyone with *Heal Wounds* or *Cure Disease* will, however, reveal that he is still alive.

Skills

Disarm; Dodge Blow; Heraldry; Ride - Horse; Secret Language - Battle Tongue; Specialist Weapons - Fist Weapons & Flail Weapons; Strike Mighty Blow; Strike To Stun

Equipment

Shield (+1 AP on all); Mail Coif (1 AP on head); Sleeved Mail Shirt and Leggings (1AP on body, arm and legs); Knuckledusters; Flail.

Kratz - human, male, Sergeant of the Guard



Sergeant Kratz is a cruel and callous individual. He greatly enjoys bullying the villagers and he will view the adventurers as more victims for his twisted sense of humour. Although a bully, Kratz is not afraid to back up his threats, and he will not hesitate to attack anyone who opposes him. Minor obstructions are usually treated to a blow from his knuckledusters, but in the face of determined resistance he uses his flail. Kratz is not stupid, however, and will retreat from any situation which looks hopeless.

Kratz is tall and muscular with an air of menace about him. He dresses in black armour and always wears his helmet. His face is so badly decayed, that even he appreciates the effects that his appearance has on other residents of the castle.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	46	5	4	10	44	2	40	50	40	40	40	30

Age: 38

Alignment: Chaos

Skills

Consume Alcohol; Disarm; Dodge Blow; Gamble; Secret Language - Battle Tongue; Specialist Weapons - Fist, Flail, Parrying, & Two-handed weapons; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Strong*

Equipment

Shield (1 AP on all); Mail Coif (1 AP on head); Sleeved Mail Shirt & Leggings (1 AP on body, arm and legs); Knuckledusters; Flail

entering the castle

When the adventurers actually emerge into the castle proper depends on how long they have taken to move through the passages underneath. If it is daylight, there is a high chance that they will be seen if they emerge into the courtyard. Each time they pass within sight of any occupied location (marked ⚡ on *Map 22*) they will be seen 65% of the time. Unless the adventurers are disguised (see below), they will be challenged by any guard who sees them: "Who goes there?" This challenge is followed by the alarm being raised unless the adventurers are able to silence the characters within 2 rounds. If the alarm is raised, the garrison will move to attack the adventurers (see *Raising the Alarm*).



At night the adventurers have more freedom of movement open to them. No one will question anyone moving around the courtyard at night. Although it will be dark, there is enough light from the stars and moons for the adventurers to make their way without resorting to artificial lighting. However, if light sources are used (torches, lanterns, etc.) their presence will be noticed 80% of the time. This does not automatically result in the alarm being raised, but the movements of the adventurers will be watched, making it unlikely that they will be able to surprise anyone.

Disguise

Clever adventurers may decide to enter the castle disguised either as guards or beggars. In this case, they will not be challenged unless they are trying to enter an area where they are not allowed:

Beggars: No one will question the presence of beggars in the courtyard; even the beggars themselves will take no notice of these new beggars. However, entering any of the buildings occupied by anyone other than a beggar results in a demand that they should leave immediately. This demand is backed up by physical violence if necessary: beggars are not allowed into any of the intact buildings. In the face of determined resistance by the adventurers, the alarm will be raised after 3 rounds. The occupants are used to bullying the beggars and do not expect them to retaliate.

Guards: Dressing as guards provides the adventures with more freedom, and they may even be able to *bluff* their way through the castle gates. No one other than another guard will question the presence of guards in any part of the Outer Bailey. Other guards may be *bluffed*, but any attempt to *bluff* one of the sergeants or Lieutenant Doppler is made at -20.

On no account will the guards at the outer gatehouse allow the adventurers across the bridge, but they are at least friendly if a successful *bluff* test is made.

If at any time the adventurers fail a *bluff* test, the alarm will be raised in 3 rounds if possible.

castle room contents

The area descriptions which follow contain only general information on a room's contents. In some instances your players may request a more detailed description of a room's contents. When this is the case refer to the table below to find additional items of furniture which may be in a room. The items below may be either selected or rolled for as desired. When items are rolled up, it may be necessary to ignore some of the results to keep the items in keeping with the room's function. For example, a kitchen is unlikely to contain a tapestry.

Roll D100	Item
1-5	Armour/weapons (broken/rusted)
6-10	Barrel - beer, flour, brandy, oil, salt, etc.
11-15	Bedding - rugs, sheets, blankets, straw, etc.
16-20	Box - crockery, cutlery, pots & pans, tools, etc.
21-25	Broom
26-30	Bucket - water, milk, sand, acid, etc.
31-35	Candles/lamps
36-40	Chair - armchair, chaise longue, sofa, stool, etc.
41-45	Chamber Pot
46-50	Chest of Clothes
51-55	Cressets (torch-holders)
56-60	Firewood/rushes
61-65	Musical instrument - drums, pipes, etc.
66-70	Painting - historic scenes, castle views, portraits, landscapes, etc.
71-75	Sacks - flour, grain, etc.
76-80	Shelves - books, ornaments, etc.
81-85	Statue
86-90	Table - dining, writing, bedside, card, workbench, bloodstained, broken, etc.
91-95	Tapestry - see painting
96-100	Wardrobe - with clothes, shoes, underwear, etc.

castle description - map 22

The curtain walls of the castle rise to a height of 40 feet and are made from strong quarried stone. The tops are battlemented and are covered by wooden roofs to keep the walkways dry. Anyone moving near to the castle walls in the open during the day will be spotted automatically.

Doors and Gates

The *Toughness*, Damage Points, and lock Complexity Ratings of the castle's various doors are:

Location	T	D	CR
Main Gatehouse	8	32	60%
Other Gatehouses	6	28	50%
All other doors	4	14	30%
When barred	+1	+2	-

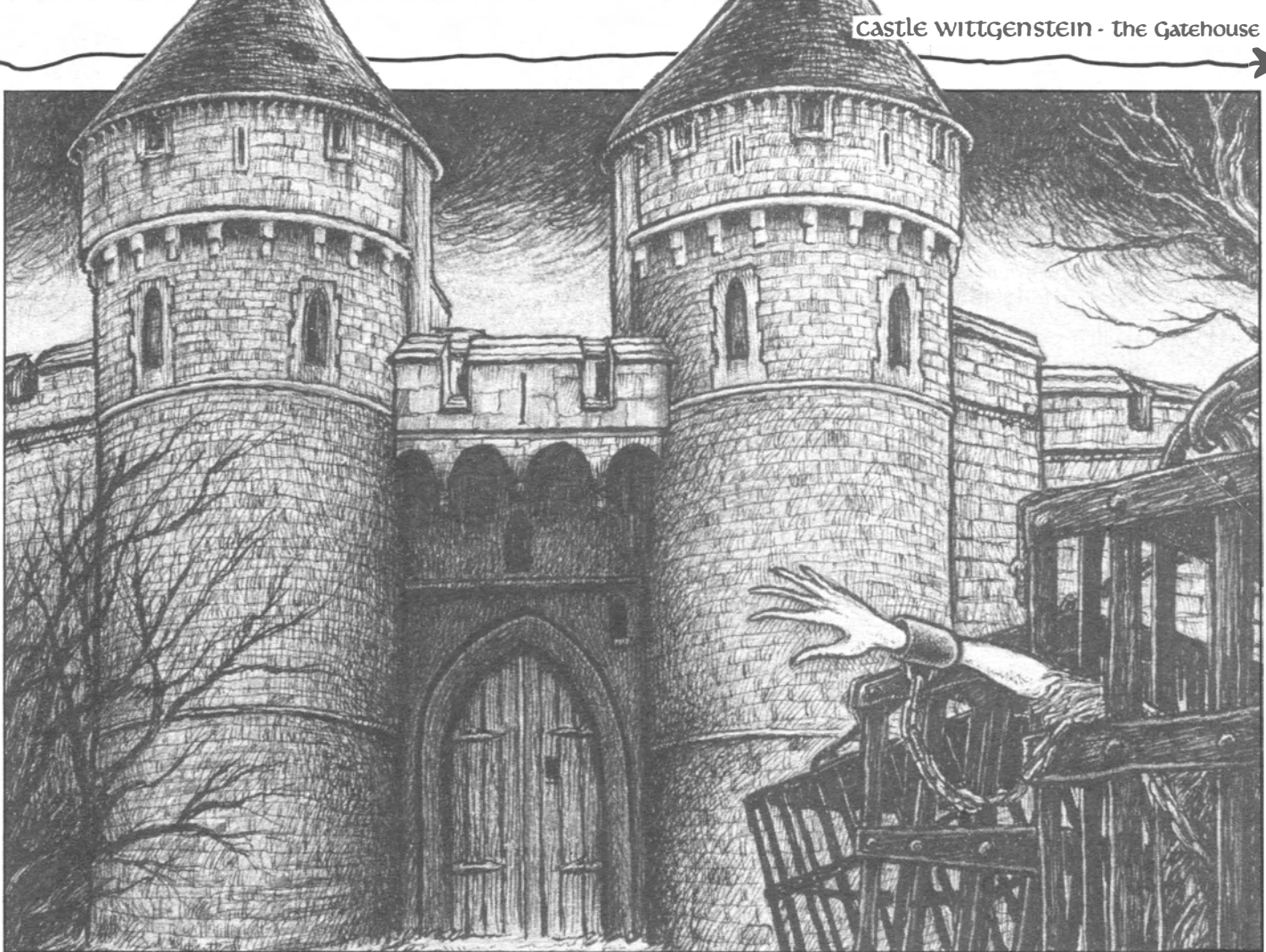
The following descriptions assume that the inhabitants of the castle have been taken by surprise.

the outer Bailey

Cf area 2 - below

Boatmen on the Reik might well shiver as they pass through the dark shadow of the sinister castle, but a true insight (albeit an incomplete one) into the full extent of the horrors that lurk within, can only be gained by those who dare to approach more closely. Visible from the track which winds up the steep cliff to the castle's iron-bound gates are six iron cages, suspended from the main gatehouse walls. From one of these an emaciated arm gestures feebly and a wheezing voice, barely audible above the squeaking of rusty chains, calls for aid.

There are six iron baskets in all, five contain either a skeleton or a rotting corpse. Only one still houses a living soul. There is nothing the adventurers can do to aid this person. Any attempt to release him will cause the guards in the gatehouse (area 2) to call out a challenge and aim crossbows in their direction.



1. Gate Defences

A tower stands in front of the castle gates, linked to the main body of the castle by a length of wall with a passage at first-floor level. Guards posted here are able to fire at the back of anyone approaching the gates, turning the gate area into an effective killing zone. Its position also makes it impossible to draw up a battering-ram before the gates, and covers them from artillery fire.

The tower is unoccupied and empty; in the event of an assault on the gates, 2 guards will rush from the gatehouse to take up position on the wall and in the tower. From here they fire on the attackers, and repulse any attempts to scale the wall. In the face of heavy opposition they retreat to **room b** of the main gatehouse.



An Unfriendly Reception

The guards are under strict instructions to allow no one into the castle. If Sergeant Kratz is still alive, he (or one of the other two sergeants if Kratz is dead) will peer down at the adventurers from the battlements and yell, "Get away from here you scum! No beggars are allowed in the castle."

The sergeant listens to what the adventurers have to say, but simply refuses to open the gate to let them in. After a while, he will firmly tell them to go away, gesturing to the guards on the wall as he does so. These then aim their crossbows in the adventurers' direction (if they have not done so already). If the adventurers do not leave,

the guards open fire, while the sergeant laughs sadistically. This is intended to drive the adventurers off, rather than slaughter them, so you should reduce any damage inflicted so that they can escape. The guards fire only one volley, unless the adventurers return fire, (in which case they are in trouble, as 4 more guards arrive to reinforce the wall - see *Locations of Castle Guards*). This time do not reduce any damage, anyone dumb enough to attempt to shoot it out with the guards deserves all they get!

2, 3, & 4. Main, Inner, and Outer Gatehouses

All three gatehouses have basically the same lay-out and are described together to avoid repetition and save space. Each one has two storeys, consisting of two towers linked by a building over the gateway. The wooden gates are covered with iron plates, held in place by huge black iron studs. They are usually barred on the inside by a stout wooden beam requiring a total of 6 or more *Strength* points to lift. Behind the gates is a short passage leading to an inner set of gates. In peace time the inner gates are open, but they are closed at the first sign of attack.

Set in the roof of the passage are a number of murder holes through which the defenders may drop boiling water, molten lead and so on onto any attackers. Halfway between the two sets of gates is a portcullis, which is dropped when the inner gates are assaulted, trapping the attackers against the inner gates.

The main and outer gatehouses (2 and 3) are both manned by 5 guards. During the day, there is a 50% chance of a sergeant being here. The inner gatehouse is normally empty, although the guards from the central guard tower will fall back to here in the event of a strong attack (see p 59). In the descriptions of individual rooms (below), ignore all references to guards if the gatehouse in question is the inner one (4).

Main Gatehouse: The guards will only open the outer gates if ordered to do so by their superiors. Unexpected visitors are either turned back, or if they are peasants or villagers, used for target practice. Important-looking visitors will be asked to wait while the guards refer the matter to Lieutenant Doppler.

Outer & Inner Gatehouses: Are usually left open, but only family members and guards on duty in the central guard tower (p70) are permitted to cross the bridge.

a & b. These rooms are rarely used and are covered by a layer of dust. In the event of an attack, one crossbowman will be positioned in each room to fire on anyone approaching the gates. There is a ladder in each room leading up to a trapdoor above. The trapdoor can be bolted from above, but is currently unbolted.

c. This room is little used these days, but a supply of 4 crossbows and 230 bolts is stored in racks along the walls. The door to the courtyard is locked.

d. One guard is always on duty here (main and outer gatehouses only), sitting behind the desk by the door. It is his job to prevent any unauthorised visitors entering the gatehouse. Unless the alarm has been raised, he will not be wearing his helmet, revealing the full horror of his rotting face - any character seeing him must make a successful *Fear* test as well as the normal *T* test (because of the stench) to avoid a -10 penalty to *WS* while fighting him. If he is attacked, the guard will call for assistance from the guards on the floor above.

e. On-duty guards use this room as their recreation area. Although the four guards in here are meant to be keeping an eye out for anyone approaching the castle, they will be found playing dice. There are 3D10 shillings on the table.

f. The portcullis is operated from this room. At present, it is raised, and hangs from its pulleys above a slot in the floor, supported in a stout wooden frame. The middle of the floor is dotted with murder holes, each about 6 inches across, and there is a supply of 54 spears in racks along the east and west walls. The spears are short, with heavy points, and are designed to be dropped through the holes; if they are thrown normally or used in hand-to-hand combat, the character using them suffers a -10 penalty to *WS* or *BS*, as appropriate. Also in the room are two huge iron cauldrons, one filled with water and the other with a mass of lead. Both stand above unlit fires, on wheeled iron frames which are designed so that they can be moved over the murder holes and tipped. The section of floor around the murder holes is noticeably dished, to ensure that the hot water or lead runs through them as intended. The north end of the room contains two wooden pallets which are used by any guards on duty here.

g. This room is locked, and the thick dust which covers the floor attests to its not having been used for some time. In a rack against one wall are 6 crossbows and 164 bolts, but otherwise the room is empty.

COURTYARD

The Outer Bailey is choked with rubble and weeds; the only clear area is a track which leads from the gates to the bottom of the steps, and from here to the coach-house. Many of the buildings in the courtyard have collapsed through neglect, but the outer walls have been well maintained.

The guards and beggars who inhabit this part of the castle do not care what state it is in. Consequently, the whole area is filthy, with moss and mould growing on almost every surface and a terrible rotting smell hangs in the air.

5. The Ruins

These structures (labelled *a*, *b*, and *c*) were once the various storehouses and outbuildings of the castle. Now, they are little more than piles of ruined masonry. The staircase from the tunnel network beneath the Outer Bailey leads (via a well-concealed trap door) to the ruined building marked "a".

A population of 18 beggars lives in the various ruins, building makeshift shelters from the rubbish and existing on slop left by the guards. Unlike the beggars in the village, these creatures make no attempt to hide their mutations; multiple limbs and abnormal growths are evident on their scabrous bodies. The beggars were originally distressed villagers who came to the castle after the warp-storm, hoping to be fed and looked after. They were allowed into the castle and left to wander the Outer Bailey, tolerated but largely ignored by the castle's other inhabitants. Many were taken by Lady Margritte for use in her experiments, but she has recently stopped using them, preferring to take her specimens from those villagers who still lead a semblance of a normal life.

The remaining creatures are so demoralised and close to death that they spend all day lying in their filth. They hobble out of the way as best they can if they are attacked, but do not fight back. If questioned, they reply earnestly in complete gibberish and the adventurers will not be able to understand them. However, if the Inner Bailey or Lady Margritte are mentioned, the beggars become more animated. An ecstatic look appears in their eyes, and they mumble about "the place of the Lady of Salvation" and the joys that await anyone fortunate enough to be chosen to cross the bridge. The beggars believe that all is wonderful in the Inner Bailey and that those who cross the bridge will be freed of their afflictions.



and live in comfort and joy with Lady Margritte. The truth is far more unpleasant, and all the beggars who have made the journey have met a most horrific end.

One pitiful creature - with three eyes and no nose - wanders around clutching a half-eaten green potato to his breast. This was thrown at him by Margritte some weeks ago, but he has deluded himself that it was a gift, and now he treasures it as a token of her love. He believes that one day she will be able to declare her love openly and that they will live together in the splendour of the Inner Bailey. Any attempts to take his potato drive him into a screaming fit - he will throw himself off the castle walls rather than part with this treasure from his love.

6. Riding Stables

The castle's 5 riding horses are kept here. They are tended by Hans Shumacher who lives in the rooms on the next floor up. Hans shimmers with an unwholesome green glow and has arms which stretch right down to his knees. Hans attacks any strangers who come near to his horses. He keeps a pitchfork by his door which he will use at the least provocation (use the ordinary *Servant* profile from TEW).

Hans' rooms are well kept, but sparse. He sleeps on a flea-ridden old horsehair mattress on the floor. Anyone touching it has a 50% chance of becoming infected by fleas (see p47 for effects). There is nothing of value in Hans' rooms.

7. Coach Stables

Four black coach horses are kept in here. They are looked after by the coach's driver, Otto, and the footman, Adolf. Otto and Adolf live in the rooms above the stables. These rooms are well furnished and contain, amongst other things, spare uniforms. Otto has three arms (as do all his uniforms), while Adolf's feet both point backwards, which gives him a pronounced shuffling gait. These characters only fight in self-defence (use the basic *Servant* profile from TEW).

8. Coach house

This contains the von Wittgenstein family coach. It is black with a silver trim and bears the family's coat of arms on its doors. Harness for the coach-horses is hung around the walls.

9. Smithy

The smithy has obviously not been used for some time, and is covered in dust and cobwebs. A thorough search will reveal that all the blacksmith's tools are here, but everything is dusty and ill-maintained. The forge is choked with ash, and the only sign of life are a couple of rats (one of which has two heads) foraging in a pile of debris in one corner. If disturbed, the rats will scuttle into a small hole in the wall, behind the pile of rubbish. The small room to the west contains a pile of charcoal, which was used for firing the forge.

the keep (areas 10-22)

The keep houses the majority of the guards, plus Lieutenant Doppler and Sergeant Kratz (Sergeant Klinger will move in here on Kratz's death). This building is used as a last line of defence, and the guards will retreat to this building and bar the door if hard pressed by attackers in the courtyard.

The keep is sparsely furnished and has layers of dust and grime everywhere as no one ever bothers to clean it. Cobwebs hang in the corners of all rooms.

First floor

10. Guard Room

Unless the alarm has been raised this room will be empty; it is used only as a passageway. On the eastern wall hangs a faded and rotten tapestry bearing the von Wittgenstein coat of arms. If the alarm has been raised, the door will be barred and there will be at least one guard here, armed with a crossbow.

11. Hall

A large oak table dominates the centre of this room. Around it are 8 high-backed chairs. There is a sword hanging over the fireplace, but it is rusty and blunt and the scabbard is covered with dust. There are six guards in here relaxing and playing cards.

12a & b. Staircases

Both staircases have an unpleasant smell emanating from them. The one leading up (a) smells of rotting carcasses, as though there were a number of dead animals lying at the top. The staircase going down (b) smells strongly of damp and mildew.

13. Common Room

This room is used by the guards to relax in. The waste-pipe from the garderobe in the corner opens out into the space between the outer gatehouse and the keep.



Ground floor

The ground floor is very damp with water running down the mildewed walls.

14. Well

Water for the keep is drawn from the well in the corner of the room. Four mouldy leather buckets with ropes attached to them are next to the well.

15. Storeroom

Bundles of damp firewood are stored here.

16. Armoury

This room contains racks of weapons, armour and shields. There is a total of 16 crossbows here and 500 bolts. There are also 12 sets of sleeved mail coats, 9 shields, 34 swords, and 14 axes.

17. Kitchens

Meals for the guards are prepared in this smoky room. Various cooking utensils are hung next to the fire. Three servants work, eat and sleep in here. They are all covered in grease and are pale from lack of sunlight.

When the adventurers enter this room the servants dive under the kitchen table, where they cower fearfully. The servants are very unhappy with their lot but only on a successful Fel test can they be persuaded to come out from under the table and aid the adventurers. The servants only wish to escape from the castle and will not join in any attack on the outer gatehouse. They can provide information about the other rooms of the keep.

If the adventurers fail the Fel test, the servants stay under the table and do nothing to hinder the adventurers' search of the building.

Whether the Fel test is successful or not, the servants warn the adventurers not to open the door to the storeroom (area 18). "No! Don't open the door masters! You'll let them out!" If asked what "Them" are, the servants start gibbering about green rats. "Big they are, with long teeth, and they bite." The servants normally keep the rats at bay by waving lit torches at them.

There is a beggar in one corner of the room - his hands and feet are manacled and he wears a tight-fitting chain around his neck. This chain is attached to a length of wire which extends through a hole in the ceiling to a bell-pull in Doppler's room (area 22). While the adventurers are in the room, this wire jerks upwards, half-throttling the beggar who gurgles loudly. The servants will explain that this is what Doppler uses to summon them instead of a bell, but they refuse to come out from under the table, unless a successful Fel test has already been made.

THREE SERVANTS - hilda, hans and fritz



Like everyone else in the castle, the servants have been affected by the warpstone. Each one has a bent and twisted body, with long spindly fingers.

The servants are willing to fight their way out, but are reluctant to take unnecessary risks. To convince them to fight, one of the adventurers must make a Ld test. Another test is required each time one of the servants is hit, to stop them all from fleeing.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	20	3	3	6	30	1	24	19	22	24	29	19

Ages: 34, 23 & 44

Alignment: Neutral

Skills

Dodge Blow and Cook

Possessions

Kitchen Knives (improvised weapons); Leather Apron (0/1 AP on chest and front of legs only)

17. Storeroom

This room contains supplies for the keep. It is also infested by a pack of green rats which swarm out if the door is opened by anyone without a torch. The rats first attack whoever opens the door and then swarm into the kitchen attacking anyone in their path.

If the character opening the door has a torch, then he or she will see the light reflected back from dozens of small red eyes. While a torch is held between the characters and the rats they will not attack, but if it is put down, or the character ventures too far into the room, the rats dart behind him or her and attack.

24 Rats

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	0	1	1	30	1	.	14	10	14	14	.

Special Rules: A bite from a rat causes an *infected wound* 35% of the time.

The room contains barrels of food and beer. Some of the contents have been spoiled by the rats, but the majority of barrels are intact and still sealed. A close inspection of the walls will reveal numerous holes used by the rats to enter the room.

Second floor

This floor contains sleeping quarters for the guards, Sergeant Kratz (or Klinger) and Lieutenant Doppler.

19. Barracks

The foul smell first noticed at the bottom of the stairs is almost overpowering in this room. Against the walls, are 16 beds covered in ragged, brown blankets. At the foot of each bed is a small wooden chest and a sword hangs on the wall above each bed. At any one time there are four guards sleeping in here - their armour and weapons hanging next to their beds. Since their faces are visible, do not forget to have any character seeing them make a *Fear* test. If surprised, these guards will either grab their own gear and run, or attempt to flee to the armoury (area 16) to collect new weapons and armour.

The smell (which is like rotting meat) emanates not only from the guards but also from the blankets and beds, which are stained with purulence from the bodies of the guards. Although the stench is very unpleasant, it is not overpowering unless anyone pulls back the blankets on the beds, in which case a T test is required to avoid vomiting for D4 rounds.

The small chests are unlocked and contain spare equipment for the guards. Each chest also holds the equivalent of 2D10GC in assorted coins.

20. Sergeant Kratz's Room

The sergeant's room is dirty and unkempt, and it smells even worse than the barracks next door. The preserved head of a goat-like beastman hangs on the west wall. Hidden inside the beastman's mouth is a *potion of healing*.

Next to the bed is small table with a decanter of sour wine, a silver goblet (value - 18 GCs) and a large leather bound book. The book contains innumerable pictures of pole-arms and goes to interminable lengths describing the minutiae of the fine differences between them (note that in *WFRP* all pole-arms are treated as being identical).

21. Meeting Room

Lieutenant Doppler uses this room for briefings with Sergeants Kratz, Anderer, and Klinger. In contrast to the rest of the keep, this room is almost pleasant. Warm, coloured tapestries hang on the walls and the carpet is brightly coloured and unstained. The table in the centre of the room is highly polished and unmarked - the servants hate cleaning it, but it is better than facing Doppler's wrath. The chairs are all comfortably padded and the bookshelves contain a selection of books on the history of The Empire and its religions. All in all, it appears to be the room of a well mannered and cultured person.

Appearances, however, can be deceptive. Anyone looking into the alcove behind the curtain will be under no illusions about Doppler's personality. Hanging in an iron cage here is a middle-aged man

(the husband of Sigrid) who has had his tongue ripped out. He has been severely tortured by Doppler and both his arms have been broken. The cage is locked (CR 10%) and Doppler carries the key with him at all times.

22. Lieutenant Doppler's Room

Doppler will be found in here unless he has been alerted to any intruders. The room is sumptuously furnished and the bed is covered in bearskin furs. Hanging above the bed-head is a bell-pull, which connects to the choker around the neck of the beggar in the kitchen (area 17). When the cord is pulled, the beggar chokes and one of the servants comes to attend the Lieutenant. However, if the servants are aware of the adventurers' presence in the keep, they will not leave the kitchen to answer any summons.

A locked chest (CR 20%) against the west wall contains fancy clothing belonging to Doppler - three pairs of leather breeches, three silk shirts and assorted leather underclothes. Underneath these is bag containing a silver necklace (value - 50 GCs) and a ruby encrusted ring (value - 75 GCs).

captain's tower (areas 23-27)

This tower houses the animated skeletons of the former Guard Captain, Georg Hegel, and 6 warriors. The Captain died a few months ago and was reanimated by Lady Margritte.

23. Guard Chamber

As the adventurers open the door, three dusty skeletons dressed in tattered chainmail armour spring to their feet. The three skeletons attack anyone who is not dressed as a guard or Lady Margritte.

3 Skeletons

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: not subject to *instability* while in the tower; thanks to the warpstone used in their summoning they are not subject to *stupidity*; cause *Fear* in living creatures; 35% chance of causing *infected wounds*.

24. Entrance Hall

Rotten tapestries hang on the walls, a thick layer of dust coats every surface, and thick cobwebs hang in the corners of the room and from the edges of all the furniture.

A table against the wall bears the mouldy remains of a meal. This was the last meal eaten by Captain Hegel before his demise and it has never been cleared away.

A trail of footprints leads from the entrance chamber to the staircase.

25. Well

There are two rotten leather buckets next to the well whose walls are covered with a thick layer of bright green scum. If a light source is held over the well, the characters will see more of this scum moving across the surface of the water. The movement is caused by eddies in the water and the scum is merely a natural growth, albeit garishly coloured.

26. Barracks

Before their untimely demise and subsequent reanimation, Hegel's guards slept in here. Three skeletons still remain, and they will attack anyone (other than guards or Margritte) who enters the room. The room contains three sets of bunks with mouldy mattresses

3 Skeletons

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: not subject to *instability* while in the tower; thanks to the warpstone used in their summoning they are not subject to *stupidity*; cause *Fear* in living creatures; 35% chance of causing *infected wounds*.

27. Captain's Chamber

The door to this room creaks loudly as it is opened, alerting the occupants to any intruders. Inside, Captain Hegel sits in a wooden chair covered in a mass of cobwebs. His form is indistinct; just a grey outline amongst the shimmering webs. As the adventurers enter, he speaks in a rasping throaty voice. "Who dares enter my chambers unannounced?"

Captain Hegel waits for an answer before demanding that the adventurers leave. If they refuse, or move to attack, he stands up in a shower of dust which obscures him completely for 1 round. When the dust clears, each character must make a *Cool* test or flee from the ghostly apparition for 1D4 rounds.

As Hegel gets closer, the adventurers can see his ghostly features clearly and will be paralysed unless they make a successful *Fear* test (characters who fail may check again at the beginning of each round).

On a table next to Hegel's chair stands a dust-filled silver goblet (value - 15 GCs) and a silver decanter (value - 30 GCs) of sour wine. The other furniture comprises a mouldy bed and a chest of mildewed clothes. There is nothing else of value in the room.



GEORG HEGEL - Skeleton, ex-Captain of the Guard



Georg Hegel used to be Captain of the Guard before his unfortunate death 3 months ago. He has not been allowed to rest in peace, however, for Lady Margritte (who does not entirely trust Lieutenant Doppler) reanimated Hegel using her *Summon Skeleton Minor Hero* spell and a sprinkling of warpdust. Now Hegel is little more than a skeleton rattling around inside of his armour, but he is totally loyal to Lady Margritte, as his very existence relies on her powers.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	56	4	4	11	45	2	40	70	40	60	40	30

Age: Decomposed!

Skills

Disarm; Dodge Blow; Ride - Horse; Secret Language - Battle Tongue; Specialist Weapons - Lance, Two-handed weapons, Flail, & Parrying Weapons; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun

Equipment

Crossbow (R32/64/300, ES4, Rld1) and ammunition; Knuckledusters; Flail; Bastard Sword (I -10, D +1); Full helm and mail coif (2 AP on head); Sleeved Mail Shirt (1 AP on body and arms); Mail leggings (1 AP on legs); Shield (1 AP on all)

the GUARD TOWER (areas 28-39)

This central tower, standing on an isolated pinnacle between the Inner and Outer Baileys, guards the bridge that connects the two parts of the castle. There are five guards stationed here permanently - they will not permit anyone to enter the Inner Bailey, but anyone crossing the other way (into the Outer Bailey) will not be challenged. In the event that a battle for the Outer Gatehouse (area 3) develops, these guards will be replaced by others from the Outer Bailey (assuming sufficient numbers remain), and they themselves will fall back to the Inner Gatehouse where they will make a final stand before fleeing to any safe place they can find.

28. Ground Floor

The bridge between the two baileys passes through a large archway on this level. Normally empty, the two rooms to either side will each be manned by one guard (armed with a crossbow), if the alarm is raised. Apart from a few sacks and barrels (of food, beer, oil, etc.) both rooms are empty.

29. First Floor

This room contains the winches for raising and lowering the northern and southern drawbridges. As *Map 22* shows, the northern- and southernmost halves of the bridge are attached to great chains. However, the winches have not been used for so long, and are so old and rusty that a total of 12 *Strength* points are required to turn them (i.e. four guards). Even then it will take D6+1 turns (minutes) to fully raise one bridge. The room is also equipped as a murder room - in a similar fashion to room f over the gatehouses (qv). In the event of the alarm being raised, three of the five guards stationed in the tower will take up defensive positions here.

30. Second Floor - Armoury

This room contains rough, pallet beds for the guards stationed here. Unless the alarm is raised, the guards will be found here - sleeping, or playing cards, arm-wrestling, and so on. Racks on the north and south walls hold 10 crossbows, 50 heavy spears (for dropping through the murder holes on the floor below), 300 crossbow bolts, 10 shields, 10 sleeved, mail coats, 10 mail coifs, 10 full helms, 10 ordinary swords.

the inner Bailey

The Inner Bailey contains the residences of the von Wittgenstein family and their servants. There are no guards in this area; even the gatehouse remains unmanned, unless the guards from the central Guard Tower are ordered to fall back there (e.g. when the Outer Gatehouse is under attack). The Wittgensteins rely on no intruders being able to penetrate this far into the castle, but even if they do, the only NPC whose actions will need to be modified from those described in this section is Lady Margritte, and only then if she has been warned by Doppler or one of the other guards.

As the adventurers enter the courtyard of this part of the castle their eyes will be drawn to the vast numbers of evil-looking black birds which circle overhead and peer down at them from their perches on the roofs of all the buildings. The birds' eyes seem to glitter with intelligence and they follow the movements of the adventurers closely, even going as far as hopping along the wall edges to keep them in sight. In fact these birds are slightly mutated, but harmless crows who merely take an active interest in all that goes on. They are not really intelligent, but can be used to good effect by having them watch the adventurers for a while and then hop into an open window, for example - as though they were going to report to someone inside.

31. aviary

Originally built as a solarium, the walls of this building are made mostly of glass (apart from the side facing the castle wall) - but this has turned green over the years and is now virtually impossible to see through.

As the adventurers approach, they hear the sweet sound of bird song drifting out of the whitewashed building. Closer inspection reveals that the whitewash is flaking off the walls and the dome above is badly cracked. Through grimy panes, it is just possible to make out the leaves of towering ferns and other potted plants.

The building now houses some 24 human/bird crossbreeds - the more fortunate victims of Margritte's insane experiments. It is these creatures that are singing so sweetly and incongruously amid a vast collection of exotic flora. Creatures that once were human, sit on perches high up in the domed roof and eye the adventurers hungrily. These creatures are equipped with birds' legs and wings, but their heads and bodies - although beaked and feathered - are unmistakably human.

As the adventurers enter, the birdfolk hop excitedly around their perches, eagerly waiting to be fed. As soon as they realise that the PCs have no food for them, they grow angry and their singing changes to a series of discordant trills and squawks. One of the bolder individuals - with bright-red feathers - hops down to the ground and darts forward to peck one of the adventurers. The creature can be chased off by waving at it, with either a weapon or an open hand. With an anguished squawk, it will then retreat back to its perch from where it observes the adventurers quizzically, its head cocked to one side.

Attempts to communicate with the bird folk are met only by squawking demands for food. There is a locked (CR 10%) cabinet in the south-eastern corner containing bags of bird seed and a large

24 BIRDfolk



These creatures are the result of an experiment in controlled breeding by the Lady Margritte. Winged, feathered, and beaked mutants have been mated with each other to create a creature that is a cross between a human and a bird. Each one of the birdfolk has a hooked beak, clawed feet and feathered wings, and although their bodies and faces remain human they are covered in brightly coloured feathers. The birdfolk resemble a wide range of song birds - thrushes, budgerigars, canaries and so on. Their size also

varies - a few are of human proportions but most are the size of a Halfling.

The birdfolk can speak a sort of pidgin-Reikspiel and are quite happy in their not-so gilded cage. They have no interest in leaving. Not that they could get very far, as their wings have been clipped.

They are looked after by Lady Ingrid, who is very fond of her feathered friends, and has named each one (e.g. "Bluey", "Joey", "Pretty Boy"). She feeds the birdfolk each day and has a key which fits the lock to their food cupboard (see below).

Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	10	10	2	2	4	88	1	68	10	10	10	10	10

Special Rules: A birdfolk's peck attack does not receive the usual penalty for unarmed combat.

scoop for dispensing it. If this food is scattered on the floor, the birdfolk flock down greedily to eat it, fighting over the larger piles. The PCs will not be able to communicate with these creatures while they are eating, and as soon as the food has gone (after about 10 minutes) they all hop back to their perches and start singing again - completely ignoring the adventurers.

The only way for the PCs to get any information is to grab hold of one of them and force it to talk. This is best done on the ground but can be attempted while they are sitting on their perches. Getting close enough to grab a birdman on a perch requires a character to leap the 4 yard gap between the perches. A successful I test must then be made each round to avoid overbalancing and falling to the ground. If this is failed, a successful S test will allow a character to hang on to the perch. No matter how successful the adventurers are in negotiating the perches, the birdfolk will do their best to avoid them, hopping out of reach as soon as an adventurer gets close.

Alternatively, a well aimed arrow shot will force the birdfolk to cooperate. They are not accustomed to physical violence and would rather negotiate than suffer harm.

Even if the adventurers do succeed in convincing the birdfolk to talk, they will not gain much in the way of useful information. These creatures are little more than intelligent budgerigars who spend most of their lives mindlessly singing on their perches. However, they do know something of the layout of the castle and its inhabitants and may be of some use to the adventurers, providing the right questions are asked. The birdfolk are familiar with any area that can be seen from the top of the solarium, (so they cannot answer questions about the Outer Bailey, for example). The creatures' answers should be short and rather vague, as though they can hardly remember what the question was in the first place.

32. Kitchen Garden

This corner of the courtyard was walled off many years ago to provide a plot in which to grow herbs and vegetables. Now, the 8-foot-high walls are covered in strange, green tendrils. At the end of each tendril, a splayed green hand grips the wall with sucker-like growths. The plants give the impression of some malignant entity attempting to climb out of the garden beyond. If a character approaches the closed gate, it will swing open of its own accord, revealing twisted and repulsive growths behind.

The plants inside once kept the castle kitchens supplied with all manner of vegetables and herbs. Now they are more likely to eat anyone venturing into the garden than they are to provide food for the table.

There are many types of mutant plants in here, some are harmless but others are guided by a strange, evil intelligence. The harmless plants resemble strange discoloured and bloated tomatoes, marrows, artichokes, and so on. Entwined amongst these are sickly green vines which reach out to grasp any character who ventures into the garden.

Vine Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	50	-	2	2	4	30	1	-	-	-	-	-	-

The vines attempt to wrap themselves around the characters' legs or arms and then pull them into the centre of the garden where a huge hungry maw waits to devour its victims. Any character grabbed by a vine takes no damage, but is pulled 2 yards per round towards the maw. Characters may break free by making a successful S test, or they may attempt to cut through the vine. Once a vine takes 4 Wounds, it is severed and falls limply to the ground. There are at least 50 vines in the garden, so cutting one does little to harm the plant. As soon as one is cut, another reaches out to grab a character. The only way to destroy the plant is to kill the maw at the centre.

Maw Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	50	-	5	3	16	30	1	-	-	5	-	-	-

The maw hungrily awaits its victims, it opens wide revealing its bright green teeth and interior filled with a sickly green ichor. Characters who have been dragged 6 yards will be within biting range of the maw (roll to hit as normal). Any character reduced to 0 Wounds is swallowed in the following round.

The Tool Shed

A dilapidated wooden building, completely covered in vines stands in the north-eastern corner of the garden. If the adventurers manage to get in here, they find only various gardening implements (hoes, spades, forks, etc.), a wheelbarrow, and some clay pots strewn around the floor.

33. The Charnel Pit

The middle of the courtyard has been dug out into a 20-foot-deep pit, measuring approximately 15 yards by 10. The edges of the pit are lined with downward-angled spikes and the bottom ten feet has been roofed with a layer of criss-crossed bars in the middle of which is a hinged 'cage-door'. Up until about 50 years ago, this pit (which can also be entered from the castle dungeons - see p84 and Map 21) was used to house the von Wittgenstein's menagerie - a collection of weird and wonderful animals and monsters captured in the Great Forest. More recently, however, it has become a receptacle for Margritte's failed experiments...

The cage door can be reached from the courtyard via an overhanging walkway and portable wooden ramp. The latter is usually just left at the edge of the pit, together with a sort of boat-hook which is used to open the door. Anyone peering into the pit from the edge of the walkway will notice dark grey tendrils of mist rising through the cage bars. The bottom of the pit is obscured by this mist, but the unsettling sound of screams and moans can be clearly heard. Any character who hears these sounds must make a *Cool* test or be overcome by a cold clammy feeling which sends uncontrollable shivers right through his or her body. This has the affect of reducing all percentage attributes by 10 while the character can hear the noise.

If the characters open the cage door, they will see a ladder leading down into the mist. The ladder's rungs are streaked with red and feel strangely yielding underfoot and cold and soft to the touch. This has no other affect other than (hopefully) to make the players feel uncomfortable.



As the adventurers move down into the pit they will see writhing grey shapes advance towards them through the mist. Withered grey limbs will be seen to seep out of the walls and floor and reach towards the adventurers. Mingled amongst the limbs are numerous hideously shaped heads and bodies which writhe and bubble uncontrollably up from the floor and out of the walls. Characters seeing these must make a *Cool* test or immediately flee back up the ladder.

The creatures were thrown here by Margritte after she had finished using them for her experiments. They were so impregnated with warpstone that instead of dying they have melded together into a hideous being. This being attacks all who venture down into its pit, its arms reaching hungrily for its victims and its mouths moaning and groaning horribly.

The Thing in the Pit - Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	10	-	2	2	20*	20	8	-	-	10	10	10	-

Special Rules: Each arm of the being has 5 *Wounds*. When an arm is reduced to 0 *Wounds* it is re-absorbed into the walls of the pit. The only way to kill the entity is to attack the walls. If this is done, grey ichor flows out and the pit begins to shudder. Once reduced to 0 *Wounds*, the being goes into spasms, the floor begins to undulate and the walls vibrate. Any adventurers in the pit may escape by fleeing up the ladder to the courtyard above. Characters who delay their escape for more than 3 rounds will be trapped within the being as it collapses in on itself. Trapped characters will suffocate after a number of rounds equal to their T plus two. They may be cut out alive before then by characters inflicting 10 *Wound* points on the creature.

Note that the door leading from the pit to the dungeons has been nailed shut from the other side (T 6, D 20).

the Dark Tower (areas 34-37)

Horrendously mutated, Ludwig von Wittgenstein, the husband of Lady Ingrid, lives in self-imposed isolation in this dark and dismal tower. The steps leading to the entrance are broken and worn and the paint on the door is cracked and peeling. If anyone uses the large, brass knocker to knock on the door, a deep hollow sound reverberates around the whole tower. Some small stones and dust falls from the eaves above, only to bounce off anyone stood beneath. Apart from this, there is no response.

Since his metamorphosis, Ludwig has developed a disliking for daylight, so all the windows have been bricked up. Characters with *Night Vision*, however, will have no difficulty seeing through the gloom inside the tower.

34. Entrance Chamber

As the adventurers enter, the black carpet of this room seems to heave and move, and something crackles and crunches underfoot as though the floor were covered in broken glass. Dark red stains mark the adventurers' footprints. Then, suddenly, a clear patch of stone flooring is revealed, as the hundreds of cockroaches covering its surface scamper for cover.

The door leading to the tower is also covered in hundreds of cockroaches which will have to be brushed off the handle before it can be turned.

35. The Trough of Life

Cockroaches cover every surface of this room, in many places to a depth of three or four inches. In the middle is a large metal trough in which swarm thousands of the black insects. Visible amongst the roaches are millions of tiny white eggs:

A bucket stands next to the trough, but this too is swarming with cockroaches. If the cockroaches are swept off the lip of the bucket, traces of a sticky amber fluid (honey) will be revealed.

As long as they remain in the room, characters will frequently find cockroaches dropping down onto them from the ceiling. Most of the time the roaches will bounce harmlessly off clothing and armour, but a few should find their way down the necks of a character or two. Once inside clothing, the cockroaches make their way towards the warmest points of a character's body - mainly the armpits and groin. This is very distracting and a character

suffering from cockroach infestation loses 10 points from all percentile scores. The cockroach assault also takes place from the ground with cockroaches climbing up characters' legs and into their boots or shoes.

While they are in this chamber, the characters can hear music drifting down from one of the floors above. Any character with the *Musicianship* skill will automatically recognise the instrument as a harpsichord.

36. The Portrait Room

The furniture here is covered in the ubiquitous cockroaches, although the walls and ceiling are largely free of the insects. A bookcase contains books on plants and flowers, and also treatises on art and architecture.

Visible under the cockroaches on the walls are portraits of past and present family members. One shows Lady Ingrid (p80), another Lady Margritte when she was 10 years old, a third is of Gotthard (Margritte's brother) when he was 12, and a fourth - labelled "Head of the Family" - is of Ludwig himself. Ludwig's portrait is quite disturbing: although he looks superficially normal, there's something distinctly unnatural about him. His jacket bulges out from under his armpits, possibly hiding extra arms and his skin is very shiny. Protruding from the edges of his mouth are two small black teeth.

The music is louder on this floor and is accompanied by a pleasant singing voice. If the adventurers decide to leave, rather than continue up the stairs to the next floor, have Ludwig descend the stairs and greet them (see below).



37. The King of the Roaches

Ludwig spends most of his days in here reading, playing his harpsichord and/or singing. On entering this room (which is also filled with cockroaches), the adventurers see a cockroach, the size of a human, leaning upon a stool and playing a harpsichord with its forelegs. The creature wears a powdered white wig and spectacles upon its almost human head. A gold pocket watch hangs from its chitinous body and there is a white lace handkerchief tucked in between two of its body plates.

LUDWIG VON WITTGENSTEIN - human, male, mutant



While nominally the head of the von Wittgenstein family, Ludwig no longer takes any interest in such affairs. He lives instead with his "friends", millions of cockroaches.

Ludwig is a very cultured individual who finds great delight in literature, art and sculpture. Unlike other members of his family, he does not possess a cruel and malicious personality. Ludwig is genuinely pleasant to people and has a kindly demeanour, much like a paternal

uncle. He enjoys talking about anything to do with art or philosophy.

Unfortunately for Ludwig, he has been badly affected by Chaos mutations which make it impossible for him to enter normal society, much to his chagrin. All was well until ten years ago, when he started to develop a pair of black spindly arms and mandibles began to sprout from the corners of his mouth. His skin gradually grew glossy and turned black and chitinous. Over a period of a year he metamorphosed into a giant cockroach. Deciding he preferred the company of his fellow cockroaches to that of his family, he encouraged cockroaches to move into his tower and gave orders for his servants to feed them daily.

Ludwig regrets the actions carried out by the rest of the family, but he accredits it to the Wittgenstein curse. "It all started when Dagmar von Wittgenstein - my great-grandfather, built that observatory up near Grünburg. He became obsessed with a shooting star. Couldn't rest until he found it. Well he did, and things have never quite gone right for us since. Most strange, most strange indeed."

Ludwig is not very happy with his predicament, but carries on as best he can. He loves his music deeply and this gives him some comfort in these dark days.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	40	35	3	4	8	40	1	45	50	50	65	60	30

Special Rules: Ludwig's chitinous skin provides him with 2 AP everywhere except his head.

Age: 60

Alignment: Neutral

Skills

Blather; Charm; Etiquette; Gamble; Heraldry; History; Luck; Musicianship; Public Speaking; Sing; Read/Write; Ride; Wit

Equipment

Spectacles, powdered white wig, gold pocket watch, gold snuff box (value - 25 GCs)

As the adventurers enter, Ludwig (for it is he) stops playing, turns towards them and smiles. As he does so his mandibles click together. "Ar, visitors! Please, come in and make yourselves comfortable." Ludwig then clicks again and the cockroaches quickly crawl off the furniture, revealing an upholstered settee and three chairs. "Please do not be disturbed by my appearance. It has been so long since I received visitors. Would you like a drink?"

Ludwig climbs off his stool and moves towards a table containing a decanter of brandy and 6 glasses. He pours drinks for each of the characters and offers them cigars or snuff from one of the table drawers.

Ludwig is very friendly and does not consider it strange that the adventurers should be in his tower. Play Ludwig as a kindly person, who is aware of the curse affecting his family, but sees it as no fault of their own. He can be used to good effect to show to the adventurers that mutants do not ask to be mutants and it is society which victimises them, rather than mutants who victimise society.

Ludwig will happily talk about the castle and its inhabitants, unless he suspects that the adventurers mean harm to his family. He will chat about art and philosophy, and is eager for news of recent events in The Empire. He can also provide information on his family's history and on his son having moved to Middenheim (see p81).

If attacked, he looks surprised but makes no attempt to defend himself other than exclaiming, "Why do you do this? What harm have I done you?"

the temple of slaanesh (areas 38 & 39)

This rectangular two-storey building stands on the western side of the courtyard. Once it was the castle's chapel, dedicated to the worship of Sigmar, and as the adventurers approach the building they can see carved friezes depicting various events in Sigmar's life - the defeat of the Goblin band and the gaining of Ghal-maraz, the defeat of the chief of the Teutognens, the battle of Black Fire Pass, the final journey, and others (see TEW, pp9-11). These have all been heavily defaced.

The iron-studded oak doors of the temple are slightly ajar, and no matter what time of day or night the PCs arrive here, strange, discordant music drifts out on a haze of acrid lavender-coloured smoke. Mixed with the music are sounds of merriment and laughter, as if a celebration of some kind is taking place inside.

38. Inside the Temple

A stained-glass window at the far end of the temple casts a weird, orange-red light on the scene within. The scenes it depicts are hidden behind a thick coat of some red translucent substance. The far end of the chamber is raised about three feet from floor level, and on this dais stands a rectangular altar, with a statue, apparently twice life-size, behind it. The floor of the rest of the chamber is obscured by the thick lavender mist, and is littered with writhing bodies. A flight of steps on the right of the chamber leads up to a gallery.

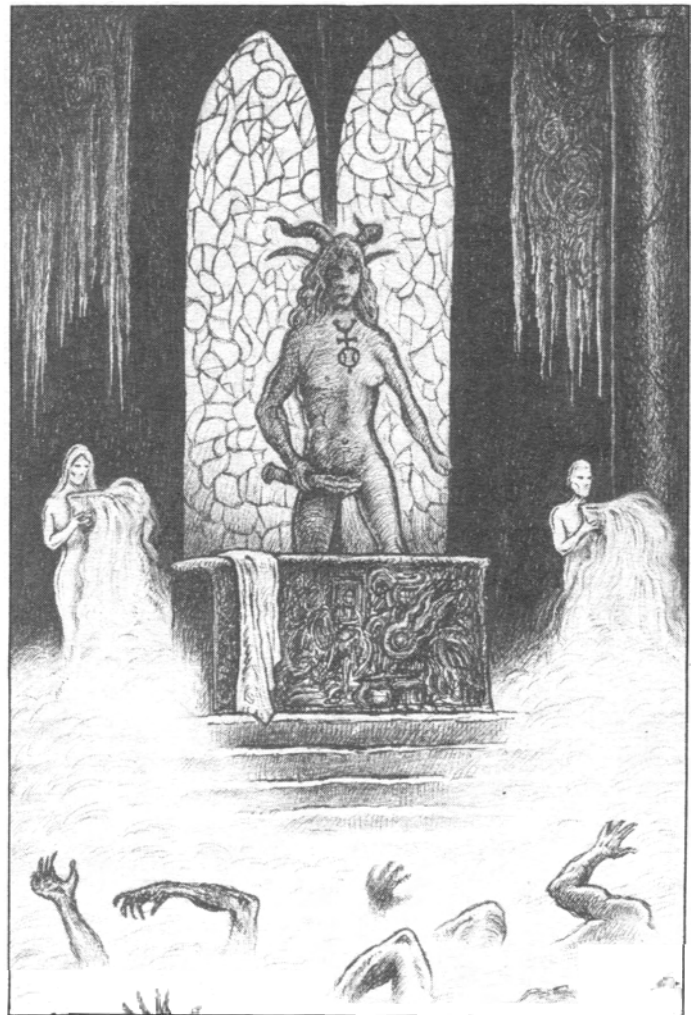
From somewhere unseen, a discordant organ plays a manic tune which sets the nerves on edge but which also has a seductive quality to its sound. As soon as the adventurers enter the temple, each must make a **WP** test; those who fail the test will succumb to the effects of the strange, intoxicating music, and will begin to dance in uncontrolled abandon. A further **WP** test is allowed after 1D4 rounds in order to throw off the effects of the music, but if this second test is failed, the affected characters can only be freed from the compulsive music by being physically removed from the temple, or if the organ (see area 39) is stopped from playing. Those

characters who successfully make the first **WP** test are unaffected by the music for as long as they remain in the temple, but if they leave the temple and re-enter later they must make the test again.

The lavender smoke pours from two large censers on either side of the altar. It cascades off the dais and floods the floor of the temple to a depth of about two feet. The censers are of silver, supported on half life-size silver statues of a naked man and woman (value - 250 GCs each; 300 encumbrance points each.)

The smoke is a euphoric drug, which will begin to affect any character after 2 minutes (20 rounds) in the temple. All characters who spend more than 20 rounds in the temple must make a successful **T** test or succumb to the vapours. Affected characters will feel light-headed, and will have all percentage characteristics reduced by 20 points. If any characteristic is reduced to zero or less, the character will be able to do nothing except sit on the floor, giggling incoherently and staring blankly and slack-jawed into infinity, not moving unless physically pulled upright and led by the hand, and sitting down again at every opportunity. The affected character will be able to defend him or herself if attacked, but cannot undertake any other action unless led by another character and given clear instructions several times in a very few, very short words. The effects of the smoke last for 1D3 hours.

The worshippers in the temple are about a dozen men and women, all dressed or partially dressed in rainbow coloured robes which expose their right breasts. Their faces and the visible parts of their bodies are covered with heavy make-up, in a wide range of garish and clashing colours. They bear no visible signs of mutation, but the extreme decadence of their dress and behaviour attests to the depth of their involvement with Chaos. Some of their robes are



adorned with a symbol which a character with *Theology* skill will recognise on a successful **Int** test as being the symbol of the Chaos God Slaanesh. These people are the servants and also close relatives of the Wittgensteins who spend their lives in a constant state of ecstasy in here.

The worshippers are so involved in their various activities that they take no notice of the adventurers picking their way through the sprawling, writhing bodies. They all have a distant look in their eyes, and take no notice of anyone or anything else. If the adventurers try to question one of the worshippers, they will be unable to elicit any response except by picking up the individual in question and giving him or her a brisk shake followed by a few slaps across the face. Even then, the reveller will do no more than try to dance with the character who is doing the shaking or slapping. Even threats of violence will have no affect, as the reveller will respond to the threat by giggling and mumbling semi-coherently about pain and pleasure being much the same thing. No profiles are provided for the worshippers, since it will be impossible for the adventurers to interact with them in any way.

As the adventurers make their way towards the dais and the altar, any character with *Demon Lore* skill will begin to have a bad feeling - nothing definite, just a distinct feeling of foreboding. The rectangular altar, like the temple itself, was once dedicated to Sigmar, but has been defiled and rededicated to the service of Slaanesh. As the adventurers approach the altar, they will notice that a relief on the front which once showed Sigmar holding his hammer has been defaced, and now shows him holding something very different.

Behind the defiled altar stands a statue carved in wood, apparently twice life-size, depicting a slim humanoid who is male on the left side and female on the right. Two pairs of horns rise from the figure's long, flowing hair, and the whole thing has an unearthly, perverse and faintly unsettling beauty. Any character with *Theology* skill will realise on a successful **Int** test that the statue is an image of the Chaos God Slaanesh.

As soon as any character sets foot on the dais, a piercing scream rends the air and a human-sized figure hurtles forward over the top of the statue, performing a double somersault before landing in a fighting crouch before the altar. Any character seeing this must make a successful *Cool* test or be gripped by fear - unable to act until they succeed in a *Cool* test (they may make one attempt each round). The creature is a *Demonette*, a lesser demon of Slaanesh.

If you are ready to have the players discover the room where the warystone was stored (see p85, first!), you may allow them to spot something suspicious about the altar on a successful *Search* test. Closer examination will reveal that it is built on a small plinth and that there is a definite gap between this and the surrounding flag stones. In fact, the altar conceals a flight of steps which descend some 20 feet to the chamber below (see *Dungeons*). The altar can only be moved, however, by turning a raised part of the relief carving - located in the exact centre of the rear side of the altar.

39. Gallery

A flight of steps leads up from the lower floor of the temple to the gallery, which is fronted by a wooden balustrade three feet high. The gallery is empty except for a strange looking organ - the source of the discordant music which fills the temple. Nobody is playing the instrument, which is fantastically carved from variously coloured woods, but it continues to produce the unearthly music apparently of its own accord.

The organ's pipes are painted in a variety of garish colours, and many have animated human heads at the top, which 'sing' the notes as they are played. The organ's keys are coloured alternately red, yellow and blue, and move by themselves as do the pedals and stops. Each stop has a carved cherubic head on the end; like the

heads atop the pipes, these are animate, and will smirk, grin and pull faces at the characters as they approach. Anyone touching a stop will be bitten by the head for one **S O Wound**, modified by any gauntlets worn and by *Toughness*. Having bitten, the head will lick at the blood dripping down its chin and look pleased with itself.

Demonette - lesser Demon of Slaanesh



Demonettes are fully detailed in the forthcoming Warhammer supplement, *Realms of Sorcery*.

The Demonette is five feet tall, and has a white skin with deep green saucer-like eyes. Its face and figure resembles that of a Human woman, except that its arms end in crab-like claws which snap and click together as it moves.

It will attempt to engage the characters in conversation while it manoeuvres close enough to cast its *Acquiescence* spell on the nearest character (see below). Its conversation revolves around such topics as to why the adventurers are not dancing or otherwise enjoying themselves. Why do they look so grim and unhappy? Surely life is all about having fun instead of looking like you have constipation all the time. If attacked, it seeks to kill its attacker with its 2 *claw* attacks and 1 *tail-lash*. The demonette has no wish to die and will vanish in a puff of pink smoke when reduced to 15 **W** or less.

Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	57	42	4	3	28	60	3	89	89	89	89	89	89

Special Rules; The Demonette causes *Fear* in living creatures under 10 feet tall. It is immune to psychological effects except those caused by greater demons and deities, and cannot be forced to leave combat except by such beings. It *Hates* followers of Khorne and is subject to *instability* when outside the temple.

Magic Points: 4

Magic: The Demonette knows only one spell - *Acquiescence*, a spell which is unique to followers and creatures of Slaanesh. This spell is detailed below.

ACQUIESCENCE

Spell Level: 1
Magic Points: 3
Range: Touch
Duration: 24 hours
Ingredients: Symbol of Slaanesh

This spell takes effect on the first creature that the demonette touches after casting it. In combat the demonette must score a successful hit - with the usual -20 modifier for unarmed combat. The victim is allowed a **WP** test in order to resist the spell, and if this is failed the victim enters a blissful and euphoric state for 24 hours. The victim becomes subject to *stupidity*, but will be amenable to any (non-suicidal) suggestion or instruction, provided it can penetrate the haze of contentment. Individuals in a state of *Acquiescence* will only move 50% of the time, and even then will only move at half normal speed. In a combat situation, the individual will only fight back 50% of the time, and then with all characteristics halved.

The only way to stop the music is to destroy the organ. It counts as a *prone* target if any character attacks it, but if it is attacked, its playing will grow to an ear-splitting cacophony, and a successful WP test is required to avoid being overcome by the noise. Characters who fail the test will fall to the floor, writhing and clutching their ears, and will be unable to perform any actions for D3 rounds - during this time they will count as *prone* targets. After 3 rounds, they will be able to stand but will remain deafened for D3 hours after the music stops.

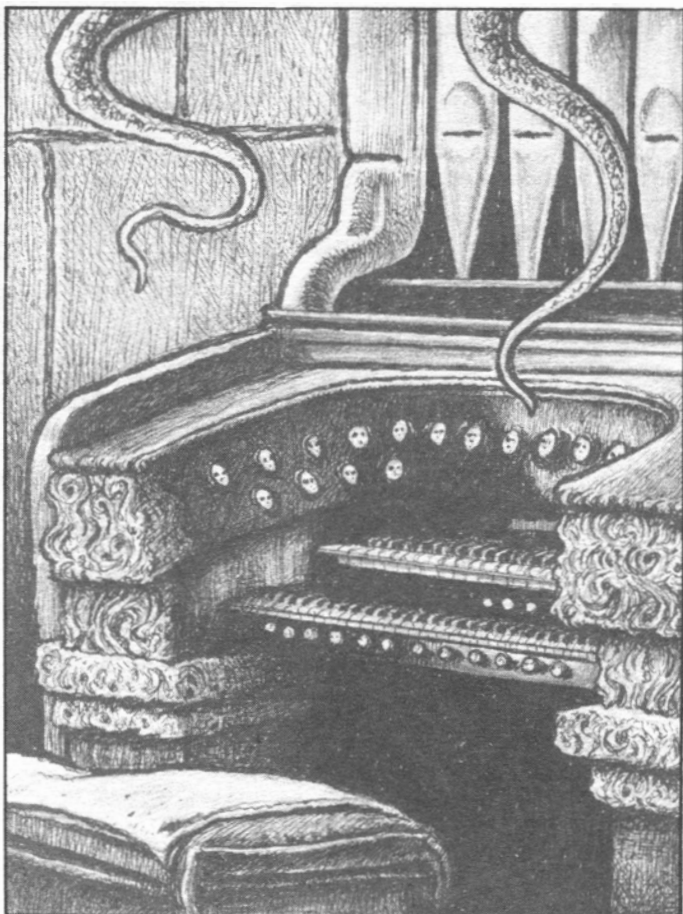
Meanwhile, scaly tentacles will emerge from four of the organ's pipes, snaking down towards the organ's attackers. Each tentacle will attempt to wrap itself around one character, constricting for a single S 1 hit per round on the body. Plate armour will offer normal protection against the constriction, but leather and chain mail will offer no protection, and should not be taken into account when reckoning damage. Any character reduced to 0 W by the tentacles will be lifted off their feet and drawn inexorably into the pipes. This process takes 4 rounds, and the victim may be freed during this time by severing the tentacle - each tentacle has T 3 and counts as a *prone* target while lifting a victim. A tentacle will be severed by any blow which does 4 or more Wounds in one go. Blows which cause less than 4 points of damage have no effect.

If the tentacle is not severed within 4 rounds, the victim is drawn into the tube until only his or her head is left sticking out of the end. The head will begin to sing immediately, having been absorbed into the organ.

Chaos Organ - Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	35	-	2	5*	10*	56	4	-	-	-	-	-	-

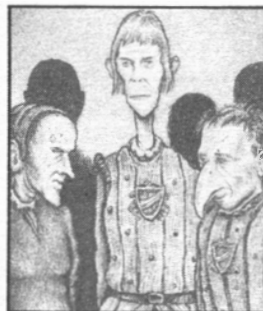
* These scores refer to the organ itself - as noted above, the tentacles have T 3 and can be severed by any blow which does 4 W or more damage.



servant's hall (areas 40-45)

This building is attached to the great hall and houses the servants responsible for its upkeep.

servants of the great hall - human, mutants



The servants who work at the Great hall are all loyal to the family and will offer no aid to the adventurers. Although no one talks about it, the servants are all virtually von Wittgensteins themselves. Inbreeding has been going on for so long that they are all related to the more senior family members. Because of this, there is a marked family resemblance between the servants and their cousins, the Wittgensteins.

All of the servants carry the mark of Chaos in some form or other. Most of these mutations are minor - abnormally thin, beaked face, bird's feet, long neck and so on, but a few do bear some of the more horrific marks - details of which are provided in the text.

The servants carry out a number of different tasks around the hall - cleaning (occasionally), cooking, waiting on the Wittgensteins, grooming Lady Ingrid's mutant cats, providing subjects for the deranged taxidermist Kurt von Wittgenstein, and so on.

Average profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	39	20	2	3	6	49	1	24	30	25	30	38	20

Skills

Cook; Dodge Blow

Possessions

All the servants wear an old-fashioned livery in a variety of shades of green, decorated with the von Wittgenstein coat of arms. They are all unarmed, but in the event of a fight they will grab any weapons that come to hand - improvised or otherwise.

Ground floor

40. Hallway

Faded paintings of the castle hang in this entrance hall. The paintings date from the days when the castle was a thriving settlement and show the ruined buildings of the Outer Bailey still intact.

41. Servants' Hall

This is where the servants spend their time when they are not administering to the family's needs. There are two servants in here mending clothing and polishing boots. One of them has a pin-head and so is subject to *stupidity*. The other has a pointed head with three eyes set in the centre. If disturbed, the one with the pointed head will enquire why the adventurers are here, and will attempt to raise the alarm if the adventurers look threatening. The pin-headed one will simply sit there oblivious to his surroundings; if he is attacked, roll on the table on WFRP, p72 to see what he does.

42. Kitchen

Food for the residents of the great hall is cooked in here by Grundar, an horrendously fat mutant with ridiculously short legs, assisted by Boris, a mutant with no nose and transparent skin. Grundar

waddles comically around the kitchen, rolling from side to side as she does so (M 1). She also exudes a foul odour which erupts forcibly from her body every minute or so. Anyone within 2 yards of her must make a successful T test or have their WS and BS reduced by 30. These effects end as soon as a character leaves Grundar's immediate vicinity. Grundar is very foul-mouthed and will order the adventurers out of her kitchen with a string of insulting invectives.

Boris' lack of olfactory capabilities allows to him to work with Grundar without suffering any ill effects. His transparent skin causes all who are unfamiliar with him to make a Fear test or be frozen to the spot. When the adventurers enter, Boris is lurking between the fireplace and the wall. He will attempt to leap out and surprise the adventurers should a fight start.

43. Storeroom

This room contains food supplies for the great hall - barrels and sacks of flour, grains, vegetables, salt beef, and so on. Hanging on the west wall are carcasses of sheep, pheasants, cattle, and the body of one of the villagers.

44. Patio

A commanding view of the Reik can be gained from this area which links the servants' quarters with the great hall.

A row of four beehives stands under the outer wall. If the PCs disturb these in any way, they will be attacked by a swarm of mutant bees which pours out of the hives.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	1	1	5	10	5	-	89	5	89	89	-

Special Rules: because of their mutation, these bees are not subject to *stupidity*, and are subject to *fear* of fire. The sting of these bees has a 25% chance of causing *infected wounds*.

If the bees are dealt with, the adventurers will be able to remove D6 pounds of honey from the hives. Each pound of honey - if a little is consumed each day - is sufficient to make one character immune to animal venom (see WFRP, p82) for 1 month.

First floor

45. Servants' Dormitory

There are 13 beds in here as well as four, off-duty servants. The servants react indignantly to being disturbed and insist that the characters leave. They will only fight in self-defence, however. They have no money.

46. Slurd's Room

The butler, Slurd resides here when he is not dozing in the great hall. The room is knee-deep in filth - cobwebs, dirty underclothes, the remains of old meals and so on. It has never been cleaned in living memory and that is just the way Slurd likes it. If they can bring themselves to searching through the debris, the adventurers will find a gold necklace (value - 90GC) and a single gold ear-ring (value - 20GC).

the Great hall (areas 47-59)

The great hall is where Lady Ingrid, her daughter Margritte, and her son Kurt live. Also resident is Ulfhednar the Destroyer, a Chaos Warrior from the Great Forest who is currently visiting the family.

The Entrance Doors

Large, oak doors decorated with wrought iron scrolls stand closed (but not locked) at the entrance to the hall. Each door has a large

brass door-knocker in the form of a demon's head. Using these brings Slurd, the butler, to answer the door, but otherwise he will remain dozing in his chair inside (see below).

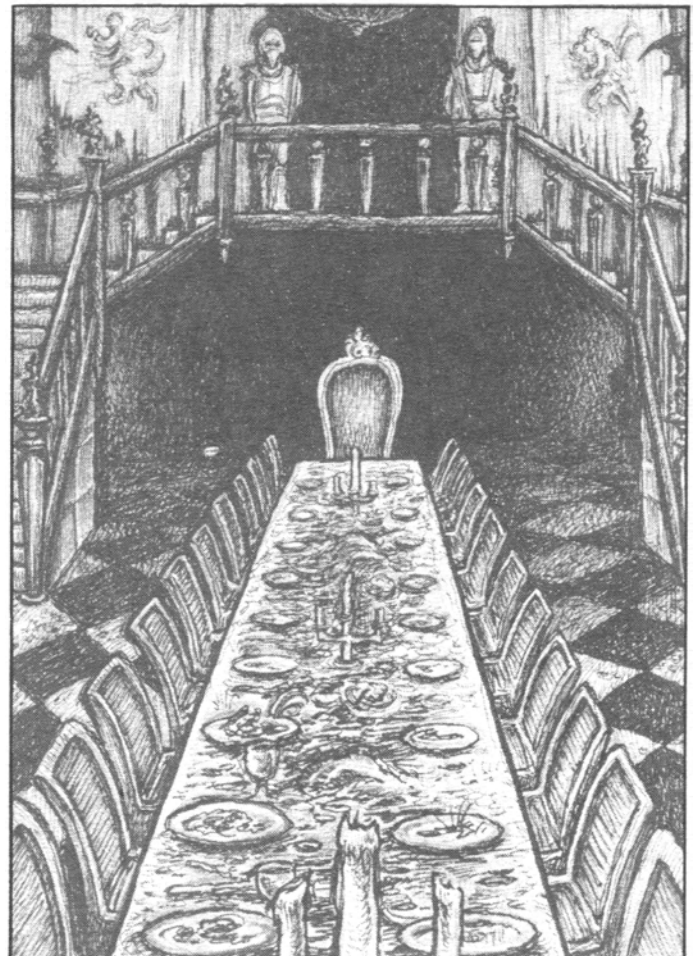
47. The Hall

The hall contains a large dining room table set for a sumptuous meal. The walls are hung with dusty lanterns illuminating numerous portraits of past and present family members. Two polished mahogany staircases lead up to a balcony where faded battle banners and suits of armour can be seen. Between the two staircases, another, narrower one leads down below the level of the hall to the dungeons (p83).

The floor is made from oak boards. Once highly polished, they are now covered in a thick layer of grease and grime. The meal on the table is weeks old - sickly green with pallid grey moulds covering all of the food, and the wine in the goblets fizzles and pops, bearing an unsettling resemblance to the contents of a Chaos toilet. The cutlery and plates are however, made from silver and are worth a total of 150 GCs.

Behind one of the staircases, if he has not come to answer the door, lurks Slurd. Once the adventurers have entered the hall, he will cough and emerge from his hiding place to ask what they want. He shows no signs of surprise at the arrival of any "visitors", and does his best to make them comfortable by showing them to the table set for dinner in the main hall. "Make yourselves at home, ladies and gentlemen. You must be hungry after your journey. Do help yourselves, and then I'll show you to your rooms. Just ring the bell on the table." After saying this, he hobbles off to his seat behind the stairs where he quickly dozes off.

If he is approached after this, he will go through the exactly same procedure again. If his offer of food is refused, he takes them to the guest chamber (area 55).



Slurd - human, male, mutant



Slurd is an old family retainer of the Wittgensteins. He is at least 90 years old, but no one is really sure of his exact age, least of all him. All that anyone knows is that he has been here longer than anyone can remember, and that he has always been old.

Slurd is grey haired and his face is lined with wrinkles. He walks with a pronounced stoop, his head always pointing at the ground. His voice is old and cracked and he has a habit of tilting his head on one side as he speaks. His left hand has mutated into a bird's talon, so he keeps it hidden inside his pocket whenever possible but, if attacked, he uses it to claw at an opponent's face.

Slurd is also very senile; he is of no use as a source of information, and can do nothing other than repeat a few, simple, butler-like actions - the habits of a lifetime die hard, even when the reasons behind them have long vanished.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	34	20	2	2	4	12	1	14	20	20	56	60	12

Skills

Dodge Blow, Etiquette, Heraldry

Special Rules: Slurd can attack with his claw without incurring the normal unarmed combat penalties.

Possessions

Stained and dirty butler's livery with a faded yellow cravat.

Scattered around the room are eight small tables with an assortment of items on them - a telescope, a magnifying glass, an egg timer, a hand mirror and so on.

The paintings show members of the family dating back some 250 years. They are positioned in chronological order, with the oldest paintings being on the north side of the hall and the latest ones depicting current members, on the south side. All of the paintings use this hall as their setting.

The early paintings depict regal looking people, dressed in fine flowing robes and generally exuding a feeling of well-being and health. Later portraits (those dating from around 2402 - when Dagmar returned with the warpstone) show a noticeable pallor in the complexion of the subjects and the first signs of inbreeding. The more recent portraits (about 50 years old) have already developed a sinister atmosphere and the subjects positively glower out at the viewer. These later paintings are unsettling in other ways as well: their eyes seem to follow the adventurers wherever they go in the room. No one will actually notice the eyes moving, but anyone looking away and then back at a picture, will spot that it has subtly changed - a previously smiling portrait will now be frowning or the head will have turned from one side to another, and occasionally, strange tentacle growths can be glimpsed waving around in the background. Perhaps even more disturbing, is the way items in the room suddenly appear in a portrait, disappearing from the room as they do so. This also happens in reverse, so that a fan held by one portrait subject will appear on one of the small tables in the room. Again, no one will actually see this happening; only the results may be observed.

The two upward-leading, mahogany staircases creak and groan when anyone walks on them, sounding like someone in great pain.

It is almost as though the staircases were alive and were hurt by being trodden on. The staircase leading down, although having no odd noises associated with it, smells strongly of stale sweat. This stench wafts up from the dungeons below and gets stronger the closer the characters get to them.

48. The Balcony

There are four ancient suits of plate armour stood on the balcony. The visors of their helms are raised and a human face stares out from each one. Close inspection of the faces reveals them to be very lifelike, as though the suits contained real people. In fact, each suit of armour contains a corpse which has been specially embalmed and mounted by a taxidermist. Although the people inside are well and truly dead, they need not appear so to the adventurers. The eyes of the corpses could appear to wink at the characters as they pass by, for example, but never when they observe them closely.

Adorning the walls are numerous faded battle banners, some of which date from the 1980's when this part of the Reikland was the scene of many battles between the forces of the Empress Margaritha and those of various Talabecland pretenders. Most of these are extremely fragile and almost totally threadbare, and will crumble to dust if touched.

Anyone approaching the central staircase which leads to the next floor will hear the sound of whispering voices coming from above (see area 52).

49. Taxidermist's Room

Margritte's younger brother, Kurt, has recently moved in here permanently, to give him more time to work at his favourite hobby - taxidermy. When the PCs first enter, they may well mistake him for one of his specimens!

Stuffed animals adorn the walls: specimens of deer, otter, bear, and various birds and small mammals can all be found here, along with birdfolk, beastmen, mutants and humans. There is a workbench in the middle of the room with a table next to it containing taxidermy tools - scalpels, glass eyes, cotton wool wadding, bowls and tubes for draining off liquids, plus other devices.

Sat in a chair against the far wall is a middle-aged male human corpse holding a pipe; mounted on the back of the door is a young servant girl whom Kurt took a liking to; nailed to a perch near the ceiling is a brightly coloured specimen of one of the birdfolk. There are also two mutants and two beastmen; one of the beastman has a boar's head, the other that of a goat, and both are supported on stands against the outside wall. One of the mutants is covered in green fur, and the other has four arms. The latter mutant stands behind the door and bears a strong resemblance to members of the Wittgenstein family, which is not surprising as this is Kurt, Lady Ingrid's younger son.

When the PCs enter, Kurt simply stands there observing what is going on. The only way an adventurer can tell he is alive is to watch him closely or to touch him. If his "friends" are interfered with, Kurt attacks manically until the adventurers leave the room, but he does not pursue them. If touched, Kurt will talk to the adventurers and offer to make them his "friends". If anyone agrees, Kurt will reach for his tools on the table and invite the character to lie down on his work bench...

50. Music Room

A vast assortment of old, dusty and broken musical instruments are kept here. None of them work any more and the room has not been entered for decades.

Kurt von Wittgenstein - human, male, mutant

Kurt is totally mad and spends all his time mounting and stuffing corpses. It doesn't matter what; if it's dead, Kurt will take great delight in preserving it, practising the art he learnt from his grandfather. Even when things are not quite dead, he has been known to drag them into his room and start work on them. Kurt now sleeps in the workroom, clearing his bench every night to sleep on.

Kurt loves his stuffed "friends", he enjoys nothing more than talking to

them and playing doctor when they look a little drawn. Kurt's friends are so much fun, that he would like all of the castle's residents to be like them. Recently the servants have refused to enter this room, as the last one to do so is still here, hanging on the back of the door - she doesn't bring any more meals, but her conversations are far more interesting now.

Apart from his four arms, Kurt looks the same as his other specimens, although a little shabbier in the clothing line, as he goes to great lengths to make his "friends" look as neat as possible. If anyone interferes with his "friends", Kurt gets very upset and attacks.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	35	25	3	3	9	50	3	45	30	20	30	30	10

Skills

Ambidextrous; Art; Chemistry; Frenzied Attack; Tailor

Possessions

Nothing of value

51. Garderobe

This room provides the necessary facilities for the family when they need to relieve themselves. The discharge pipe opens out high over the River Reik.

Upper floor

The upper floor contains the living accommodation of the family.

52. Hall of Whispers

Upon ascending the stairs to this floor, the sound of whispers grows louder and clearer. Just before they reach the top of the stairs, the adventurers will clearly hear the words, "Here they come. They're almost at the top now." These whispers come from the hall itself, in fact, but the adventures should initially believe that someone is lying in wait to attack them.

Once they enter the hall, the adventurers will be aware of a number of whispering voices coming from all different directions, in a number of seemingly different voices - but they are all the voice of the hall itself.

While the adventurers remain in the hall, it will continue to comment on their presence and appearance. If, for instance, the adventurers decide to stay at the top of the stairs while they consider what to do next, the hall will whisper, "What are they waiting for? They must be afraid." It will then laugh quietly to itself.

53. Guest Room

This room is currently being used by the Chaos Warrior, Ulfhednar the Destroyer. Ulfhednar does not immediately attack any characters entering the room, but tries to parley with them. He will try to persuade them to join with him to overthrow the castle's forces. If successful in this, he will later try to kill the adventurers.

The room is simply furnished with just a bed and a chest. The bed is unmade and the chest contains 23 GC and 18/-.

Ulfhednar the Destroyer - Chaos Warrior

Ulfhednar leads a group of mutants and beastmen in the Great Forest. He has journeyed to Castle Wittgenstein to gain Lady Ingrid's support, being drawn here by news of the changes wrought on the barony.

Arriving in the barony with Crakatz (a Beastman - see area 54), he could not fail to notice the emanations of Chaos in the air. Ulfhednar hopes to be able to use the castle as a training ground for Chaos troops - Chaos forces would easily be able to strike

at the heartlands of The Empire from such a base. In the event of discovery, the castle would provide a good means of defence against Imperial forces. So far Lady Ingrid has not shown much interest in his scheme, but if she were removed, then maybe Lady Margritte would be more malleable.

Ulfhednar is a worshipper of Tzeentch and does not understand why a castle full of mutants should not willingly join his cause. When encountered by the adventurers, he will not wade right into combat but will try to convince the adventurers to let him go. He will even go as far as offering to help the adventurers to overthrow the von Wittgenstein family. Afterwards, he will of course do his best to dispose of his former allies. Of course, if he is attacked or threatened, Ulfhednar will take great delight in killing all in his path.

M*	WS	BS	S	T*	W	I*	A	Dex	Id	Int	Cl	WP	Fel
5	59	49	4	4	10	60	2	89	89	89	89	89	18

Skills

Dodge Blow; Magical Sense; Very Resilient*

Mutations

Elastic arms - his arms can stretch up to 2+2D6 yards. His armour, being a part of his body, automatically expands to the same distance. Very fast*

Possessions

Full Plate Armour (2 AP on all - Ulfhednar's armour is part of him and cannot be removed - it is a gift from Lord Tzeentch and gives Ulfhednar an extra point of armour on his entire body including arms, legs and head, and it increases his *Magic* test by +10); his helm is decorated with the skin of a dire wolf (+1 AP to head); shield (+1 AP to all); Hand-Axe

54. Guest Room

On opening or listening at the door to this room, the adventurers will hear a deep snoring sound. Inside is Crakatz, Ulfhednar's beastman assistant. The beastman is asleep and will be surprised by the adventurers' entrance. He will wake up after 2 rounds if the adventurers do not deal with him first. If awakened, he charges into attack using his horns to gore any characters in his way.

55. Guest Room

This room is presently unoccupied. It contains a bed and an empty chest. A normal sword hangs on the west wall.

56. Chiming Room

Lady Margritte has moved her ancestor's collection of chiming clocks into this room (cf p45). On opening the door, the adventurers are confronted by the loud ticking and whirring of hundreds of clocks. The clocks are all different, ranging from very small ones, to the type often found above archways in The Empire's cities.

The clocks are all set to different times and while the adventurers are in the room, some of them will chime the hour. Use all or some of the following events as you see fit:

CRakatz - Chaos Beastman



Crakatz has journeyed to Castle Wittgenstein with his master, Ulfhednar The Destroyer (see above). Crakatz is a bad tempered and dangerous creature who has no regard for his personal safety.

He has a bull's head and legs, and at the first opportunity he will charge into combat and and not desist until he or his opponents are dead. Crakatz is loyal to Ulfhednar and obeys his every command. Ulfhednar is the only one who can hold Crakatz's natural killing urge in check.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	46	25	3	4	11	30	1	30	29	24	29	24	10

Special Rules: Crakatz's upper body, while recognisably human, is covered in a thick layer of skin which gives him 1 AP on his body.

The Knights: two clockwork knights charge at full tilt towards each other. Anyone in the way is struck by one S3 hit. Characters may dodge on a successful *Initiative* test.

57. Lady Ingrid's Room

This is where Lady Ingrid spends the majority of her time. She will be in here when the adventurers arrive, sitting amongst her mutant cats.

On opening the door, the adventurers will be confronted by a dozen spitting and miaowing mutant cats. The cats flock around the adventurers seeking attention, but their friendly attitude soon turns to one of anger if they are not immediately fed.

Lady Ingrid sits in a high-backed wooden chair at the far end of the room, and will immediately and imperiously demand to know what the adventurers are doing in her private chamber.

Any commoner (non-noble) who encounters Lady Ingrid, will be subjected to a tirade on how inferior they are, and how superior she is. After all, her family goes back to the time of the Empress Margaritha. Is she not the ruler of this barony, and does she not take care of the lesser beings who dwell in it? She will listen to no arguments of the barony being misgoverned or even destroyed by her family. "We do what is best for them, not that I expect you commoners to appreciate that - always complaining about the great deeds done for them by their superiors. You peasants are all the same, always grasping for more money, land, housing and generally trying to exploit our good nature."

BARONETTE INGRID VON WITTGENSTEIN - human, female, noble



Lady Baronette Ingrid von Wittgenstein has been head of the von Wittgenstein family since her husband's metamorphosis (see *Ludwig*). Unlike most of her relatives she does not bear any outward signs of mutation, but her rot goes deep into her soul. In recent years, Ingrid has grown more and more insane, and she now spends all her time pampering her mutant cats (see below). She is incredibly proud and has a strong dislike of commoners and peasants, looking down on them

for their inferior breeding. She may be inbred herself, but at least she is from noble stock.

Lady Ingrid is of medium build with a pasty white complexion. Her hair is also white, giving her the appearance of someone only half alive. Although she dresses in the finest clothes, her appearance is spoilt by a coating of muddy paw prints and cat hairs on her lap and down her front.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	35	3	2	8	40	1	45	50	30	45	30	40

Age: 57

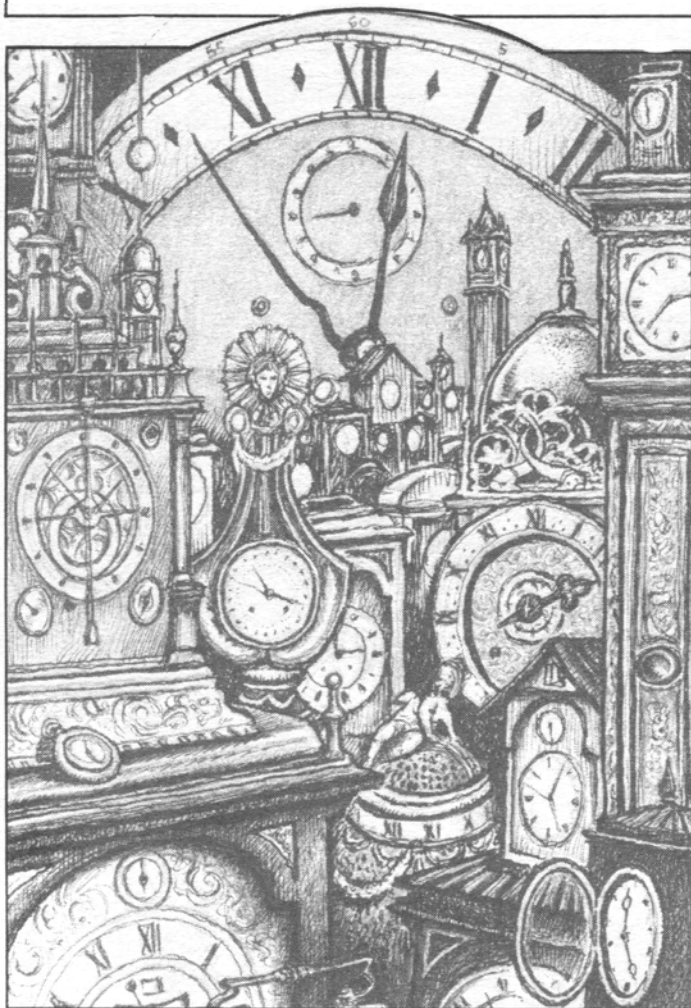
Alignment: Insane

Skills

Acute Hearing; Blather; Charm; Etiquette; Gamble; Heraldry; History; Luck; Musicianship; Public Speaking; Read/Write; Ride; Wit

Equipment

Expensive (but dirty) clothing; a diamond necklace (value - 150 GCs) and matching earrings (value - 50 GCs); three gold and silver bracelets (value - 50 GCs each); a heavy, silver charm bracelet (value - 75 GCs); a large emerald ring (value - 100 GCs)



Deafening chimes: 27 clocks all begin to chime at once. The noise is so loud that the room begins to shake. The adventurers must make a successful *T* test or be disorientated (-10 from all percentile abilities) for the next 5 minutes.

Cuckoo Clock: a large, three-foot-tall cuckoo flies out of a clock and strikes a character for one S2 hit. The character may dodge the bird on a successful *Initiative* test.

Lady Ingrid will carry on in this fashion as long as anyone is prepared to listen. If any offensive moves are made against her, she will order her cats to attack.

The furniture in Lady Ingrid's room is all torn and tattered where it has been slashed by innumerable cat claws. The curtains hang in ribbons from the rails and deep claw marks can be seen etched into every available wooden surface.

Around the walls are trophies from Lady Ingrid's younger days when she used to hunt regularly. Stuffed heads peer down from a very available area of wall. Underneath each one, the date of the kill is engraved on a brass plate. The trophies bear such titles as Peasant - 2490, Roadwarden - 2492, and Beastman - 2493. The trophies also include more standard prey such as deer, boars, bears and goblins. Pride of place goes to an Imperial Tax Collector - 2496, who led her a merry chase over half the barony.

A table next to a four poster bed contains a jewellery box and various phials of perfume. Most of the perfumes have a catty odour about them - some are quite pleasant, but most are truly repulsive. The jewellery box is made of ivory, inlaid with mother-of-pearl (value - 25 GCs) and contains a further three sets of gold earrings set with precious stones (value 50 GCs per pair), a diamond tiara (value - 175 GCs), a cat-shaped brooch studded with sapphires and emeralds (value - 80 GCs), the key to the birdfolk's foodstore, and a heart-shaped, gold locket (value - 50 GCs) which contains a lock of Gotthard's black hair.

15 mutant cats



These cats have been mutated by the presence of the warpstone and come in all shapes and sizes. They are all spoilt by Lady Ingrid and obey her every whim. The other members of the castle avoid the cats whenever possible, as they can be quite vicious. Only last month, a servant sent to clean Kurt's old room (area 58), was torn apart by them. The bones were all that were found of the unfortunate creature.

The cats all have long claws and are heavily built. Their appearance varies greatly - some have long ears, or long tails, others are strangely coloured or marked - bright blue, red and yellow striped, and so on. While recognisably feline, there is something very strange about their appearance. Whatever you think would make a cat strange, at least one of these cats will look like that.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	0	2	1	4	60	2	-	20	10	24	20	-

58. Haunted Room

This used to be Kurt's room, but since he left it to live in the taxidermist's workroom (area 49), it has become haunted by a poltergeist. Anyone entering the room will find a vase flying through the air at them. This has been flung by the poltergeist (BS 35) and causes one S2 hit.

59. Lady Margritte's Bedroom

This room, which connects with the bottom floor of the sorcerous tower (below) is luxuriously furnished with gilt edgings to the

furniture and bed. A dressing table holds jars containing face and hand creams, and other items of make-up. Lady Margritte uses these to disguise her worsening cadaverous appearance (see p32).

Lady Margritte's increasing morbidity manifests itself in the desire to surround herself with dead bodies. Two corpses sit in chairs in the room and the booted feet of a third can be seen sticking out from under her bed. The corpses are in various states of decay and the one under the bed has had its arms removed. The corpses are all mutated in some way or other - long legs, three eyes, etc.

A chest against one wall contains a casket of Lady Margritte's jewellery - a gold choker (value - 50GC), a pair of ruby earrings (value - 25GC each), and a gold and emerald diadem (value - 90GC).

poltergeist - Undead

The poltergeist is invisible and can only be harmed by magical weapons. Hitting the poltergeist is quite difficult (WS10) unless it can be seen. Any character with the *Magical Sense* skill will notice faint swirls and emanations in the air on a successful **Int** test. This character may attack with no penalties to hit and can direct other characters to attack. Directed characters attack with a -40 penalty to their chance of hitting.

The poltergeist is able to throw one item with an encumbrance of 50 or less every two rounds.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	0	35	2	0	12	60	½	-	18	18	18	18	-

Special Rules: Anyone seeing a item thrown by a poltergeist must make a successful *Cool* test or immediately flee the room.

the SORCEROUS TOWER (Areas 60-62)

This tower - which is connected to the great hall on the first floor level only - is where Lady Margritte conducts her depraved experiments. Note that the tower is supported by flying buttresses - not only does it have no ground floor, but its lowest level actually overhangs the courtyard of the Inner Bailey.

60. Lens Room

This room connects with Margritte's bedroom in the Great Hall (area 59), and she only uses it as a dressing room. However, Dagmar von Wittgenstein used this room to grind lenses for his telescopes. In addition to wardrobes full of Margritte's clothes, the room still contains his lens grinding equipment and an old telescope.

61. Library

Bookshelves line the walls of this room. The books all deal with various aspects of Necromancy. Dagmar von Wittgenstein's diary is also here (see below), on a table next to a letter to Margritte from her brother Gotthard in Middenheim - give the players *Handout 15*. This letter forms one of several incentives for the adventurers to travel to that city, the setting for the next part of the campaign - **The Power Behind the Throne**.

Anyone who spends time studying the books assembled here will be able to study to become a necromancer after 10 + D6 months. Experience points have to be spent as normal. The information in Dagmar's diary amounts to detailed descriptions of the Level 1 and 2 Necromancer skills. By paying the required experience points the character will be able to learn these skills. Any character who decides to follow this path will automatically become *morbid*.

The diary also contains a narrative of the Wizard's expedition to the Barren Hills, and his plans to use a warpstone to augment his powers. In addition, there are details of the following spells:

Petty Magic:

Curse; Gift of Tongues; Magic Alarm; Magic Lock; Open; Remove Curse

Battle Magic

Level 1: Aura of Resistance; Steal Mind; Strength of Combat

Necromantic Magic

Level 1: Hand of Death; Summon Skeletal Champion; Summon Skeletons; Zone of Life

Level 2: Extend Control; Stop Instability; Summon Skeleton Minor Hero.

lady margritte von wittgenstein

human, female, necromancer level 2 (noble)



Lady Margritte is the daughter of Ingrid and Ludwig, and the great, great, grand-daughter of Dagmar von Wittgenstein. She is given a free hand by her mother to pursue her experiments with the warpstone. Lady Ingrid is unaware that the warpstone is responsible for the horrible and bizarre events which have affected the barony, but Margritte is under no delusions. She sees the warpstone as a means of creating the ultimate undead creature and looks upon it as a

potential cure for her increasingly cadaverous appearance.

Lady Margritte is young and beautiful but her researches into necromancy are taking their toll. Afflicted with an obsession with death and dead things, she is also taking on a cadaverous appearance: her skin is pale and beginning to stretch thinly over her bones. She disguises this with make-up and has so far succeeded in keeping her youthful looks.

She was led to the warpstone after reading entries in Dagmar's diary which she found in the secret room under the castle's chapel. This tome tells of the Wizard's expedition to the Barren Hills and of his plans to use it to augment his power.

Her own experiments have developed from a straightforward curiosity as to the results of ingesting powdered warpstone (which is why she supplies small quantities to Rousseaux in the village) into an obsession for creating an undead creature which is not subject to *instability* and which can be 'programmed' rather than having to be controlled constantly. She started by trying to attach extra, limbs and other appendages (taken from dead peasants) onto other, captive beggars. Most of these experiments failed abysmally. She then progressed to trying to infuse warpstone into living villagers, but wished to keep the mutations to a minimum. In the end, she had to settle for assembling a creature out of the non-mutated parts of these villagers. The monster in her laboratory is the end result!

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	41	4	4	9	51	1	41	51	51	41	41	31

Age: 21

Alignment: Chaotic

Skills

Arcane Languages - Magick, Necromancy; Cast Spells (Petty Magic, Battle Magic - Level 1, Necromantic Magic - Levels 1 & 2); Blather; Charm; Demon Lore; Etiquette; Heraldry; Identify Plants; Identify Undead; Luck; Magic Sense; Meditation; Read/Write; Ride; Rune Lore; Scroll Lore; Secret Language - Classical; Wit

Equipment

Margritte's laboratory has all the ingredients required for her to cast any of the spells she knows (see below), including 3 enchanted skulls (see *WFRP*, p175). She also carries a *Wand of*

Jet (see *WFRP*, p188), and she wears a *Ring of Protection from Fire* (giving her +10 to all tests involving fire, and reducing all fire damage by half). She also wears a shrunken, silver-plated, skull on a chain round her neck (value - 75 GCs), but has no other treasure on her.

Magic Points: 35

Spells

Petty Magic:

Curse; Gift of Tongues; Magic Alarm; Magic Lock; Open; Remove Curse

Battle Magic

Level 1: Aura of Resistance; Steal Mind; Strength of Combat

Necromantic Magic

Level 1: Hand of Death; Summon Skeletal Champion; Summon Skeletons; Zone of Life

Level 2: Extend Control; Stop Instability; Summon Skeleton Minor Hero.

the wittgenstein monster



This creature is the object of Lady Margritte's experiments to create the supreme undead monster. She has used the warpstone-infused bodies of the villagers and beggars to build a composite being made up from various body parts and internal organs. She hopes that this will mean that the monster will not be subject to *instability* and will be able to lead and control other undead. If her experiment works, she plans to create a whole army of undead led by these formidable creatures.

Her work has progressed slowly but inexorably towards this end. Now the being is complete and the final component is the electrical energy from the storm. This moment coincides with the adventurers' entrance into the laboratory. The electrical storm which has been *raging* as they explore the castle unleashes its full power as they penetrate her tower. Imbued with life, the creature will follow her every command - providing she is able to give it instructions as soon as it "awakes".

The monster stands 8 feet tall and has numerous scars visible on its body. Rough stitch marks can be seen holding its oversized limbs together and a vertical scar runs down the centre of its face and across the top of its head. The monster has a deathly white skin with green discolorations on the cheeks and lower jaw. It appears both frightening and threatening, and all seeing it must make a successful *Cool* test or flee in fear for D6 rounds.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	20	0	6	6	15	10	1	10	40	10	10	10	-

Special Rules: The monster causes all whom see it (with the exception of its creator) to make a *Cool* test of flee in fear for D6 rounds. It is immune to all psychological effects.



62. Laboratory

This room is filled with the type of equipment you might expect to find in the laboratory of a mad scientist. The room is a maze of tubes of glass filled with glowing multi-coloured vapours, interlinked by a series of brass rods. Hanging on hooks around the walls are five human corpses and skeletons in various states of decomposition. Glass tanks along one wall contain preserved body parts - legs, liver, kidneys, a brain, and so on.

But the most dominant feature of the room is a large central wooden platform, at each end of which stands a 10-foot-high, steel column (approximately 2 inches in diameter), with a solid wooden table between the two. The four corners of the platform are attached by lengths of rope to a huge block and tackle by means of which the whole thing can be raised up to roof level. Another system of levers and rods is used to open the roof to the elements. The steel columns are connected both to a lightning conductor which trails from a large kite, and to four lengths of wire which come together at a metal skull cap. Thus, when the platform is raised and the roof opened, the kite can be flown out to conduct lightning via the steel columns and wires straight into the head of whoever is wearing the skull cap.

When the adventurers enter this room the electrical storm (see *Running the Attack*, p59) is in full swing. Lightning arcs high overhead, momentarily flooding the room with its stark, white light. Rain falls through the open roof to sputter and spit on glowing items of equipment, and the coloured tubes of glass pulsate with electrical power drawn from the storm above. Meanwhile, Lady Margritte is raising the metal platform towards the open roof, and the kite-borne lightning conductor flies high overhead. Strapped

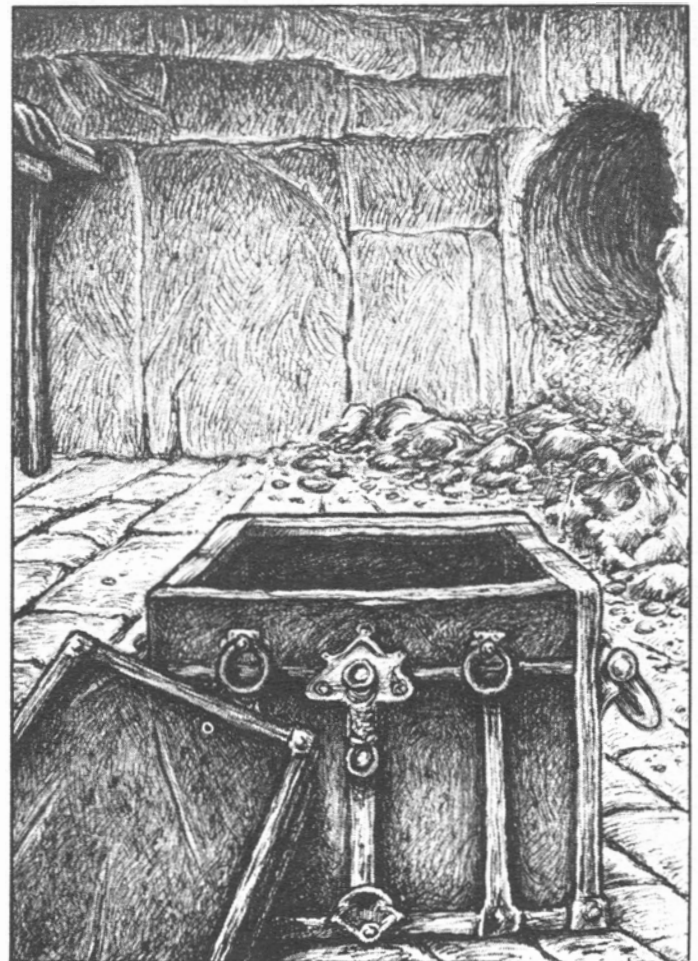
on the table and so out of sight of the adventurers is a monstrous caricature of a human being. Before the adventurers can react, lightning strikes the aerial conductor, and, with a terrifying clap of thunder, a surge of electricity sets the two metal columns quivering with raw power. A loud crackling sound and the stench of burnt flesh fills the room as Lady Margritte stares expectantly at the table. After three rounds the table begins to shake and a snapping sound comes from it. Lady Margritte begins to crank the table downwards.

If she is allowed to finish, her supreme undead being will be lowered into sight. When the platform reaches the floor, the monster will rise up and stare round blankly. Lady Margritte will order it to kill the adventurers and it will lumber off the table and more slowly but inexorably into the attack.

If Lady Margritte is attacked before the table is lowered, the monster will burst loose from the straps holding it on the table and stand confused for three rounds. At the end of these three rounds it attacks whoever is nearest to it, including Lady Margritte. After this it will only attack anyone within 2 yards. If there are no characters within 2 yards, it blunders out of the room and wanders around the castle for a while before finally making its way out into the countryside. If the characters chase it, have it wander around the castle looking sad and confused.

the dungeons - map 21

The small, central staircase from the Great Hall (area 47) leads down some 20 feet to the dungeons.



1. Wine Cellar

This room is lined with racks holding bottles of wine and brandy. Some of the bottles date from before Dagmar returned with the warpstone meteorite, and would be worth a fortune to a connoisseur. Unfortunately, their proximity to the warpstone has turned them into vinegar - but this can only be discovered, of course, by opening them.

2. Slagðarg's Room

The smell which the adventurers first noticed at the top of the stairs from the main hall gets stronger and stronger as they approach this room. Inside the room sits Slagðarg, the ogre torturer, who is feasting on one of his victims. He will not attack at once, but will question the adventurers about why they are here. Slagðarg will believe just about any excuse as long as it is not too outrageous.

There is nothing of value in the room, as Slagðarg is not paid for his work. The only items of furniture are the filthy animal skins that Slagðarg sleeps on.

SLAGÐARG - MUTANT OGRE TORTURER



Slagðarg has been resident torturer for most of his adult life. He was trained by the family's previous torturer and takes great delight in his art. Slagðarg likes to keep his victims alive as long as possible but always demands the answers to the same questions during his torture sessions: "Where did you hide the money?" or "Who are your accomplices?" These questions are often asked of people who either accidentally walked in front of Lady Margritte's coach, or failed to pay

their taxes on time. Slagðarg doesn't care that they never answer these questions - failing to answer is a good reason for turning the rack up another notch.

Slagðarg stands over 10 feet tall and carries a huge axe. He is bright green with orange hairs growing out of his muscular arms. From a large belt around his waist hang the heads of some of his previous victims.

Slagðarg is not very bright even for an ogre, and will think nothing of adventurers wandering around his dungeons. He will be alert to any "funny goings-on", however, such as releasing prisoners, and will attempt to stop anyone from doing so. Not knowing who the adventurers are, he will only resort to violence as a last recourse. He only got this job in the first place because the previous torturer accidentally flayed alive a visiting cousin of Lady Margritte.

Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	17	5	5	17	30	2	18	18	10	18	29	10

Skills
Torture

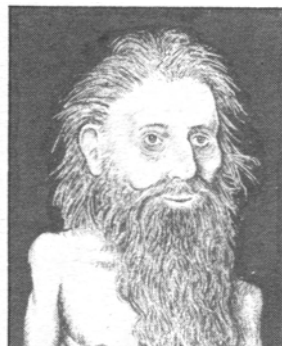
Possessions

8 assorted knives; Axe; Studded Leather Jerkin (0/1 AP on body)

3. TORTURE CHAMBER

This room has a rack in the middle and a large table with a few bottles of cheap wine upon it. An iron maiden stands open at the far end of the room and charcoal braziers burn cheerfully in the far corners. Suspended from the ceiling, in an iron cage, is the village's original physician - Fritz Carhingar.

FRITZ CARHINGAR - male, human, physician (Deranged)



Fritz has been incarcerated here for 5 years now. He has been a guest of Lady Margritte's ever since he failed to cure Ludwig's worsening condition. During his stay here, Fritz has watched Slagðarg stretch, shorten, burn and break people, and his mind has totally snapped as a result.

Slagðarg is not allowed to torture Fritz and so a strange friendship has built up over the years. Fritz likes nothing more than to watch Slagðarg entertain his guests.

Fritz presents a disturbing sight: his lower body and legs have wasted away from years of disuse so that at first glance, Fritz seems to be sat on a couple of thin sticks. Only a close inspection will reveal these to be his legs. His upper body is emaciated and his long white beard is covered in filth. There is a far away look in his eyes and a friendly grin plays around his mouth.

On seeing the adventurers Fritz will call them over. "Good day, how are you? Have you come for tea? Slagðarg will be along soon to look after you. Very friendly is Slagðarg. People have such a good time when they visit here."

"I'm a guest of Lady Ingrid, she was so pleased with how I treated her husband that she asked me to stay. She was the one who gave me this nice room," Fritz will fondle the bars of his cage at this point, "and she has looked after me ever since."

The door to the cage is not locked and can be easily opened but Fritz will not leave of his own accord. The cage is his home and he intends to stay there. "It's nice and dry, and when it gets cold Slagðarg moves the fire over so I can keep warm." Slagðarg also cleans out the cage every day, for which Fritz is extremely grateful. If Fritz is taken out of the cage he will panic and curl up in a ball - only by being placed back in the cage will he return to "normal."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	24	20	1	2	4	20	1	23	23	56	76	76	20

Fritz is so far gone that he cannot remember any skills.

4. Charnel Pit

The contents of this room are described in area 33 - *The Charnel Pit*. The door to the pit has been nailed shut from this side (T 6, D 20) and Slagðarg has painted a crude skull-and-crossbones on it. Originally, the door provided another entrance to what was once a menagerie. If the adventurers insist on breaking it down, you should refer to the other description, and amend it to accommodate this entry point.

5. Cells

The air here smells foul - sweat mixed with excreta and the stench of unwashed bodies. Incarcerated in cell **b** are 5 villagers, while cell **d** holds an Imperial Tax Collector. They are all badly beaten and bear marks of torture. If rescued they are not much use to the adventurers, since all they can do is hobble and grope their way along - they are too weak even to carry a dagger, let alone wield one.

If the adventurers are captured at any point (either at Rousseaux's house, or while exploring the castle) they will be locked in cell c. Their equipment will be stashed in Slagdarg's room (area 2). Unknown to anyone else in the castle, a stone slab in this cell can be removed, giving access to a secret passage. This is the passage first used by Dagmar's cousin, Hermann and it bears an ancient, scratched inscription - "The Way Out to Hermann's Hermitage". If you are not ready for the adventurers to locate the secret room which held the warpstone meteorite (area 6), you should not allow them to find the secret door in this passage which leads to it (see *Map 21*). For example, if the PCs have been captured in the village and you wish to have them escape so that you can run the outlaws' attack, you should make it relatively easy for them to escape, but impossible for them to get to area 6. This passage has been used in the past by prisoners to escape, but their disappearance has never been questioned since it has always been assumed that they were eaten by Slagdarg (see area 2). Slagdarg, not being very bright, always forgot about any escaped prisoners.

6. The Warpstone Chamber

Dagmar used this chamber under the chapel (p75) as a safe store for the warpstone meteorite. The room can be entered either by moving the altar in the temple or via the secret passage in the dungeon area. Ideally, this should be the last room in the castle that the adventurers explore, since the whole place is about to collapse due to extensive undermining by a group of Skaven engineers...

Seekers of the Stone

The adventurers were followed from the Barren Hills to Wittgendorf by the Skaven of Clan Eshin. As the Skaven neared the area they felt the "pull" of the warpstone and sent for members of Clan Skryre - the Warlock Engineers.

the three skaven warriors



These three Skaven are here to ensure that no one interferes with the Warlock Engineers further down the tunnel. When the adventurers encounter them, the Skaven are ready to withdraw and only fight in self-defence. If attacked they take great pleasure in killing as many opponents as possible.

The warrior Skaven are brown and stand between 4 and 5 feet tall.

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

Possessions

Sword; Chainmail Coat (1 AP on body and legs); Helm (1 AP on head); Shield (1 AP on all)

Special Rules

30 yard range *night vision*

The Skaven have broken into the castle to take possession of the warpstone and use it for their own nefarious purposes. To this end they tunnelled up through the rock, heading for the warpstone lying in the chamber under the temple. For maximum dramatic impact this tunnelling should take place just before the adventurers enter the chamber holding the warpstone. As this may either occur during the adventurers' reconnaissance of the castle or after the outlaw raid no specific time is given here. It is up to you to time this accordingly.

Beaten to It!

The chamber is dark and dismal, the walls, floor and ceiling are all unnaturally blackened. A freshly excavated 3-foot-high tunnel leads down through the chamber floor. Piles of rock and dirt lie scattered next to the opening. From the tunnel comes a gust of fresh air.

Stood in the centre of the room is an open 3-foot cube made of lead. The cube is hollow and a lead lid lies next to it. There are carrying handles on two of the side faces of the cube, but the cube is empty - the warpstone that was in there has been removed by members of the same Skaven clan encountered by the adventurers in the Barren Hills. The only sign that it was ever in here are the blackened and pitted insides of the box. There are no traces of warpstone left anywhere in the chamber; the Skaven have meticulously taken every last ounce.

A table against the southern wall holds thick gloves and some grinding equipment used by Lady Margritte to turn part of the stone into dust. This equipment was originally in her laboratory, but following the warp storm she moved it to this sheltered location for safety.

The tunnel slopes downwards and from it comes the sound of squeaking voices. These immediately fall silent as soon as anyone enters the passage. An *Observe* test reveals large, rat-like footprints leading both in and out of the chamber.

Adventurers entering the tunnel will either have to crawl or stoop, depending on their height. The tunnel descends about 10 yards over a horizontal distance of about 5, and then meets a natural crack in the rock.

The Crack

This area is 12 feet high and has another recently dug tunnel leading off and downwards from it. Three Skaven warriors stand at the entrance to this tunnel. They retreat as soon as the adventurers enter the crack, only fighting in self-defence. The Skaven are used to such low tunnels and will easily outdistance the adventurers if they decide to follow.

A dull crash will be heard coming from further along the passage either after 5 rounds of fighting, or when the Skaven escape. A round later, a small amount of dust blows out of the passage, followed by a dense black cloud of dust which swirls unnaturally as it sweeps down the passage. The black dust moves at 2 yards per round, so it can easily be avoided. This is a *poisoned wind* released by a Clan Skryre Warlock. Anyone breathing the gas must make a successful T test or suffer one of the following effects. Roll separately for each character breathing it, including any Skaven:

Poisoned Wind

D10

Result	Effects
1-4	No effect
5	Victim becomes convinced that he or she is being attacked by millions of small spiders, and stomps about, screams, scratches etc., for 1D10 rounds.
6	Victim is convinced that the nearest rock is an animated piece of warpstone out to get him or her. The victim must charge and attack this for 1D10 rounds.
7	The victim becomes uncontrollably frightened and runs away for 1D10 rounds.
8	The victim is deluded into believing that he or she is a bird, drops all weapons and equipment and attempts to fly.
9-10	Victim suffers acute paranoia and attacks nearest character for 1D10 rounds.

the three skaven warriors



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The warrior Skaven are brown and stand between 4 and 5 feet tall.

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

Possessions

Sword; Chainmail Coat (1 AP on body and legs); Helm (1 AP on head); Shield (1 AP on all)

Special Rules

30 yard range *night vision*

the destruction of castle wittgenstein

As the adventurers are engulfed by or flee from the *poisoned wind*, a tremor runs through the castle rock. Any character with *Mining* skill will realise that this presages a major cave-in. As time goes by, the tremors get stronger and stronger - dust and rocks begin to fall from the ceiling. By the time the adventurers reach the courtyard, the whole rock will be shaking and small cracks will begin to appear in the floor.

The tremors have been started by the Warlock Engineers who are intent on destroying the castle. This section should be run for maximum impact and you should tailor it according to the adventurers' actions. If they head for their boat, give them time to get to it and have rocks crash down into the water around them as they make their escape into the River Reik. If, on the other hand they decide to flee away from the castle on foot, have buildings collapse behind them and the occasional narrow crevice open up in front of them. Don't make it impossible for them to escape, however - this section is not designed to kill the characters, but to give them an exciting time. If the adventurers do not leave in their boat have it washed out of the watergate and left stranded further down the Reik. A local or an outlaw can later tell them where their boat is if they do not find it themselves. By the time the adventurers are clear, the castle should be no more than a collapsed pile of dusty rubble and the horror of the Wittgensteins ended for all time.

Or is it? Once they have time to reflect, the characters should realise that there is at least one, living member of the von Wittgenstein family who is "having a wonderful time" in the distant city state of Middenheim. And there too - they ought to suspect - is the headquarters of the Cult of the Purple Hand. The adventure is not over yet. Don't miss the next thrilling instalment - **The Power Behind the Throne!**

experience points awards

The following experience points are to be awarded at suitable points during the adventure - usually at the end of an evening's play.

role playing

This adventure can involve the player characters in a lot of roleplaying and it is up to you to award experience points accordingly. In some sessions the adventurers may do little else as they spend an evening interacting and learning rumours from the landlord and patrons of a riverside inn, for example. At the end of such evenings where no plot objectives are reached, more experience points should be awarded for roleplay than on ones where the adventurers do attain plot objectives.

For sessions where roleplaying forms the majority of play, you should award in the region of 70 points to each player character, with an upper limit of 100 points for excellent play.

For sessions where roleplaying is mixed with other activities, you should award 30-50 points per player character on average. For excellent roleplaying you may award up to a maximum of 70 points each per session.

plot objectives

Note that there are no "plot objective" EPs awarded for the events detailed under **The Cult of the Purple Hand** (pp6-8); good roleplaying will more than reward the player characters.

Messing About On The River:

Securing the abandoned river boat - 50 EPs each.

Weissbruck:

Rescuing Elvyra - 50 EPs each.

Where Aynjulls Fears To Tread:

Defeating the ghoul - 50 EPs each.

Entering the Secret Library - 50 EPs each.

The Schemes of the Red Crown:

Dealing with Herzen and Heidleman - 75 EPs each.

Enlisting the Aid of the Dwarfs of Khazid Slumbol - 30 EPs each.

Aiding the Farmers near Black Peaks - 30 EPs each.

Defeating the Goblins - 75 EPs each.

The Barren Hills:

Reaching The Devil's Bowl - 30 EPs each.

Defeating or escaping from the Skaven - 20 EPs each.

Finding the final part of the Observatory Key - 30 EPs each.

Castle Wittgenstein:

Saving the elderly villager's life (p49) - 30 EPs each.

Reading the records in the Temple of Sigmar - 10 EPs each.

Gaining the Blessing of Sigmar - 30 EPs each.

Destroying the Rotgut in Rousseau's House - 30 EPs each.

Destroying or releasing the ground warpstone - 30 EPs each.

Arranging an attack on the Castle with the Outlaws - 30 EPs each.

Defeating Kratz and the Guards - 30 EPs each.

Gaining Entry to the Castle - 100 EPs each.

Capturing the Inner Bailey and Guard Tower - 50 EPs each.

Destroying Captain Hegel - 30 EPs each.

Capturing or killing Lieutenant Doppler - 30 EPs each.

Destroying Lady Margritte's experiment - 30 EPs each.

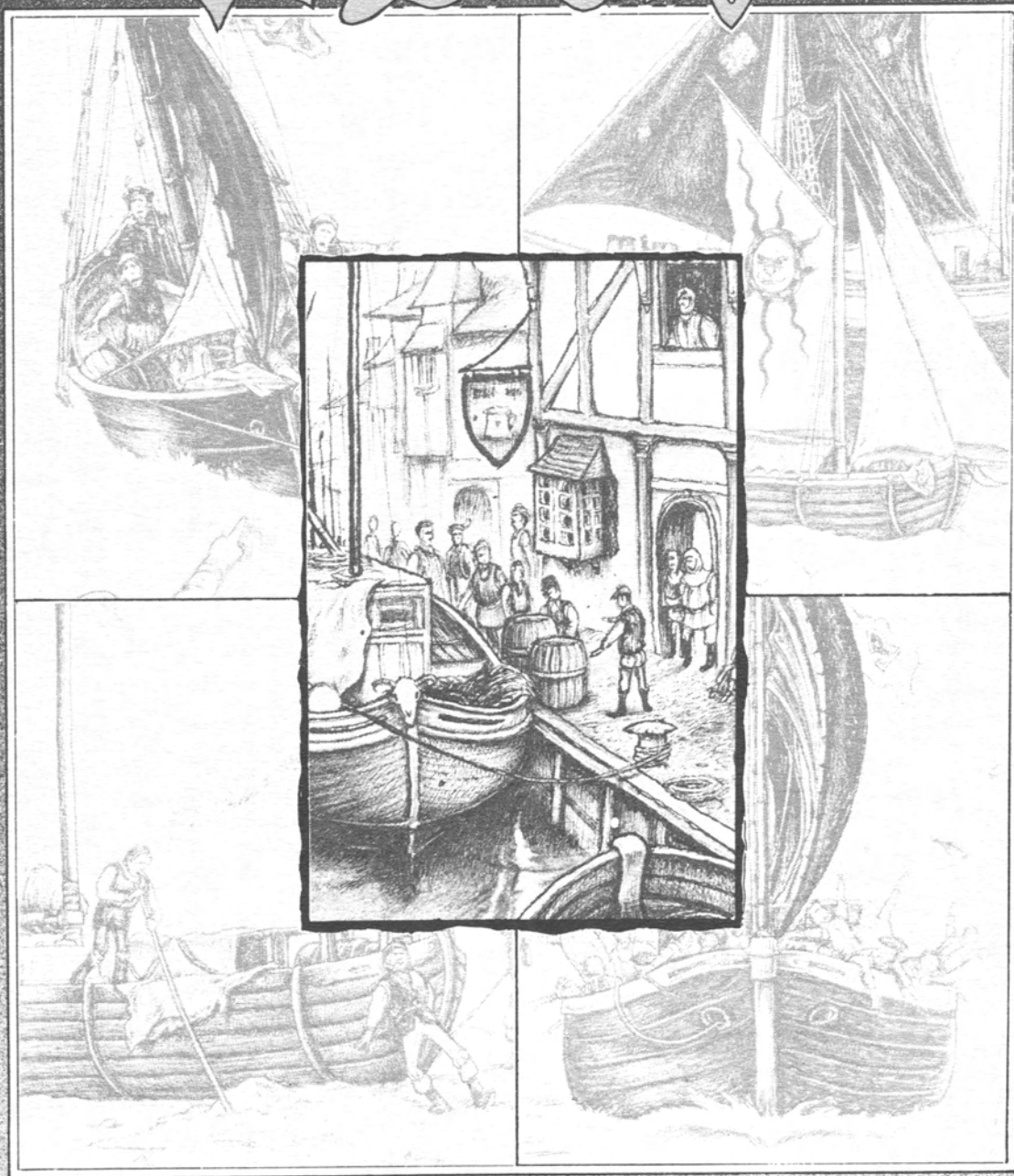
Capturing or killing Lady Margritte - 30 EPs each.

Finding the Warpstone Chamber - 30 EPs each.

Aftermath

For their part in the destruction of the castle the adventurers receive - 1 Fate Point and 150 experience points each.

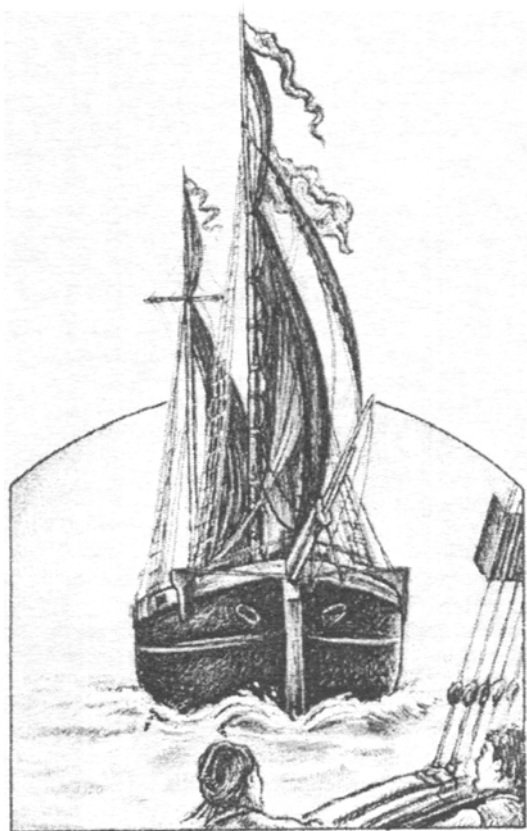
River Life Of the Empire



BY PHIL GALLAGHER, JIM BAMBRA & GRAEME DAVIS

THE ENEMY
WITHIN
CAMPAIGN

WARHAMMER
FANTASY
ROLE-PLAY



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RIVER LIFE OF THE EMPIRE

This booklet is intended to provide you with all the information required to deal with river journeys in The Empire. After playing *Death on the Reik*, you will be able to use this booklet whenever your adventurers travel by river.

In this adventure, the party will spend a great deal of time travelling by river. In the course of their travels, they will encounter many people and situations. Some 'fixed' encounters are given in the main body of the adventure, and this section provides you with ideas and encounters to use where you like - either in *Death on the Reik* or in other adventures which involve river travel. All the encounters given in this section are optional - you can use them when and where you like, or ignore them completely if you prefer, either replacing them with your own ideas or leaving out encounters which are not directly connected to the main adventure. However, you will find that optional encounters will help you to build up the atmosphere of The Empire's waterways, creating an enjoyable and believable environment for the adventurers to explore.

The central pages of this booklet provide details (including statistics and illustrations) of the most commonly encountered boats on the rivers of The Empire. You may find it useful to remove these pages for ease of reference. In addition, there are some detailed rules on trading, which will allow the adventurers to earn a little cash as they travel the waterways.

WHEN TO USE ENCOUNTERS

This is largely up to you, the GM. You can either use an encounter whenever you choose - if the adventurers are moving too slowly or in the wrong direction, for example, or if they have spent a long time travelling and nothing particular has happened. Or, you can generate encounters randomly, rolling dice on the *Encounter Frequency* table. Use whichever method suits your game and your style of play. You should take care, however, neither to overload the adventurers with encounters nor to allow the optional encounters to overshadow the main adventure.

HOW TO USE ENCOUNTERS

Not all encounters will give rise to action. Most will simply be 'background noise', creating the atmosphere of river travel and adding to the feeling that there is a real world out there, which goes on regardless of the adventurers' actions. Some may involve the adventurers, facing them with problems to be overcome, news of events elsewhere, or interesting incidents which have no relation to the main adventure.

Choosing Encounters

When you decide that an encounter will take place, you may either choose which one to use or roll on the *Encounter Table* (p.92). This is up to you - do whatever suits your style of play. The encounter table is divided into *Boat Encounters* - various boats the adventurers may meet along the way - and *Hazard encounters*, which refer to river conditions. There are also various encounters and events which are independent of the encounter table; these are in the sections headed *Locks* (p. 11), *NPC Encounters* (p. 13) and *Accidents* (p. 11). You should use these whenever you like, rather than generating them randomly.



Enemy Strength

Some encounters may result in combat, and you should be careful not to face the adventurers with insuperable odds, or to leave them too weak to stand any chance of completing the adventure.

As a rule of thumb, you should make sure that the adventurers outnumber their opponents by at least one, and that the total *Toughness*, *Wounds* and *Attacks* scores of the opponents are less than those of the adventurers.

The opponents should make *Leadership* tests each time one of their number is killed or takes a critical hit (testing on the highest Ld in the group), and they will turn to flight on the first failed test. River pirates and the like are used to preying on peaceful traders, and will seek out easier meat if the adventurers put up determined resistance.

If, despite these precautions, the adventurers are still losing heavily, you can rescue them by having another vessel, such as a River Patrol boat, heave into sight at the critical moment. The attackers will flee rather than face such a powerful adversary.

Gathering Information

An important function of optional encounters is that they allow the adventurers to collect information in the form of rumours picked up along the way. There is a selection of rumours and items of news in the main adventure booklet (p. 9), and you may add others - relating to local events, river conditions, and the like - if you wish. Be sure, though, that an encountered NPC only passes on information which he/she can reasonably be expected to have - a Boatman coming from upriver, for example, cannot be expected to know what happened last week in a town further downstream!

Developing Encounters

This booklet contains a selection of ideas for developing encounters into short incidents which can be used to add to the overall adventure. For reasons of space, these ideas are necessarily brief, and will need to be more fully developed before you use them. To show you what can be done, a sample cameo adventure, *The Maria Borger* is given below, together with the outline from which it was developed.

When developing encounters, you should be aware of the points made above - don't face the adventurers with something they can't handle; don't weaken them too severely; and always allow them the option to escape if things are too much for them. These encounters should be interesting - sometimes frustrating and even frightening - but not actually dangerous; the adventurers will have a lot on their plate with the main adventure, and will need all their resources to tackle it.

RIVER NAVIGATION

The Boat Handling Test

There will be times when it is necessary to determine whether the adventurers are able to keep control of their vessel, and the *Boat Handling* test is used for this.

Characters with *Row* or *Sailing* skills (as appropriate to the type of boat in question) make a *Boat Handling* test based on the average of their *Intelligence* and *Initiative* scores.

Characters who do not have the relevant skill make a *Boat Handling* test based on half this value.

On a sailing boat, the *Boat Handling* test is made by the character who is manning the tiller; on a rowing boat, it is made by the oarsman with the highest test value.

Characters with *River Lore* skill have a +10 bonus to all *Boat Handling* tests - but only while on rivers or canals.

Skilled characters will be able to keep the vessel under control under most circumstances, and should only make *Boat Handling* tests where a specific event or encounter calls for them.

Unskilled characters must make a *Boat Handling* test at the start of every day's travel: if the test is successful, the boat's movement allowance is unchanged for that day; if the test is failed by 50% or less, the boat's movement allowance is reduced by 25% for that day; if the test is failed by more than 50%, the boat's movement allowance is halved for that day.

Weather Conditions

The only aspect of the weather which affects river travel seriously is the wind. Roll on the *Wind Table* at the start of a journey to determine the strength and direction of the wind; thereafter, check at dawn, midday, dusk and midnight by rolling D6; a result of 1 indicates that the wind has changed by one step, with an equal chance of becoming stronger or lighter. *Calm* conditions can only change to *Light* wind, and *Very Strong* winds can only change to *Strong*. You may like to give the players some advance warning of a change of wind by describing clouds piling up or dispersing, trees swaying and so on, so that the adventurers can prepare themselves if necessary; winds change gradually, so that the adventurers will not often be caught unawares by a change of weather.

The *Wind Table* gives the effect of wind direction and strength on a boat's movement allowance.

WIND TABLE			
Strength (D6)	Direction (D8)		
	1-2 Tailwind	3-6 Sidewind	7-8 Headwind
1. Calm	D	D	D
2-3. Light	+5%	-	-5%
4. Bracing	+10%	+5%†	-10%
5. Strong	+20%	+10%†	-20%
6. Very Strong	+25%*	-§	-25%*

Notes

Sidewinds have an equal chance of coming from port or starboard.

D The boat will drift downstream at 25% of its normal movement rate; *Boat Handling* tests are made with a penalty of 10%.

† The movement increase shown can only be achieved by tacking, which requires a successful *Boat Handling* test.

* A successful *Boat Handling* test is required to avoid damage to the sail and rigging. If the test is failed, treat the result as a Critical Hit to the rigging (see below). The boat drifts out of control at 25% of its normal movement rate, modified according to the strength and direction of the wind; *Boat Handling* tests to steer the boat are made with a penalty of 25%.

§ A successful *Boat Handling* test must be made in order to take the sail down before the boat heels over and ships water. If the test is failed, the sail and rigging will be torn down as above, and the boat begins to ship water. A *Boat Handling* test may be attempted every turn in order to right the boat; there is a cumulative 5% penalty for each failed test. The boat will sink in a number of turns (minutes) equal to its T x 10 unless righted in that time.

Damage to the Boat

Boats take damage in much the same way as people; they each have a *Toughness* score which modifies the amount of damage taken, and a *Wounds* score which shows how much damage they can take (see pii-iii). Hit location is determined by using the table on p291 of the *WFRP* rulebook. If you wish, you can use the following hit location system for greater detail.

Either reverse the score on the attack dice, as in character combat (*WFRP*, p118), or roll D100, as appropriate to the circumstances. Then consult the appropriate column of the Boat Hit Location Chart below:

BOAT HIT LOCATION CHART		
D100	Rowing Boat	Sailing Boat
01-30	Crew	Crew
31-50	Crew	Rigging
51-60	Oars	Steering
61-80	Hull	Hull
81-00	Hull	Superstructure

You should modify results according to the direction of the attack; for example, an attack from in front of a sailing boat will not damage the steering.

Crew hits indicate that an exposed crew member has been hit, and the results are determined as in normal combat; if no crew member is exposed, the blow strikes the hull or superstructure, as you prefer. A crew hit on an open boat (such as a rowing boat) may hit the cargo rather than a crew member; the precise effects of this depend on the nature of the blow and the nature of the cargo, and must be improvised.

Results of other hits are determined using the T and W scores for the boat, as with characters. A D6 is rolled, and the *Strength* of the attack is added to the result, and then

the boat's *Toughness* is subtracted. If the final result is positive, it is subtracted from the boat's *Wounds* score; if not, the attack has caused no damage. When a boat is reduced to less than zero W, it has taken a *critical hit* - the effects will vary according to the location, and are described below. When dealing with boats, there is only one type of critical hit - unlike characters, we do not talk of a boat taking a +1 or +2 critical.

BOAT CRITICAL HITS

The results of critical hits on a boat are as follows:

Rigging

The sail is brought down, dragging ropes and tackle with it. All personnel on deck must make an *Initiative* test or suffer one S 0 hit (modified by T and armour) from falling tackle. The boat can only drift.



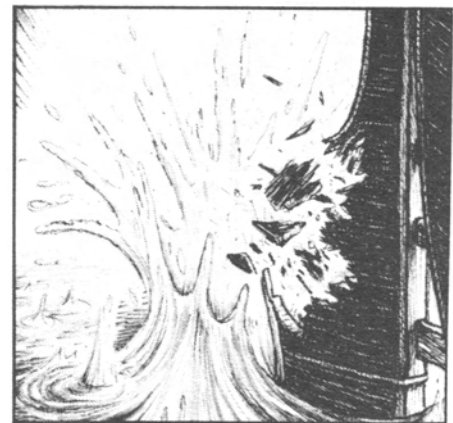
Oars

The oars are splintered, and rowers take one S 0 hit (modified by T and armour) from flying splinters. The boat can only drift.



Steering

The rudder is splintered, and the helmsman takes one S 0 hit (modified by T and armour) from flying splinters. The boat can only drift.



Hull

The boat is holed, and begins to ship water. It will sink in a number of turns (minutes) equal to the boat's **T** x 10. The water may ruin the cargo, if any.

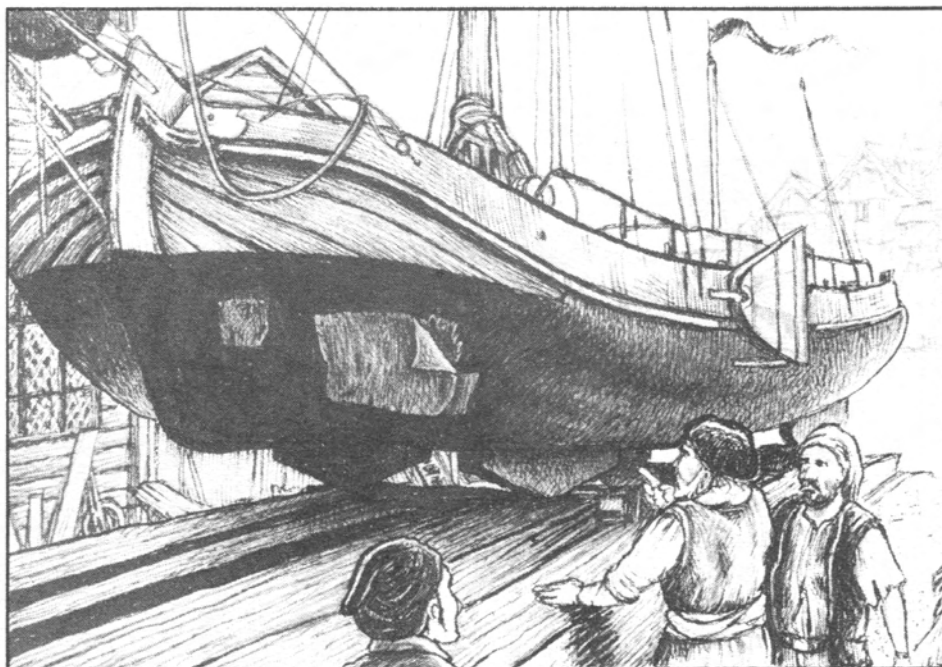
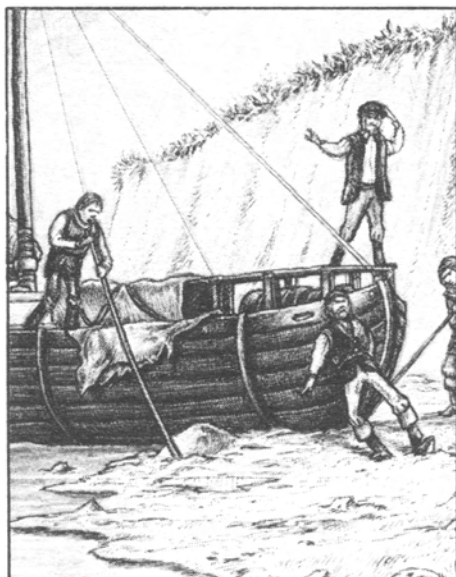


Superstructure:

The cabin, if there is one, is hit, and all characters inside must make an *Initiative* test or take one **S** 0 hit (modified by **T** and armour) from flying splinters. The boat is not affected otherwise.



Grounding: In certain circumstances, a boat may run aground; the chances of this happening are given when the danger arises. When a boat is *grounded*, it takes 5 **W** points on the hull, and comes to a shuddering halt. It has to be dragged clear of the obstruction in order to be refloated. For a laden river boat, this task requires 50 *Strength* points. Any number of characters, draft animals and so on can help, provided that there is enough rope for them all to pull on - and providing, of course, that they are not already encumbered with heavy armour, backpacks, and the like. If you wish



to use the encumbrance rules in detail, you might decide that the task of moving the boat is equal to lifting 5,000 Encumbrance Points, and take into account everything that the characters are carrying; however, this will slow play down

Holed: A holed boat will sink in a number of turns (minutes) equal to its **T** x 10 unless a temporary repair (see below) is made. The boat may then be bailed out (if buckets are available) in a number of turns equal to twice the number of turns during which the boat was shipping water - for example, if 3 turns elapsed between the time the boat was holed and the time the hull was patched, it will take 6 turns to bail it out. If the boat is not bailed out, it will lose 1% of its movement rate for each turn that it spent shipping water. If the cargo is not waterproof, it will lose D10% of its value per turn until the hole is patched and the hold is bailed out.

Alternative Damage

If you wish, you may use a more complex hit location and damage system, dividing the boat's hull into 8-yard sections similar to building sections (**WFRP**, p77). You will need to devise your own hit location charts for this, but each section of the hull will have a number of **W** points equal to the boat's total **W** divided by the number of sections, subject to a minimum **W** score of 10. When one section of hull is reduced to less than zero **W**, it takes a critical hit as described above.

Repairing Boats

Damage to a boat can be repaired permanently on a successful *Construct* test, provided that proper tools and materials, such as timber, pitch, canvas and so on are

available. Characters with *Boat Building* skill have a bonus of +20% to the *Construct* test.

Damage to the hull may only be repaired permanently if the boat is dragged onto a slipway; some locks have small workshops attached to them with a slipway and other facilities, where boats may be repaired. On the busiest waterways, there may be a resident boat-builder (NPC Artisan with *Boat Building* and *Carpentry* skills) who will repair boats for a fee of 10GCs per **W** point restored. Each successful test restores D10 **W** to the boat, and takes D4 hours of work.

Temporary repairs, such as patching a hole, may be made without dry-docking the boat; the *Construct* test has a -20% penalty because of the difficult working conditions, and if the test is successful, each repair takes 1 hour and restores D6 **W** points. However, a *Toughness* test must be made for the boat for every hour of travel, each failed test resulting in the loss of 1 **W** point as the temporary repair weakens. You may impose additional **T** tests whenever the boat takes further damage, or when it has to perform a difficult manoeuvre (i.e. whenever the character steering has to make a *Boat Handling* test), to reflect the chances of the patch springing under pressure.



RIVER ENCOUNTERS

The following tables may be used to generate encounters on the waterways of the Empire. When you wish to use an encounter, either select one from Table 2 or generate randomly.

Table 1: Encounter Frequency

Time	Area	Check Every	Chance of Encounter
Day	Populated	3 Hours	20%
	Remote	6 Hours	10%
Night	Populated	6 Hours	15%
	Remote	12 Hours	5%

Populated areas are those within 10 miles of a settlement (5 miles in forested areas), and the whole length of the Weissbruck canal; **Remote** areas are everywhere else.

This table tells you the chances of an encounter on the river, according to the time and general surroundings. It is not intended to be used slavishly, however, and you should feel free to make your own decisions about when and where encounters take place.

Table 2: Encounter Table

Day		Night		Encounter
Populated	Remote	Populated	Remote	
Boats				
01-30	01-20	01-10	01-05	Fishing Boat
31-35	21-25	11-15	06-10	Gypsy
36-50	26-35	16-20	11-15	Passenger Boat
51	36-40	21-35	16-35	Pirates
52-55	41-50	36-45	36-50	River Patrol
56-57	51-52	46-50	51	Showboat
58-59	53-55	51-60	52-65	Smugglers
60-94	56-94	61-94	66-94	Trading Boat
95	95	95	95	Loose Boat
Hazards				
96-98	96-98	96-98	96-98	Debris
99-00	99-00	99-00	99-00	Rocks/Shallows*

* If this hazard is generated, its position should be marked on the GM's map for future reference. At night, Pirates (see p1) may make use of rocks and shallows to lure boats to their doom, so that they can strip their cargoes.

Avoiding Collisions

Characters without the requisite boat handling skill (*Row* or *Sailing*, as appropriate) may run into difficulties when they encounter another boat. A *Boat Handling* test should be made, and if it is failed, the adventurers' boat will veer either towards or away from the other boat (equal chance of either). A second *Boat Handling* test is required to regain control of the boat; if this too is failed, the boat will either collide with the other vessel (causing one hull hit at \$ 5 to both vessels) or run into the bank (causing one hit at \$ 3 to the adventurers' vessel, with a 20% chance of grounding).



EXTENDED ENCOUNTERS

The following pages present some ideas for developing the encounters given in the table, so that they can be played out as short incidents in their own right. For reasons of space, these ideas are presented in a very sketchy form, and will need some work from you before they are ready to play. As an example of what can be done, here is one such idea, developed into a short, ready-to-play incident - *The Maria Borger*.

THE MARIA BORGER

If this incident had been presented in outline form, it would have looked something like this:

Vampire: The adventurers encounter a trading boat, short-handed and moving very slowly. Two of the four crew are confined to bunks, apparently suffering from severe exhaustion. One of them may have puncture marks in his/her neck, otherwise it won't be possible to tell what has caused their condition. At the last stop, the boat took on urgent cargo - a crate which, unknown to the crew, contains two coffins,

one occupied by a Vampire, which has been feeding on the crew (mainly ethereally) to sustain itself through the journey. The Vampire has arranged to be shipped to pastures new, and the boat's captain has money for warehousing at the other end. Once in the warehouse, the Vampire will find a suitable location in the new town, and move in. The adventurers make this encounter in daylight, and if they realise the truth they can dispose of the Vampire by dumping it in the running water of the river, collecting a hawthorn stake from the bank, or by any other method.

With a little work, the idea can be developed into a ready-to-play form like this:

The Maria Borger

This encounter may be used whenever the adventurers are travelling the waterways of The Empire, in place of a random *Trading Boat* encounter or as an incident in its own right.

The Boat

The *Maria Borger* is a small trading boat, of the same type as the *Berebeli* (see *The Enemy Within*). She is owned by Bernhardt Dampfer, a small independent

operator plying the waterways between two towns (the towns can be selected to fit in with the adventurers' present location), and crewed by Bernhardt and his two sons, Reiner and Karl, together with Hans Vollrat, a hired hand and friend of the family (p93). The deck plans in *The Enemy Within* should be adequate for this encounter.

Strange Events

As the adventurers' boat draws near the *Maria Borger*, Bernhardt will call out to them:

"Ho, there! I've got two sick men on board - do you have anyone with you who can help?" If the adventurers stop to talk or board the *Maria Borger*, Bernhardt will introduce himself and his crew, and take



them below. Hans and Karl lie in their bunks, barely able to move. They are deathly pale and apparently exhausted, with a sheen of cold sweat on their faces.

"Hans and Karl took sick the night before last," says Bernhardt, "We found them like this yesterday morning. Reiner and I have been all right so far, but I don't know what's wrong with them or if it's catching."



If a character with *Cure Disease* skill examines Hans and Karl, they will not be able to suggest a cure. *Heal Wounds* skill will help Hans to recover in the normal way (see *WFRP*, p130). When Hans is examined, two small punctures will be found in his neck. When this is brought to Bernhardt's attention, he will say:

"That's odd. They weren't there yesterday, but he was just as bad. Must have been a rat or something. They're a real problem when you're carrying grain - get everywhere, they do, and bold as brass, too. They'll go for you soon as look at you." Hans begins to moan weakly, and Bernhardt moves to comfort him.

"You'll be all right," he says, "Just you rest easy now." Bernhardt turns back to the adventurers. "There he goes again. He keeps seeing things. I don't understand it at all - there's no trace of a fever, he's as cold as ice."

If anyone tries to hear what Hans is saying, a few words and phrases are coherent.

"Away...keep him away...those eyes...I'm cold, so cold....don't let him touch me...no...no..."

An *Observe* test will reveal that a small pendant lies on the floor under Karl's bunk. It is made of silver, and is in the form of a stag's head - the symbol of the god Taal.

"That belongs to Hans," says Bernhardt when it is found. Hans half-rises in his bunk, reaching out imploringly, then falls back again.



"Mine," he mumbles, "Give it to me...give...took it off...he made me...he made me...take it off..." His mumbling lapses back into incoherence.

Bernhardt scratches his head in frustration when he is told that the adventurers are unable to help.

"I really could do without his," he says, "I've got this special cargo, you see, and it has to be delivered the day after tomorrow. It's as much as Reiner and I can do to keep the boat going." If he is asked about the special cargo, he will explain that when the boat was loaded two days ago, he was approached by a large mercantile operation. None of the merchants' boats were heading in the right direction, and after forcing the price up to almost twice the normal rate, Bernhardt accepted the cargo, hoping that the merchants would be able to put more work his way in the future.

The Cargo

The special cargo consists of a single crate, about eight feet square and four deep. The lid is nailed down, and a large lead seal is set on one edge, bearing a coat of arms; a successful *Intelligence* test by a character with *Heraldry* skill will reveal that the coat of arms belongs to the Orlok family, which

died out during the Age of Three Emperors. The crate is to be delivered to a town along the way, and put in a warehouse (to be arranged by the carrier) under the name of Graf Orlok. Money has been provided for this - 50GCs for carrying the crate, and 25GCs to pay for warehousing.

Bernhardt will be unwilling to let the adventurers open the crate, but a successful *Fel* test will persuade him to relent. If the crate is opened, it will be found to contain two coffins. One is empty except for a layer of soil, while the other contains a body. The body is dressed in the fashions of three hundred years ago, but shows no signs of decay. A trickle of fresh blood runs from the corner of its mouth.

The *Maria Borger* is carrying a Vampire, the last of the dead Orlok family who has decided to move on to pastures new. The Vampire sealed two coffins in the crate and

NON-PLAYER CHARACTERS

Bernhardt Dampfer - Master of the Maria Borger — Age: 43

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	3	3	9	40	2	29	29	29	39	29	29

Skills

Boat 'building; Consume Alcohol; Fish; Orientation; River Lore; Row; Sailing; Story Telling; Street Fighter; Swim;

Possessions

Boat - *Maria Borger*; Purse with 5GCs, 17/6; Leather Jack (0/1 AP,Body/Arms); Sword; Crossbow with 20 bolts (R 32/64/300;ES 4; Rld 1)



Reiner and Karl Dampfer and Hans Vollrat - Crewmen Age: 21,23, & 30



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	3*	3	9*	40	1	29	29	29	29	29	29

Skills

Boat Building; Fish; Orientation; River Lore; Row; Swim;

Possessions

Leather Jack(0/1 AP,Body/Arms); Sword; Crossbow with 20 bolts (R32/64/30;ES4;Rld1); Purse with 1D3GCs, 2D10 Shillings;

* Karl and Hans have both been reduced to 1 S, and Hans has been reduced to 0 W.

Graf Orlok - The Vampire —

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	63	55	6	6	22	60	4	49	49	49	49	49	49

Magic Points: 30 (maximum 42)

Special Rules: see *WFRP*, p251. Spells may be determined by the GM if necessary - they shouldn't need to come into play.





arranged for them to be shipped, and then entered one of the coffins *ethereally*. Once at the destination, it intends to use the nights to search out a suitable lair, and then have the crate moved there. While on the boat, the Vampire has been feeding on the two boatmen in order to keep itself active; on the first night, it attacked Hans and Karl *ethereally*, but by the second night it's stock of Magic Points was so diminished that it was forced to materialise and attack Hans physically as well. It has spared Bernhardt and Reiner so that they can handle the boat.

The adventurers may deal with the Vampire in a number of ways; they can take the crate to the bank and burn it, destroying the Vampire by cremation, they can take the coffin on deck and let the sunlight destroy the Vampire, they can dump the body in the running water of the river, they can pull over to the bank, search out a hawthorn stake (*Intelligence* test required, Rangers +10, characters with *Herb Lore* skill +10) and stake the Vampire, burning it afterwards if desired, or they can seal the coffin and/or the crate with garlic flowers, so that the Vampire is trapped there for the rest of the journey.

Bernhardt will be keen to keep the Vampire's body intact if possible; he will explain that he has to answer for the cargo, and he will be able to avoid a lot of trouble if he can prove that it was a Vampire.

Ending the Adventure

Once the Vampire is destroyed, Hans and Karl will recover their lost *Strength* and *Wounds* at the normal rate (*WFRP*, p130, p253). At your option, the authorities in the next town might give Bernhardt and the adventurers a cash reward for destroying the Vampire; the temples of M  r have a standing reward of 25 GCs for information leading to the defeat of Undead and Necromancers, which is administered through the local Mourners' Guilds.

If the adventurers do not open the crate, the *Maria Borger* will travel on to its destination. Hans and Karl will become progressively weaker as the Vampire feeds on them, and it may be forced to attack Bernhardt or Reiner as well, unless the destination is close at hand. The Vampire needs to drain a total of 16 S and W points per night in order to maintain its Magic Points total, and the crew of the boat cannot recover lost points quickly enough to sustain it through a long journey. If the *Maria Borger* stops at a riverside inn for the night, the Vampire will attack patrons in the inn rather than continuing to drain the boat's crew. Stories may eventually reach the adventurers of a series of sudden illnesses and suspected Vampire attacks along the river, culminating in the *Maria Borger* being found docked in the destination town, with all the crew drained of blood. If the adventurers then try to find the Vampire, a number of people will remember the crate being put into a warehouse, but when the adventurers try to find it, it will be gone. Over the course of the next few months, the adventurers may start hearing news and rumours of a plague in the town.

If the adventurers bring this incident to a successful conclusion, the adventure should be worth 20-50 Experience Points, with the normal bonuses for good ideas and role-playing.

BOAT ENCOUNTERS

Encounter Descriptions

Here are some ideas for each type of boat encounter from the Encounter Table (p92) which can be extended into a short incident, like *The Maria Borger*.

Physical descriptions and detailed statistics of all these boats can be found on pp (i) - (iv).

Fishing Boat



Monster: As the adventurers' vessel passes his/her boat, a Fisherman catches an aquatic monster of some description; perhaps a giant fish, or a Fen Worm (*WFRP*, p237) or Bog Octopus (*WFRP*, p233), which has moved into the river for some unknown reason. The adventurers may decide to lend a hand before the fishing boat is destroyed.

Gypsies

Lucky White Heather: The Gypsies warn the adventurers of a mysterious whirlpool or terrible monster ahead, and offer to sell them a charm which will keep them safe from it. They will start at an asking price of 5 GCs, but will take whatever they can get for the charm, which is a few strands of herbs wrapped in horsehair. At your option, the danger may or may not be genuine; the charm certainly is not.

Passenger Boat

Floating Party: The boat is packed with young nobles, having a week-long party on the river. Almost all will be horrendously drunk, and they may indulge in such high-spirited fun as throwing peasants in the river to see how long they float, attempting to ram other vessels to see who gives way first (the character steering the boat must make

a successful *Boat Handling* test in order to avoid a collision), and so on. A couple of the Nobles might jump onto the adventurers' boat and try to ransack it in search of alcohol; if the adventurers resist, a brawl might ensue. After a few minutes, a River Patrol boat (p105) will appear, following complaints from other river users. The Marines will try to defuse the situation by offering the Nobles an escort, to keep them out of trouble until they reach the nearest town. Remember that the nobles



will be richer and more influential than the adventurers, so that the River Patrol will at least appear to take their side in any argument. The Marines will pretend to arrest the adventurers (which could give them some anxious moments), and will either let them off with a small fine or release them outright once the Nobles have gone on their way. Anything that has been stolen by the Nobles cannot be recovered, and the adventurers will receive no compensation for any damage that they have caused.

Pirates

Attack: The adventurers encounter an apparently deserted boat (see *Loose Boat* below), drifting down the river. As their boat draws level with it, its pirate crew springs into view; some (D4 if you wish to generate this randomly) grappling hooks are thrown at the adventurers' boat, and the remaining pirates keep up a withering fire of arrows and crossbow bolts as the two boats are pulled together.

All characters on deck must make an *Initiative* test to avoid the hail of fire; if the test is made, the character is deemed to have taken shelter behind the boat's gunwale, and no further shots will hit. It takes a full turn (6 rounds) for the boats to be pulled together, and the adventurers will escape if they can clear all the grappling-lines within this time. Each rope has T 3, W 5, and a character who tries to cut a line is exposed to the pirates' fire while trying to do so.

Every time one of their number is killed or seriously wounded (reduced to 0 W), and whenever magic is used against them, the pirates must make a *Ld* test, breaking off the attack if the test is failed. They will break off if more than one-quarter of their number are killed or seriously wounded, regardless of any test results. If the adventurers do not beat the pirates off or cut the grappling lines before the two boats are pulled together, half the surviving pirates will attempt to board and attack the adventurers. Again, the pirates must make a *Ld* test or flee every time one of their number is killed or seriously wounded and whenever magic is used against them, and they will flee automatically if more than a quarter of their original number are killed or seriously wounded.

River Patrol

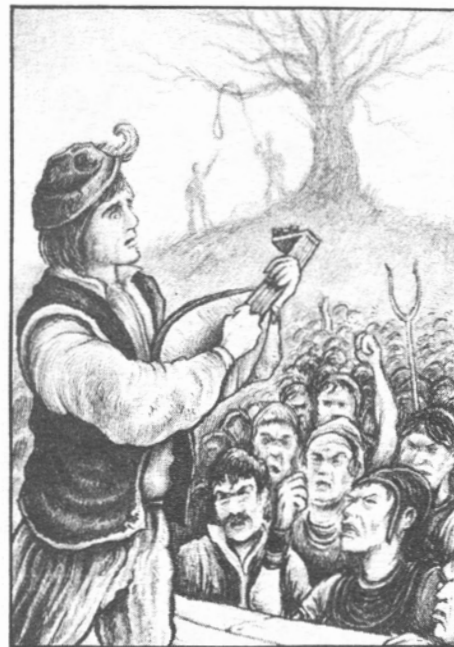
A Routine Investigation: The adventurers' boat is stopped and searched by the River Patrol, who are looking for an escaped prisoner or smuggled goods. While the River Patrol will not find what they are looking for on the adventurers' boat, the adventurers may have a few anxious moments, especially if they are carrying something they shouldn't. Contraband will

be confiscated, and a spot fine levied equal to half its value. The River Patrol will be naturally suspicious of a group of people travelling around The Empire armed to the teeth, and will question the adventurers at length about where they are going and what they are doing. They will be sceptical of stories about Chaos cults and the like, so the adventurers may decide to make up a more convincing story. You should make sure that this encounter does not end up in a fight, making it clear that the Marines have the adventurers outnumbered and outgunned, and that any aggressive action will almost certainly end in disaster. After a delay of a couple of hours, the River Patrol will let the adventurers go on their way.

Showboat

Runaway: The adventurers encounter a showboat, a couple of hours out from the last town it visited. It has been stopped and is being searched by the River Patrol, who are searching for a child missing from the town - Hanna Hochburger, the daughter of the town's mayor. Hanna has decided that life as an entertainer would be much more fun than living in a small town, and stowed away aboard the showboat when it left. The entertainers on board the showboat have not yet discovered her, and she will try to slip off the showboat and swim unseen to the adventurers' boat, stowing away there until the River Patrol has gone away. The adventurers will notice her slipping aboard if a successful *Observe* test is made. Unfortunately for Hanna - and for the adventurers - the River Patrol will also stop and search the adventurers' boat. If she is discovered, Hanna will make up a lurid tale about being kidnapped by the entertainers, in order to avoid trouble when she is returned home. This could lead to the entertainers getting into a great deal of trouble with the authorities, unless the adventurers can persuade her to tell the truth.

Old Scores: The adventurers arrive at a small town or village where a showboat has just moored. The entertainers are in the process of setting up for a show, when they find their boat surrounded by angry villagers intent on lynching one of their number. There can be several reasons for this: possibly there is a Gambler or Bunko artist aboard, who reduced one of the town's citizens to poverty, or perhaps one of the entertainers is faced with a young woman with a child, claiming that he is the father. The adventurers may recognise the entertainer in question; they may have met him in a previous encounter, or at the Schaffenhast in *Shadows Over Bøgenhafen*; the Gambler may be Phillipe Descartes, from *The Enemy Within* (p46). The town's authorities - if any - are doing nothing to prevent the lynching, and the adventurers may be able to resolve the

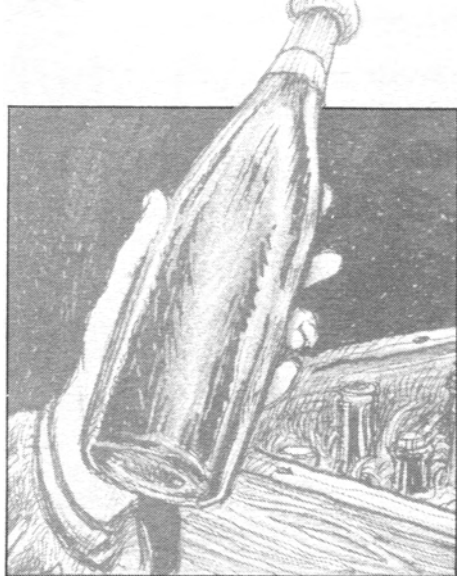


matter without bloodshed by the use of *Public Speaking* or a similar skill, or, if they also have a grudge against the entertainer, they can stand by and cheer. If they rescue the entertainer, they will have a friend for life, who may be able to help them in future adventures.

Smugglers

Guilt by Association: The adventurers encounter what appears to be a normal trading boat, whose crew will be happy to spend some time talking about river conditions and general gossip. A River Patrol vessel appears in the distance, and the 'trader' takes off at high speed. It outruns the River Patrol easily, but the patrol boat pulls the adventurers' boat over to the bank, and the patrolmen demand to know what dealings the adventurers have had with this gang of known smugglers. The adventurers' boat is searched from stem to stern, but the patrolmen find nothing (unless the adventurers have something to hide - see *River Patrol: A Routine Investigation* above), and after a little over an hour the adventurers are allowed to go on their way.

Do us a Favour: As above, the adventurers encounter what appears to be a normal trading boat. The captain asks the adventurers to take a small amount of cargo to a nearby town which lies on the adventurers' route, offering them 25 Crowns now and 25 on delivery. The cargo is a small crate, about 2 feet on each side, and if it is investigated - which the smugglers will warn the adventurers not to do - it will be found to contain two dozen bottles of Bretonnian brandy, whose sale is illegal in the Empire (see p 10). Whether or not the adventurers decide to carry the cargo, they will encounter the smugglers again at the next lock, where a group of River Patrolmen are taking their boat apart. They will not suspect the adventurers, who will be allowed to pass through the lock



unhindered. If the adventurers deliver the cargo according to the agreement, they will be paid as promised. If they decide to keep the cargo and sell it on their own account, they may be pursued by the smugglers' associates, who will only be dissuaded from violence if the adventurers pay them 50 Crowns as compensation for the trouble they have caused.

Trading Boat

Trading boats will be the most common encounter on the waterways of The Empire. One idea for expanding an encounter with a trader has been given in *The Maria Borger* (p92) but for the most part, encounters with trading boats will be uneventful, offering the adventurers a chance to pick up local gossip (see *Rumours*, on page 9 of this book) and information on river conditions and the like.

Loose Boat

Deserted: The boat is a deserted trader which has broken free of its moorings the previous night while the crew was asleep. The adventurers may take the boat in tow (halving the normal movement rates and imposing a -10 modifier to *Boat Handling* tests; if they take it back upstream, they will be able to return it to its crew and claim a reward equal to 1% of the value of the boat's cargo (determined according to the notes on p101). Alternatively, they can hand the boat over to the River Patrol, and will receive a standard salvage fee of 100GCs, to be taken out of a fine levied on the boat's captain for negligence in allowing the boat to drift free of its moorings and constitute a hazard to navigation.

HAZARD ENCOUNTERS

Debris

Heavy rain in the mountains where the river draws its source has resulted in debris being washed downstream. There are occasional uprooted trees and other heavy timbers floating downstream, and the adventurers' boat must take evasive action to avoid damage (*Boat Handling* test required, if the test is failed the boat takes D3 S 1 hits on the hull). In narrow stretches or shallow water, debris may have piled up, creating a dam which must be cleared before the boat can go on. These blockages will have T D10, W D10; ramming will cause one S 2 hit to both boat and blockage. Clearing the blockage manually (if the river is shallow enough to wade) requires the moving of 3D10 objects, each with D10 x 100 Encumbrance points.

Rocks and Shallows

Some parts of the river, especially around Altdorf, will have treacherous shifting sands; others will have rocks or dangerous currents. Pilots, also members of the River Patrol, will be encountered in these areas. They may have news or gossip from passing boats (see *Rumours*, p9 of the adventure booklet), and will be able to navigate a boat safely through the hazards for a standard fee, generally 1 GC for small boats and 5GC for larger ones (the adventurers boat counts as large). A Pilot will steer the boat safely through the hazard 100% of the time. If the character steering the boat is familiar with the stretch of river in which the hazard is encountered, or if he/she spots it in time (*Observe* test), it can be negotiated with little trouble (automatic for characters with *Rowing* or *Sailing* skill, as appropriate); other characters must make a *Boat Handling* test. The results of striking rocks and shallows are detailed below.

Unskilled characters, and skilled characters who fail to notice the hazard, should

make a *Boat Handling* test. If the test is failed, the boat has failed to avoid the hazard, with the following results:

Rocks: the boat takes one S 5 hit on the hull, with a 20% chance of grounding and a 50% chance of being holed (p91).

Shallows: the boat takes one S 2 hit on the hull, with a 40% chance of grounding (see p91).

Wreckers

Wreckers are Pirates who often take advantage of a treacherous and fairly remote stretch of the river, using one or more methods to lure boats to their doom on rocks or sandbars so that they can move in and steal their cargoes. You may wish to add to a hazard by having a gang of wreckers use it to prey on passing boats. Possible methods of operation are:

1. False Beacons: This method is normally used only at night. The wreckers have set up a series of false beacons, which apparently mark out a route through a series of rocks or sandbanks. In fact, they lead the boat onto them, and once it runs aground (taking damage as described on p91), the wreckers will emerge from the shadows on all sides and seize the cargo. In most cases, they will offer the crew the chance to escape provided they put up no resistance, and they and the cargo will be long gone by the time the crew arrives back at the scene with the River Patrol.

2. Bogus Pilot: As the adventurers' vessel approaches a treacherous stretch of the river, a Pilot approaches in a small rowing-boat, offering to guide the boat through for the standard fee (see *Rocks and Shallows* above). A successful *Observe* test will reveal that something - some turn of phrase or detail of uniform - is not quite right about the Pilot; characters who have served a career as a Boatman, Fisherman, Lock-Keeper, Pilot or Smuggler have a +20 bonus to this test, and other characters with *River*

Lore skill have a +10 bonus. If the Pilot is challenged, he/she will attempt to flee, leaving the adventurers to navigate through the hazard on their own. If the Pilot is not discovered, he/she will guide the boat straight onto the rocks or sandbank (causing damage as described on p5), jumping overboard at the last minute, and the wreckers will then surround the boat as in 1 above.

Numbers of wreckers should be handled carefully; either the adventurers should stand a chance of fighting them off, or there should be so many that it is obvious that resistance is useless (see p89) - and you should make this clear to the players. In either case, the adventurers will be able to return and reclaim the boat, which can be patched up (see p91) and will be able to limp to the nearest town for proper repairs. A sample profile for a wrecker is given in the *Standard NPCs* section of the separate GM's Reference Sheet.

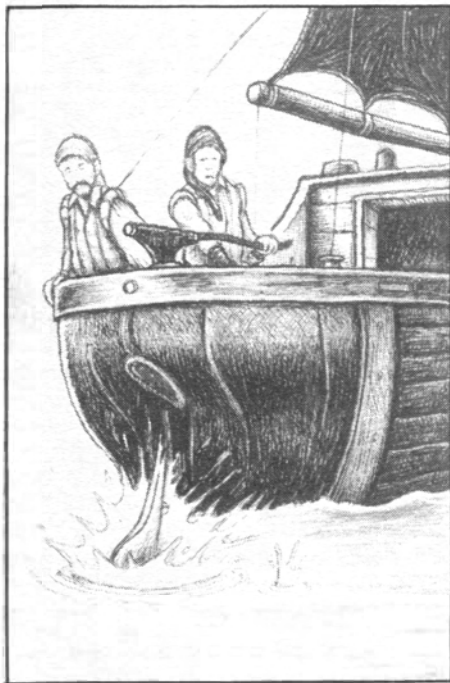


ACCIDENTS

As well as encountering various people and hazards on the river, the adventurers may find themselves faced with various accidents. Here are some ideas, which can be used when desired.

Steering

The tiller bar breaks, or a rusty bolt gives way and the rudder falls off the boat, which is left without steering. Treat this as a Critical Hit to the boat's steering (p90).



Broken Rigging

Some of the ropes controlling the sail break, either as a result of neglect or because of a sudden high wind. The boat loses speed, and the sail may come down, possibly snapping the top off the mast and bringing tackle down with it - treat this as a Critical Hit to the boat's rigging (p90).



Swinging Boom

A sudden crosswind causes the sail to snap round, swinging the boom across the deck. Characters in the path of the boom must make a successful *Initiative* test in order to avoid the swinging boom, taking one S0 hit (modified as normal by *Toughness* and *armour*) if the test is failed. Characters hit by the boom must make a further *Initiative* test or be knocked into the river.

LOCKS

There are many locks along the waterways of The Empire, and many of them will be unexceptional places where boats pay a toll to go through the lock and onto the next stretch of river (see *WFRP*, p330). Each lock is maintained by a Lock-Keeper, whose family may live in the lock-house as well.

Negotiating Locks

Characters with the appropriate boat handling skill (*Row or Sailing*) will have no trouble in using a lock. Other characters must make a *Boat Handling* test whenever they approach a lock. If the test is failed, the boat fails to enter the lock properly; results are as follows:

Failure by

10% or less: The boat scrapes the side of the lock, taking one S 1 hit on the hull and causing one S 1 hit on the lock gates; with a little pushing and pulling, it gets into the lock safely.

11%-30%: The boat runs into the side of the lock, taking one S 3 hit on the hull and causing one S 3 hit on the lock gates; it must be backed up and attempt the approach again.

31-50%: The boat runs into the bank beside the lock, taking one S 3 hit on the hull and with a 20% chance of grounding.

51% plus: The boat misses the lock and runs over the weir, taking one S 5 hit on the hull and with a 30% chance of grounding.

Handle the determination of damage to lock gates as if it had taken place in normal combat; roll 1D6, add the S given, and subtract the T of the lock gates. Lock gates have T 8, 6D6 Damage points (average 21). If a 6 is rolled on the damage die, roll again and add the result to the damage caused; keep on doing this until you roll less than 6. In this way, it is possible to do considerable damage to the lock gates, and also to the boat itself!

Like Toll-Keepers on land, Lock-Keepers are capable of looking after themselves in most situations, and co-operate with the authorities in pursuing criminals and other fugitives. This does not mean, of course, that all Lock-Keepers are completely incorruptible, and some may be open to bribery or actually in league with a band of pirates.



Locks are placed about 20-30 miles apart on the stretches of river which the adventurers are likely to travel. The plans on p331 of the *WFRP* rulebook can be used for most locks; some are attached to riverside inns, which are essentially similar to the coaching inn shown on p329 of the rulebook.

Lock-Keepers have a notorious lack of patience with people who cannot handle their boats properly, and will keep up a torrent of abuse until the boat is finally in the lock. "There are other people wanting to use this lock this week, you know" is a favourite cry.

Needless to say, a Lock-Keeper will be very unhappy if his/her lock suffers damage as a result of the adventurers' bungling; if the lock gates take more than 10 points of damage, the lock will not be able to function properly until they are repaired - there is a -20 penalty on all *Construct* tests to repair lock gates, and each successful test will take D4 hours and restore D4 Damage points to the gates. Repair costs will be 1GC per point of damage, and the adventurers will be fined this amount, plus 10GCs for the Lock-Keeper's trouble.

Characters who have bungled an attempt to enter a lock will suffer a -20 penalty to all *Fellowship* tests made while talking to the Lock-Keeper.

Encounters at Locks

Here are a few ideas for brief encounters at lock; you may use them anywhere in the course of this and any further adventures, selecting them at will or generating randomly by a D6 roll, or you may ignore them if you wish.

1. Ringer: The Lock-Keeper has been killed or tied up and hidden somewhere around the lock-house, and has been replaced by an agent working for a gang of smugglers who are about to bring a valuable cargo through the lock.

While waiting for the smugglers' boat to arrive, the replacement Lock-Keeper will try to conduct business normally, but any character who makes a successful *Intelligence* test will realise that something is wrong; characters who have served a Lock-Keeper career have a +20 bonus to the test, and other characters with *River Lore* skill have a +10 bonus.

A successful test will enable the character to notice that the bogus Lock-Keeper seems to be unsure of how to operate the lock mechanism, or arouses the character's suspicions in some other way. If the adventurers stay at the lock long enough - either by disabling the smugglers' agent or by returning to stake the lock out - they will see the smugglers' boat going through, and may alert the River Patrol or take action on their own. If they choose the latter course, there will be four Smugglers, including the one on the bank; all will be standard Smuggler NPCs.

2. New Management: The Lock-Keeper has been killed or disabled as above, and the lock has been taken over by a group of Outlaws, who stand menacingly on either bank of the river. They are charging the standard rate of toll for allowing boats through the lock ("After all," they may say, "We're not greedy. It's bad manners to be greedy."), but of course the money is being 'diverted' to their own pockets.

The precise number of outlaws is up to you; either there should be so many that the adventurers obviously have no choice but to comply, or they should be few enough for the adventurers to be able to defeat them without incurring serious losses which will affect their success in the rest of the adventure. The bulk of the group will be standard Outlaw NPCs, but they may be led by an Outlaw Chief (see the *GM's Reference Sheet*).



3. Attack: The lock and house are in smoking ruins. The Lock-Keeper may live long enough to tell of an attack by outlaws or mutants, or the attackers may still be on the scene when the adventurers arrive. If this is the case, the adventurers will outnumber them, and the raiders must make a *Ld* test or run off; if they stand and fight, they will each have lost D6 W in the recent battle. Apart from this, they will be standard NPC Outlaws or mutants (see *The Enemy Within*, p34).

There may be a few items of value left in the rubble, but there is also the chance that Roadwardens or River Patrol vessels might arrive just as the adventurers are picking over the rubble, leaving them with some fast talking to do if they want to avoid being arrested as bandits. You may use such an event to give the players a few anxious moments, pointing out that bandits are normally strung up on the spot without the benefit of a trial, but you should ensure that the adventurers can get themselves off the hook eventually, by bribery, successful *Fel* tests, or by showing the Roadwardens or Marines the bodies of dead mutants.

4. Accident: As the adventurers' boat approaches the lock, they see that a vessel has become stranded on the weir, and the Lock-Keeper and its crew are struggling to get it off before it suffers serious damage. Boatmen will be on both banks of the river, pulling on ropes to try and refloat the vessel, and a couple of horses may have been borrowed for the task as well.

Dragging the boat off the weir will require an additional 11 S points. Once the boat is clear, its captain will provide drinks all round for all who helped, and may be a useful friend if encountered again. The Lock-Keeper will also be grateful to the adventurers, and may let them through the lock free of charge - "But don't tell no-one, mind".

5. A Bit on the Side: The Lock-Keeper overcharges the adventurers for passage through the lock. If the players fail to notice that this lock seems to be more expensive than the last few, give each character an *Intelligence* test, with a +20 modifier if the adventurers have passed through another lock in the last two days, a +20 modifier for characters who have served a Lock-Keeper career, and a +10 modifier for other characters with *River Lore* skill. If the adventurers comment on the overcharging, the Lock-Keeper may apologise for the 'mistake' and rectify matters immediately, or may become abusive and refuse to let the adventurers' boat through the lock until they pay the amount he/she has demanded.

6. A Routine Inspection: An exciseman, escorted by a River Patrol vessel, has moved into the lock and is inspecting every boat



which passes through it. He/she may be looking for Smugglers, or simply carrying out a routine inspection.

In either case, boats will be tailing back on either side of the lock, and it will take the adventurers about two hours to reach the lock and be inspected in their turn. Their boat will be searched (which might be embarrassing if they are carrying any illicit cargo) and they will be questioned about where they have come from, where they are going, and why. The Exciseman is not likely to believe the truth, so a successful *Bluff* test will be required for the adventurers to concoct a plausible story.

Any contraband will be confiscated, and a spot fine of 10-100GCs will be imposed, according to the size of the illicit cargo. At your option, the adventurers may be taxed on their cargo, at 1% of its wholesale value. This is a good way of dealing with a party which has acquired too much money, but you should be lenient if the adventurers are running short of funds.

The adventurers may have trouble keeping their patience during this encounter, but you should point out that the River Patrol boat is full of Marines who are simply itching for something to relieve the monotony. If they try to back away from the lock and wait until the Exciseman goes away, they will arouse suspicion and be stopped and searched with particular thoroughness - make two *Search* tests for the Exciseman, and the procedure will delay them for a further D4 hours.

As a variant on this encounter, the exciseman may actually be a Charlatan, whose forged credentials have even convinced the River Patrol. Later on in their journey, the adventurers may encounter the 'Exciseman', having been exposed as a fake and on the verge of being strung up. Needless to say, the adventurers will not be able to recover any of the money which was collected from them previously.

NPC ENCOUNTERS

A number of interesting NPCs might be encountered as passengers on boats or coaches which the adventurers meet on their travels, or as patrons in inns they reach along the way. Everyone who travels within the Empire has a place to go to and a reason for going there, and encounters with a few interesting NPCs - whether or not they actually add anything to the main thread of the adventure - can help to create the feeling that the adventurers are moving in a real world full of real people, which makes the game more 'real' and enjoyable. This section lists a selection of NPC types, who may be encountered as passengers on boats or as patrons at riverside inns along the way, with notes on what they might be doing and how they can be used to add to the adventure.

Charlatan

A Charlatan will always be willing to sell the adventurers the latest miracle cures and other dubious merchandise. A number of things might happen to a character who is foolish enough to buy, say, a healing potion from a Charlatan; the potion might have no effect at all, it might make the character violently ill for D6 turns (no movement or other activity possible, character counts as a prone target, S and T -1 for D6 turns afterwards); it might turn the character's skin bright blue for D6 days (which might be taken as the mark of Chaos, creating all sorts of problems); or it might have any other effect that you may care to devise.

Grave Robber

The adventurers are approached by two travellers with a large crate. They introduce themselves as Hans and Hannes, and explain that they must reach the next town quickly, and offer the adventurers 50GCs to carry them and the crate. The crate is about 6 feet by 2 feet by 2 feet, and is marked 'Fragile', 'This Way Up', 'Do Not Drop', and so on. The travellers are very nervous about letting people near it. After a day or so, the adventurers may begin to notice a strange odour coming from the crate; the travellers will try to reassure them, explaining that the crate contains materials for alchemical preparations and they must get it to the destination before the materials begin to go off. The travellers will try to prevent the adventurers opening the crate, but if it is opened it will be found to contain a recently-dead body, still in its winding-sheet. The two travellers are Grave Robbers, and they are taking the body to the next large town where they can sell it to a Physician, or possibly a Necromancer. If the adventurers' boat is stopped by the River Patrol or other authorities for any reason, the Grave Robbers will try to escape, leaving them to explain why they have a stolen corpse among their cargo...

Coachman

A coachman struggles into the inn, and tells of an attack on a coach not far away. Outlaws or mutants could be responsible, and the adventurers might find them still at the scene of the attack. You might even change some of the details in the episode entitled *The Ambush* from *The Enemy Within* and use it again.

Entertainer

An Entertainer or troupe of Entertainers is putting on an impromptu show at the inn, and a Pickpocket - possibly in league with the Entertainers - is working his/her way through the crowd. Use the profile on the *GM's Reference Sheet* for the Pickpocket. If the adventurers don't notice the Pickpocket, they could lose their purses.

Gambler

Like Thieves (see below), many Gamblers work the roads and rivers of The Empire, fleecing the unwary and moving on before any unpleasantness can take place. Phillipe Descartes, encountered in *The Enemy Within* (p46) is one such Gambler, and the adventurers might even encounter him again at a riverside inn. Other ideas involving Gamblers have been discussed in the section on Showboats (p ii).

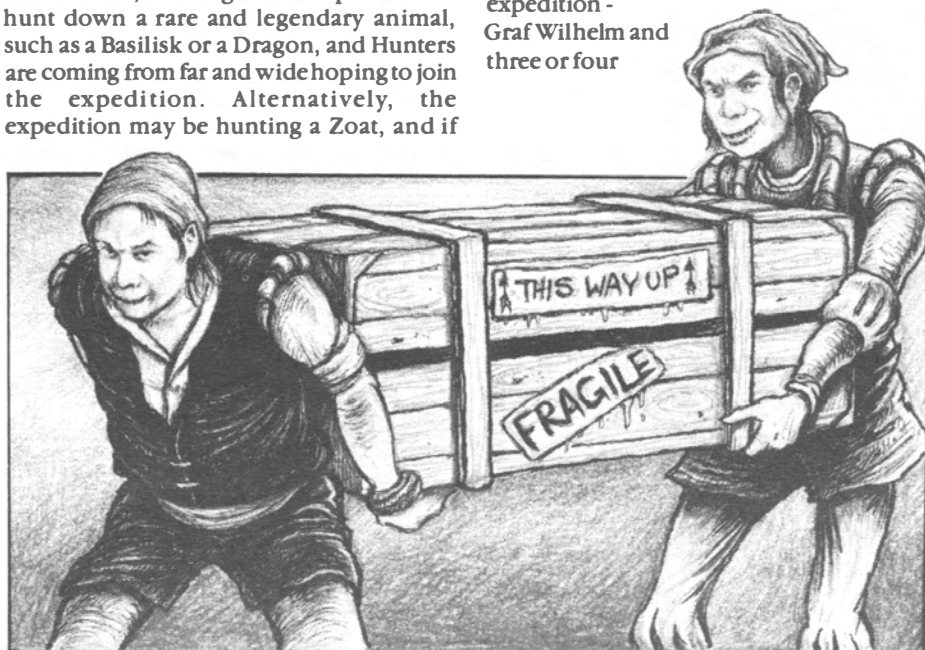
Hunter

Klaus Jager, a Hunter, is making his way to the mustering-point for an expedition; possibly the inn in which the adventurers meet him. Graf Wilhelm von Bildhofen, the younger son of Grand Duke Leopold of Middenland, is fitting out an expedition to hunt down a rare and legendary animal, such as a Basilisk or a Dragon, and Hunters are coming from far and wide hoping to join the expedition. Alternatively, the expedition may be hunting a Zoat, and if



the adventurers realise that Zoats are intelligent and cultured beings, they may want to stop it going ahead. Perhaps the expedition intends going into Elf territory - knowingly or otherwise - and Elven adventurers may try to stop the expedition or find and warn the Elven settlement.

Later on, Klaus might be encountered half-dead by the riverbank. The expedition ran into difficulties, and he is the sole survivor. The adventurers may patch him up and take him to the nearest town, or he may be willing to join their party (see the note on p90 of the adventure booklet about recruiting NPCs and replacing dead PCs). If you want a longer interlude to the main adventure, the adventurers might attempt to rescue some other survivors of the expedition - Graf Wilhelm and three or four



other Hunters, all badly wounded - from their captors. They may be held for ransom by a band of Outlaws, or held for food by Beastmen or Mutants. Remember that the captors will themselves be wounded, so that the adventurers will be able to pull off the rescue without heavy casualties unless they do something rash or stupid. If there is an Elf PC in the party, then perhaps the remains of the expedition is being held captive in an Elven settlement, and the PC may try to secure their release. Remember, though, that Elves are generally scornful of those who leave the forests to take up an adventuring life, and that it is an unpardonable crime for an Elf to give away the location of an Elven settlement to other races. If the adventurers rescue the expedition successfully, they will earn the gratitude of the house of von Bildhofen, and may be able to call upon Graf Wilhelm or his father for a favour in the future.

Labourer

Labourers will be fairly common in towns of any size along the way, acting as stevedores and porters. As well as offering the party the chance to recruit NPCs or replace dead PCs, they might involve the adventurers in a bar-room brawl, offering witty insults like "My friend says he doesn't like your face." Remember that brawls are regarded as more or less harmless things which seldom result in anything more serious than a few bruises and some broken furniture, but armed combat is another matter entirely, since serious injuries and deaths can result in a great deal of unwelcome official interest. Any character producing a lethal weapon or attempting to cast a spell (or appearing to do either of these things) will be turned upon by all NPCs within reach, regardless of which side they were originally on. Characters who kill any NPC in a brawl will be pursued by the local Watch or Militia, the Roadwardens and/or the River Patrol, and can expect at least a heavy fine if caught. If they return to the same place later, there is a good chance that they will be recognised by friends or relatives of the deceased, which could easily result in another brawl.

Noble

Travelling nobles will generally fall into two categories: those out with a retinue on family business and younger sons who have taken to adventuring and other pursuits. Here is one example of each:

A Private Function: The adventurers arrive at an inn, looking forward to a hot meal and a couple of drinks at the end of a long day. As they go to enter, they are stopped by two men-at-arms (use the Soldier profile on the *GM's Reference Sheet*), wearing the livery of Baron Sigismund von der Bahr, a minor noble. The Baron has



taken over the inn for himself and his retinue, and no-one else is being allowed in. You should tell the players that the adventurers can see plenty of men-at-arms and assorted lackeys within easy call, so that fighting their way in would be a very bad idea. Of course, the adventurers may try to *bribe* or *bluff* their way in, and if they do so you should judge the success or failure of their efforts for yourself. What happens once they are inside is likewise up to you - they may be ejected almost immediately by a crew of burly and bad-tempered bodyguards, or they may find themselves propping up the bar next to the Baron as he listens avidly to their stories of adventure and throws a purse of coins their way for entertaining him. Alternatively, they may be challenged to put forward a champion to fight one of the bodyguards in an unarmed brawl for the Baron's entertainment; if their champion wins, they will be fed and watered at the Baron's expense, and if not, they will be thrown out.

Slumming It: Lesser nobles and younger sons will be out for fun, like the two high-spirited young gentlemen in the incident headed *Hooray for Henry* in *The Enemy Within*. As well as the drinking-and-throwing-up game played here, they may set one of their bodyguards on some unsuspecting patron of the inn (such as one of the adventurers), betting furiously on the outcome and showering gold on the victor; the fight will be unarmed, and more bodyguards will make sure that no-one



intervenes on either side. Other bets might include how long the peasant stays conscious when held head-down in a bucket of ale, how many people they can de-bag in ten minutes, and whether it is possible to drench everyone in the room with a single bottle of sparkling wine without rising from one's seat. They will not mind whom they upset or humiliate provided they have a good time, and they will be in the company of one or more Bodyguards who will make sure that no-one troubles them.

Pit Fighter

A travelling showman with a troupe of Pit Fighters has set up at an inn, marking out a temporary arena with ropes and challenging all comers to take on the champion. Combat may be to the death, or to first blood, or to honourable wounds (first combatant to be reduced to 3 W or below loses). One of the adventurers may challenge the champion, or they may make bets with the small crowd of onlookers. As an added complication, the showman might try to kidnap a character who defeats the champion; Pit Fighters in *The Empire* are generally recruited from convicted criminals, and no-one will take stories about kidnapping seriously. Alternatively, a Pit Fighter in the troupe may need to win two more fights in order to earn his/her freedom, offering the party the opportunity to recruit an NPC or to replace a dead PC. A sample Pit Fighter profile is given on the *GM's Reference Sheet*.

Roadwarden

Roadwardens may be encountered at any inn where the river runs close to a road. They may provide a useful source of information on conditions and events ahead, and may be an unwelcome complication if the adventurers get into any kind of trouble. Like the Excisemen (see above), they may be used to test the players' patience as they stop and question everyone going past the inn about a series of thefts or some other crime.

Thief

Thieves can often make a handsome living plundering travellers, and one possible encounter with a Pickpocket has already been mentioned (see *Entertainer* above). If the adventurers leave their boat unattended when they moor at an inn, tell them that they see one or more shady-looking people hanging around outside. If they fail to take the hint and do not leave any one guarding their boat, they may come back to find it broken into; the thief may still be on the scene, in which case the adventurers may be able to chase him and recover their stolen valuables, or they may simply come back to find everything of value stolen.

TRADING RULES

The roads and waterways of The Empire are bustling with trade, and in *Death on the Reik* the adventurers will have plenty of opportunities to do some trading. The following brief rules are designed to help you handle this eventuality, although you should feel free to amend and adapt things as you see fit. In any event, an electronic calculator will probably prove invaluable!

BUYING

In most cases, the carrier will actually buy a cargo at one end and sell it at the other, rather than simply being paid for carrying it. When the adventurers arrive at a place looking for a cargo, there are four things that they will want to know: whether a cargo is available; what it is; how much there is; and how much it costs.

1. Availability of Goods

To decide whether there is a cargo needing to be carried, refer to the *Source of Wealth* column on the *Gazetteer of the Reikland*. Any listing other than "subsistence" means that there is the possibility of a cargo of that type. "Trade" means that there may a variety of goods available. Such 'bulk' goods are regarded as 'plentiful' (cf the *Goods and Services Availability Table - WFRP*, p292), and the base availability of a cargo is thus dependent on the size of the community:

Community Size

Below 100 (Village)	Below 1000 (Small Town)	Below 10,000 (Town)	10,000+ (City)
35%	60%	70%	100%

This base availability is modified according to the wealth of the place, taken from the *Gazetteer*, as follows:

Wealth	Avail. Modifier
1	-30%
2	-15%
3	-
4	+10%
5	+20%

The final figure is the percentage chance of a cargo being available. Roll D100, and if the result is less than or equal to this figure, the adventurers locate a merchant with a cargo to sell.

2. Type of Cargo

If the place where the cargo is being picked up has a particular type of bulk goods listed in the *Source of Wealth* column of the *Gazetteer*, then this is the type of cargo on offer. Where more than one commodity is listed, each commodity has an equal chance of being the cargo.

If the place has no bulk goods listed in the *Gazetteer*, either select a cargo or generate randomly from the *Cargo Table*:

Cargo Table

Chance of finding:	Grain	Ore	Luxuries	Metal	Timber	Wine	Wool
Spring	01-09	10-15	16-20	21-30	31-55	56-75	76-00
Summer	01-19	20-23	24-29	30-39	40-74	75-85	86-00
Autumn	01-35	36-40	41-44	45-60	61-80	81-95	96-00
Winter	01-19	20-23	24-29	30-44	45-60	61-95	96-00

Volume Modifier (see 3. Size of Available Cargo - below)

Spring	.5	1	.5	1	1	1.5	2.
Summer	1	1	.5	1	1.5	1	.5
Autumn	2	1	.5	1	2	1	.5
Winter	.5	1	.6	1	.5	2	.25

Base Price per 100 Encumbrance Points (GCs)

Spring	2	15	50	65	15	3-20	4
Summer	2	15	50	65	10	5-30	5
Autumn	1	15	50	65	10	4-25	7
Winter	1.5	15	50	65	17	3-20	8

Make a note of the cargo type, the volume modifier, and the base price.

Notes:

Ore and Metal: A cargo of ore comprises unprocessed lumps of raw material, usually straight from the mine; a metal cargo comprises ingots of the purified metal. In the table above, both categories are assumed to be iron; if you wish to use other metals, consult the following table:

D100 roll	Metal	Vol. Mod	Price
01-75	Iron	1	15/65
76-85	Lead	.5	25/80
86-90	Tin	.25	30/130
91-95	Copper	.25	50/160
96-00	Silver	.1	100/400

The price before the slash is for ore, that after the slash is for refined metal.

Luxuries: This category is basically a catch-all for those items only produced in specific locales (e.g. pottery, glass, bricks) and genuine, imported luxuries (e.g. spices, silks, etc).

Wine: The prices given for wine are maximum and minimum; the better the wine, the higher the cost. Better wine will generally move in smaller units than lower quality wine, so the larger the cargo, the lower the quality (see 4.1 - below).

3. Size of Available Cargo

For the purposes of these rules, the size of a cargo is measured in Encumbrance Points. To determine how many Encumbrance Points of cargo is available, use the following procedure:

$$S \times 5D10$$

Where S is the *Trade Sales Constant* of the locale (from the *Gazetteer*), rounding to the nearest 100 Encumbrance Points.

This figure is then multiplied by the *Volume Modifier* from the *Cargo Table*, to take seasonal factors into account.

3.1 Trading Centres: if a place is listed in the *Gazetteer* as deriving its wealth from *trade*, the amount of available cargo is doubled.

To determine the base price of a cargo, consult the *Cargo Table* (above).

4.1 Wine: the base price of a cargo of wine will depend on the quantity available (see above). As a rough guide, once you know the amount available, consult the following table:

Amount of Cargo	Base Price (per 100 encumbrance points)
Less than 5000	30 GC or more
5000-10000	25 GC
10000-20000	20 GC
20000-30000	15 GC
30000-40000	10 GC
40000 or more	5 GC

4.2 Random Factor: The base price is then modified by a random factor, as follows:

D6 roll	Price Modifier
1	-10%
2	-5%
3	-
4	+5%
5	+10%
6	+15%

5. Haggling

Once the type, size and base price of the cargo has been established, the adventurers may negotiate with the vendor over the price.

The character doing the bargaining must first make a standard *Bargain* test, modified by *Haggle* and other appropriate skills. Failure means that the NPC merchant will not reduce the original price. If the test is successful, you should make a secret **WP** test for the NPC (again modified by any applicable skills). If this is successful, the price will be reduced by D10%, but no more. If the test is failed, the price will be reduced by a percentage equal to the amount by which the test is failed - up to a maximum of 30% (i.e. if the merchant has a **WP** of 41, and rolls 84, the price will still only be reduced by 30%).

If you wish to avoid the trouble of generating a new NPC merchant for each trading session, or the monotony of using the same one over and over again, the **WP** of a typical small merchant is 31-51 - you may use 30 + 2D10 to determine this, or select a score, as you prefer.

If the adventurers cannot afford or do not wish to purchase the entire cargo, the base price per 100 encumbrance points should be increased by 10%, to compensate the merchant for the inconvenience of splitting the load. Note that this will *not* apply when it comes to selling the cargo.



SELLING

Once the adventurers have a cargo, they may try to sell it at any place they come to. For this, they need to know whether there is a demand for the cargo, and how much will be offered.

Demand

There will be no demand for bulk goods in a village, although at your discretion the villagers may buy part of the cargo (D6 x 100 Encumbrance Points, or select a quantity for yourself).

A place will not normally have a demand for a commodity which it produces itself. Except in the case of wine, it will not be possible to sell a cargo in a place which is listed in the *Gazetteer* as producing that commodity. In the case of wine, only fine wine (base price of 10GCs or greater per 100 encumbrance points) can be sold. A place which has trade listed as a source of wealth in the *Gazetteer* is not subject to this rule, and all goods may be traded there freely.

To calculate demand, use the following procedure: $B \times 3D6$

Where B is the *Trade Buying Constant* of the locale (from the *Gazetteer*). This gives a base percentage chance, which the adventurers must test against, with the following modifiers:

If the place has *Trade* listed as a source of wealth: +30

If one of the characters has *Haggle* skill: +10

Seasonal factors - according to the *Volume Modifier* (see the *Cargo Table*).

Vol. Mod	Demand Mod.
2	- 10
1.5	- 5
1	-
.5	+ 10
.25	+ 20



The final figure is the percentage chance that the adventurers can find a merchant interested in buying the cargo. Whether the price will be acceptable to the PCs is, of course, a different matter entirely.

Price

If there is a demand for the cargo, the adventurers must fix a selling price. First, the prospective buyer will estimate the value of the cargo. To save time, you may decide that the NPC will automatically be able to judge the cargo's value to within 5%. Alternatively, make an *Estimate* test for the buyer - for most merchants this will be in the range of 41-71 (choose a value or use 40 + 3D10).

If the test is successful, the merchant will estimate the value of the cargo to within +/- 5% of its base price (see the *Cargo Table*). If the test is failed, the merchant's estimate will be wrong by 5 + D10%. In either case, this is the base offer which the merchant will make for the cargo.

Once the base offer has been made, the adventurers may bargain, using the same procedure as for buying (p101). This time however, the price will *increase*. When both sides agree to a price, the sale is made, and the buyer has the cargo unloaded and put into a warehouse.

Example

The adventurers call at Grunburg. This is a Small Town (pop. 1200), which means there is base 60% of a cargo. Grunburg's Wealth is 2, which means the chance of a cargo is reduced by 15% to 45%. Rolling 23, the GM announces that the PCs are approached by Herr Schmidt, a local merchant.

Noting that the season is Spring, the GM rolls D100 and consults the cargo table (Grunburg's wealth is derived from trade, rather than the production of a particular commodity). A result of 65 indicates a cargo of Wine. The GM makes a note of the Volume Modifier (1.5).

To determine the amount of wine, the GM rolls 5D10 for a result of 28, and multiplies this by Grunburg's Sales Constant as listed on the Gazetteer (480). This figure is then multiplied by the Volume Modifier, to give a total of 20,160 encumbrance points of wine. Checking the table, the GM notes that the base price of this cargo is 15 x 201.6 = 3,024 GCs. This is reduced by 10% (302) when the GM rolls a 1 on 1D6. The adventurers' haggling further reduces the price to 2,450 GCs.

Arriving at Kemperbad, the adventurers attempt to sell their cargo. The GM rolls 3D6 for a result of 11, and multiplies this by the Buying Constant of Kemperbad, as listed in the Gazetteer (1.5) for a result of 17. To this is added 30 (for Kemperbad's Trade classification), a further 10 (for the PCs' Haggle skills), and 5 is subtracted because of the original volume modifier. There is thus a 52% chance of finding an interested merchant. Rolling 37, the GM takes on the role of Herr Anderer, who estimates the cargo's value at 2,875 GCs (5% less than its original base price). Failing their Bargain test, the PCs decide to accept this price for a profit of 425 GCs!



RIVER FOLK OF THE EMPIRE

The rivers of The Empire are as important as the roads, and many different kinds of travellers may be encountered on them. This section presents brief notes on the river-folk of The Empire and the boats that they use.

FISHING BOAT

Fishing boats are a common sight in the more populated areas of The Empire, as the great rivers - the Reik, the Stir, the Talabec and the Aver - are important sources of fish. Most fishing boats are no more than ordinary rowing boats, owned and crewed by a single Fisherman, but where the rivers are half a mile or more wide, larger fishing boats the size of small traders may be found, owned and operated by families or, near large towns and cities, by fishing companies. Rod and line fishermen are only encountered within 5 miles of a settlement.

Fishermen have an intimate knowledge of the stretch of river on which they work, and will be able to tell the adventurers about all the hazards and local gossip from an area of about five miles either side of the point at which they are encountered, and they will generally be willing to sell fresh fish to anyone passing by.



PIRATES

River pirates are an ever-present threat on the waterways of The Empire, despite the efforts of the River Patrol. Most pirates work in small groups, with just one boat and a crew of 7-12, but larger groups, with three or four boats, are not unknown. Although huge fleets of river pirates may have been active in the past, the River Patrol and the Imperial armies have managed to eradicate them in most places, and bands of more than five boats are rare.

Pirates use a variety of boats. Most are captured or stolen traders, which appear to be normal trading vessels until the prey is too close to escape. Then, the crew rows the boat swiftly to the attack; pirate boats are often stripped down and modified to make them lighter and faster than ordinary traders (M + 1), and their prey can seldom outrun them. Sometimes, pirates will pretend to be traders in distress in order to lure their prey close enough for an attack.

Most pirates will be human, but it is not unknown for them to consort with mutants and, in some cases, even Beastmen. In some areas, shipping lines and merchant houses



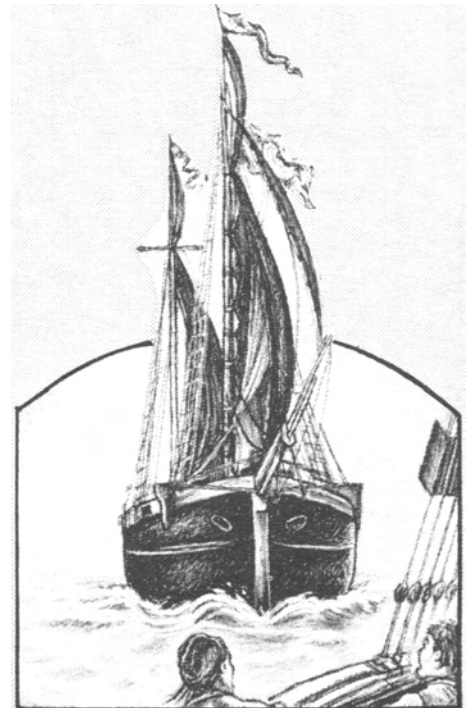
may pay protection money to pirates, or even employ them to attack their competitors.

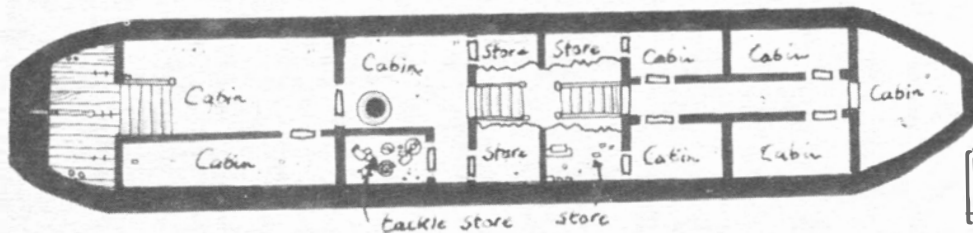
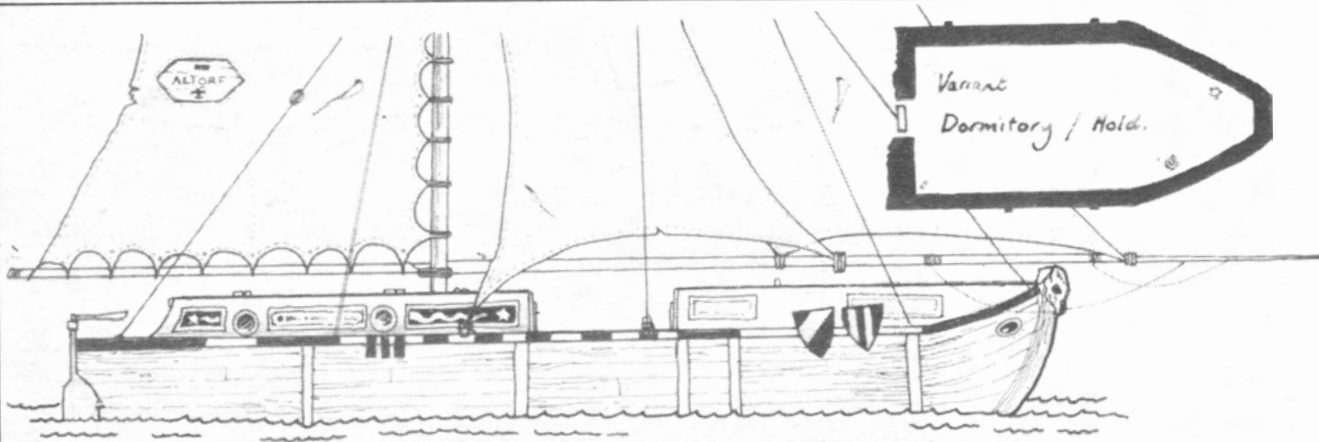
Most pirates will have the same profiles as Boatmen. Leaders will be Mates, or in rare cases Sea Captains or Mercenary Captains. Mutants and Beastmen associated with pirate groups will have normal profiles for their type (see *The Enemy Within*, p34 and *WFRP*, p. 216).

RIVER PATROL

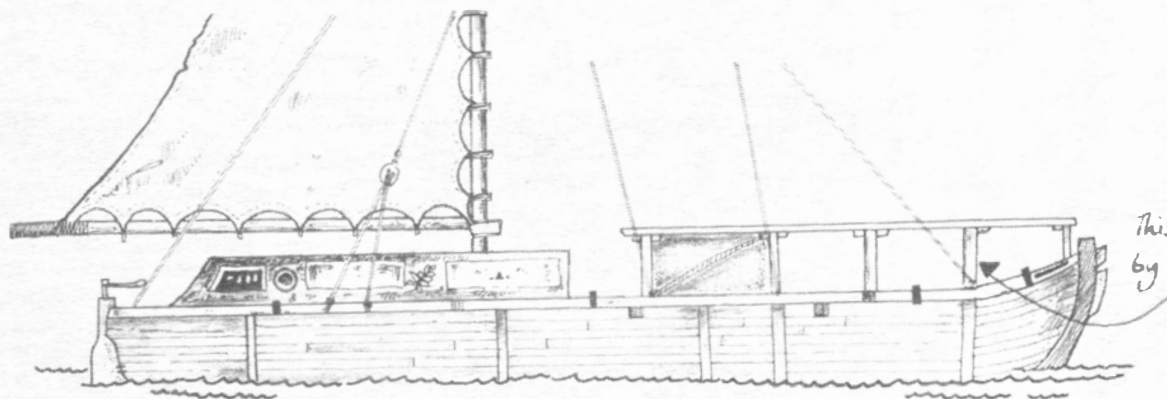
The Imperial River Patrol is an organisation similar to the Roadwardens, patrolling the rivers and canals of The Empire. The larger riverside inns generally have some rooms and moorings set aside for the use of the River Patrol, and they have larger bases in riverside towns. A normal River Patrol boat is essentially similar to a trader, but has a crew of 6 + D6 and can be rowed as well as sailed; it mounts a heavy blunderbuss (as *WFRP*, p128, except ES = 5) or small bombard (fixed firing position, maximum range 96 yards, no short or extreme range, ES 6, 5 rounds to load, 1 round to fire) in the prow. The River Patrol also uses faster, lighter rowing boats with a crew of 6, and heavy patrol boats, twice the size of a trader and armed with a single small bombard and six or eight swivel-mounted blunderbusses. Crews consist mainly of armed Boatmen, but may also include a small contingent of Marines and, on vessels which mount bombards, one Gunner. Unless they are engaged on a particular mission, the River Patrol will be happy to stop and swap information with the adventurers (see *Rumours*, p 9 of the adventure booklet).

The adventurers may find themselves in trouble with the River Patrol at times; if this happens, you should remember that the River Patrol is primarily a force for keeping order on the waterways of The Empire, and is more concerned with finding and destroying pirates rather than with bringing petty criminals to book. In most cases, they will be content to levy a fine and let the adventurers move on, rather than wasting time escorting them and their boat to the nearest town and giving evidence in a trial which may not be organised for several days.

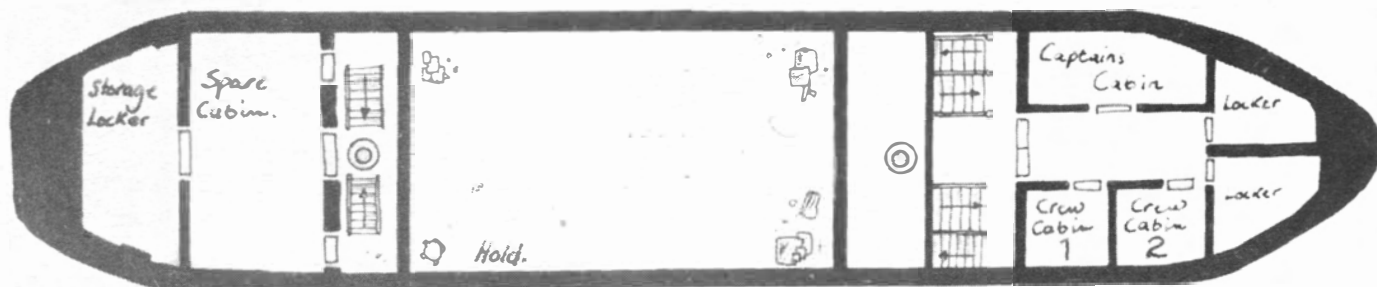
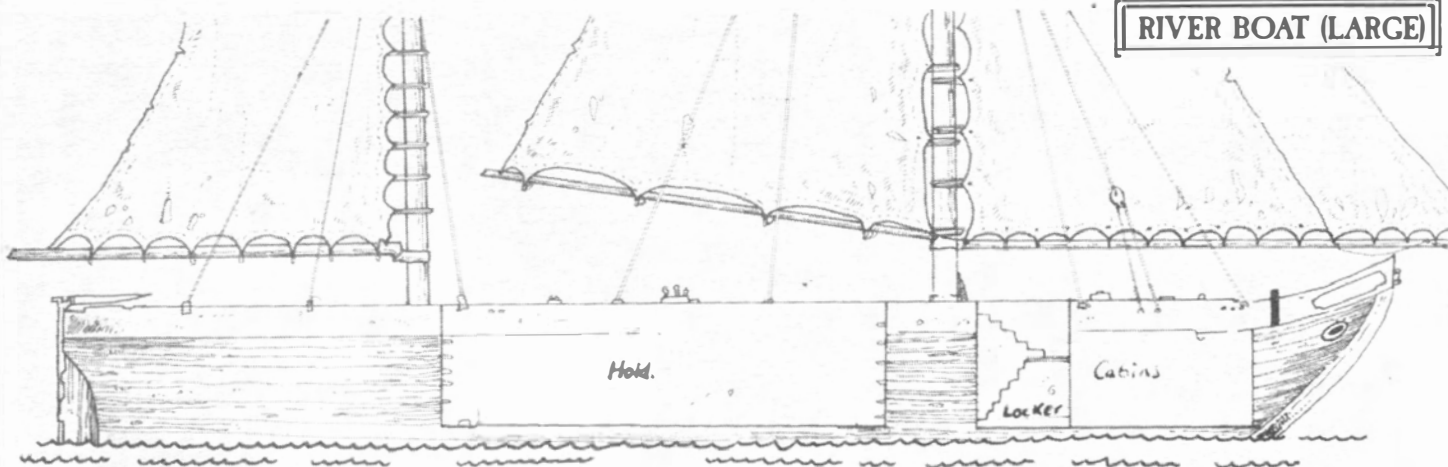


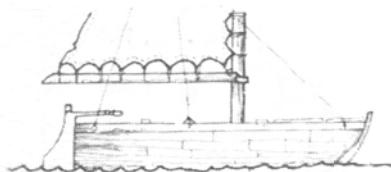


RIVER BOAT (MEDIUM)

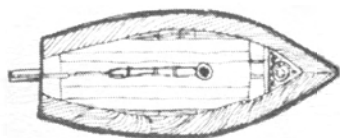


RIVER BOAT (LARGE)





SMALL FISHING BOAT

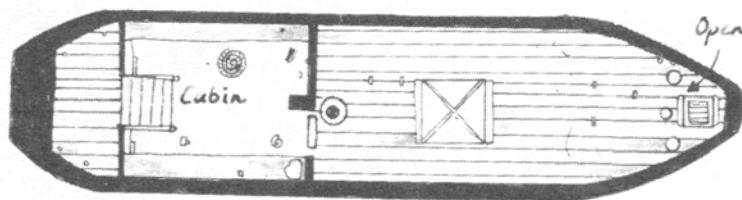
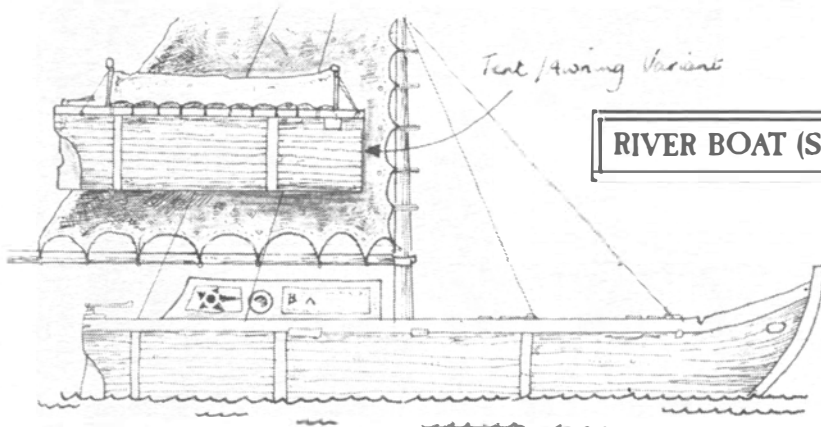


ROWING BOAT

Plain Benches

Tent / Awning Variants

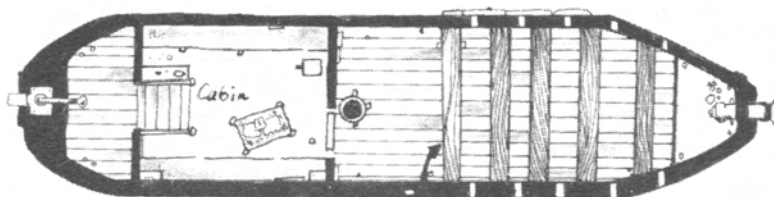
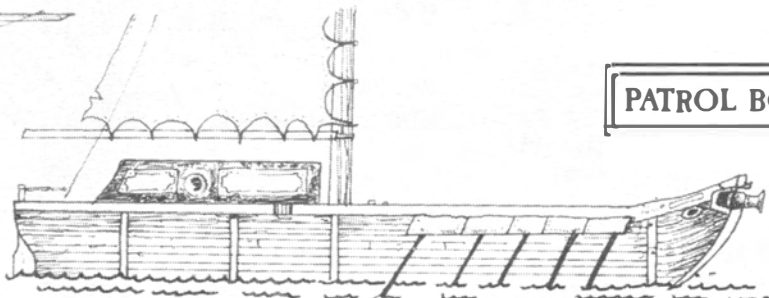
RIVER BOAT (SMALL)



Open deck.

Cabin

PATROL BOAT



Rowing Benches.

RIVER BOATS OF THE EMPIRE

ROWING BOAT

M	T	W	Capacity
3	4	5	1,000

SMALL FISHING BOAT

M	T	W	Capacity
3	4	10	5,000

RIVER BOAT, SMALL

M	T	W	Capacity
3	5	30	27,000

Including large fishing boat small trader, River Patrol boat, small passenger boat or small gypsy boat.

RIVER BOAT, MEDIUM

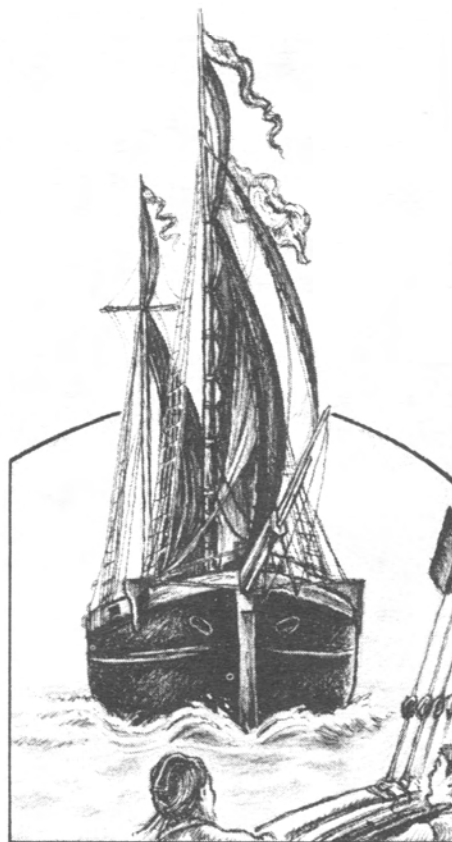
M	T	W	Capacity
3	5	50	45,000

Including large gypsy boat, medium trader (e.g. the Berebeli), large passenger boat.

RIVER BOAT, LARGE

M	T	W	Capacity
3	5	75	90,000

Including large trader.



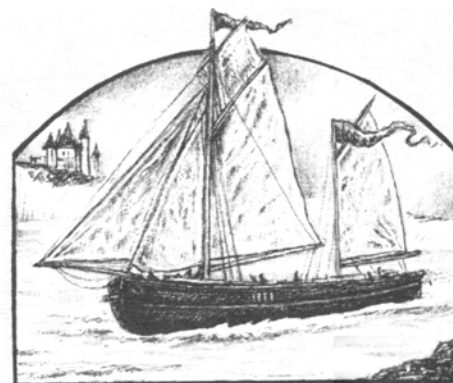
GYPSY

Gypsies are found on the rivers of The Empire as well as on the roads. Their boats are similar to normal passenger boats, but are always brightly painted and cluttered with pots, pans, bags of herbs, clothes pegs and other items. The Gypsies travel the rivers constantly, stopping to trade at any settlement they come to, and often trading with boats they meet on the way. While they are a welcome sight in the remote areas they visit, bringing news as well as trade goods, they are never encouraged to stay long, since they are held in a certain amount of mistrust by the bulk of the population, and there are always a few chicken thefts and other incidents when they are about. They will be happy to stop and talk to the adventurers, but will always be slightly contemptuous of them; after all, Gypsies are the only true travelling folk, and they tend to look down on other travellers. For a price, they may provide herbal remedies and tend wounds, and they may also perform divinations and sell lucky charms - genuine or otherwise.

PASSENGER BOAT

A passenger boat is essentially similar to a trading boat, but has extra cabin space in place of the hold. They can vary from ferries run along the same lines as coaches to private pleasure vessels owned by nobles and other wealthy people. Some ferries are operated by small independent owners, who will also carry small cargos to make up the load, while others are run by local

companies similar to the coaching companies. Also in this category are the luxuriously-appointed pleasure craft owned by some of the nobility. An average passenger craft has a crew of 3-4, and will be carrying 2D6 passengers, with some small items of cargo stored in empty cabins; a pleasure craft will have a crew of 4-6, and will be carrying D4 passengers, usually the owner and his/her family or friends. The passengers and crew on a ferry will be cautiously friendly, although they will be wary of strangers in areas which are known for pirates or beastmen, while those on private pleasure vessels will be less willing to associate with the riff-raff on trading boats and other vessels.



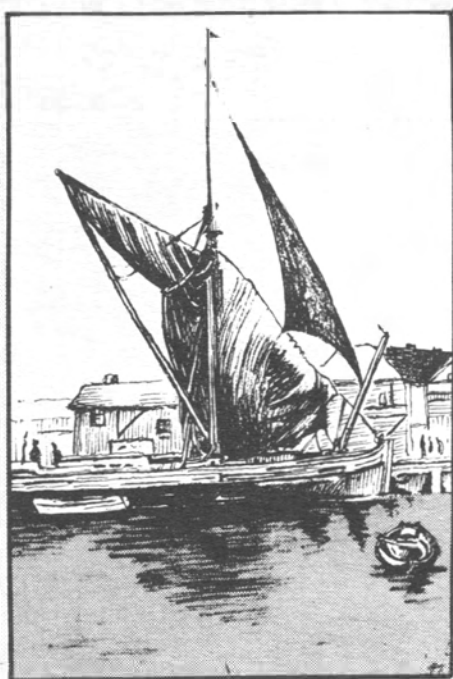
SMUGGLERS

A smugglers' vessel will appear to be a normal trading boat, except that it will have concealed spaces for hiding contraband (-20 modifier to all *Search* tests), and it may be stripped of unnecessary weight so that it can outrun the River Patrol vessels (M +2). They will be as happy to exchange information and gossip as normal river traders, but will try to avoid encounters with the River Patrol. The most common contraband is Bretonnian brandy, which only comes into The Empire illegally since the Emperor passed the Edict on Foreign Drink at the behest of the Brewers', Vintners', and Distillers' Guilds of all parts of The Empire, acting in concert for the only time in their history.



TRADING BOAT

A trading boat will be similar in size and construction to the Berebeli (see *The Enemy Within*). It will be crewed by a Boatman, and an additional 2-3 people, usually members of the Boatman's family. Cargoes will be bulk goods, such as grain, timber, wine and cloth, which will not spoil on the journey. You should consult the *Gazetteer* (*GM's Reference Sheet*) and the section on trading (p101) to determine what a boat is likely to be carrying between two towns. There is a 15% chance that a trading boat will be carrying 1-3 passengers. Passengers and crew on a trading boat will generally be happy to exchange gossip on river conditions and other events, and may provide a useful source of news (see *Rumours*, p 9 of the adventure booklet).



SHOWBOAT

It is not uncommon for groups of Entertainers to travel by river and canal rather than by road, and some troupes actually maintain their own boats. Showboats are usually converted large traders, with accommodation for the Entertainers, storage for props, costumes and other equipment, and a couple of cabins given over to public rooms. The deck may be converted so that it can be used as a stage, and the very largest showboats have the entire hold converted into a covered theatre. As well as Entertainers, some Gamblers, Bunko Artists and Charlatans may travel on showboats, making a living by fleecing the gullible along the rivers and moving on before any unpleasantness develops. Entertainers on a showboat will always be happy to stop and gossip (see *Rumours*, p 9 of the adventure booklet), especially in a place where they can draw an audience and put on a performance.



• PLAYER
HANDOUTS •

Please cut along dotted lines.

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To: Lorrbeare & Kuhn,

Our agents report that the target is travelling your way, in the company of the group discussed at our last meeting. Earlier attempts to make contact elicited very little. You are to make sure that we do not lose track of our valuables again, making regular reports in the usual manner. Do not forget that the Purple Palm has already been passed.

The time of change is coming!

The Arch-Lumen



This is your final warning!
Deliver the goods to the red barn by sunset tonight.

My Dear Friend,

Things cannot be allowed to continue in this vein. The Inner-Circle has too many other fish to fry to have all this upset about an absconding Magister Impedimentae. This is your final warning. Have the 20,000 Gold Crowns ready for handing over within the week - unless you prefer to take it to Middenheim personally. Do not attempt to disappear, or we will see to it that you live just long enough to beg for the release of death.

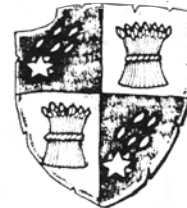
We'll be in touch.



Dear Etelka,

The person bearing this letter is a trusted member of our society. He brings sufficient funds to finance an expedition into the barren hills, where lies, according to our researches, that which we seek. The importance of this item to our cause cannot be stressed too highly. You are to leave as soon as possible. Our agents in Hemperbad will provide all the assistance you require. Once you have the item, bring it to us at Middenheim as quickly as possible.

~ Itzak Graksh Tzeench ~

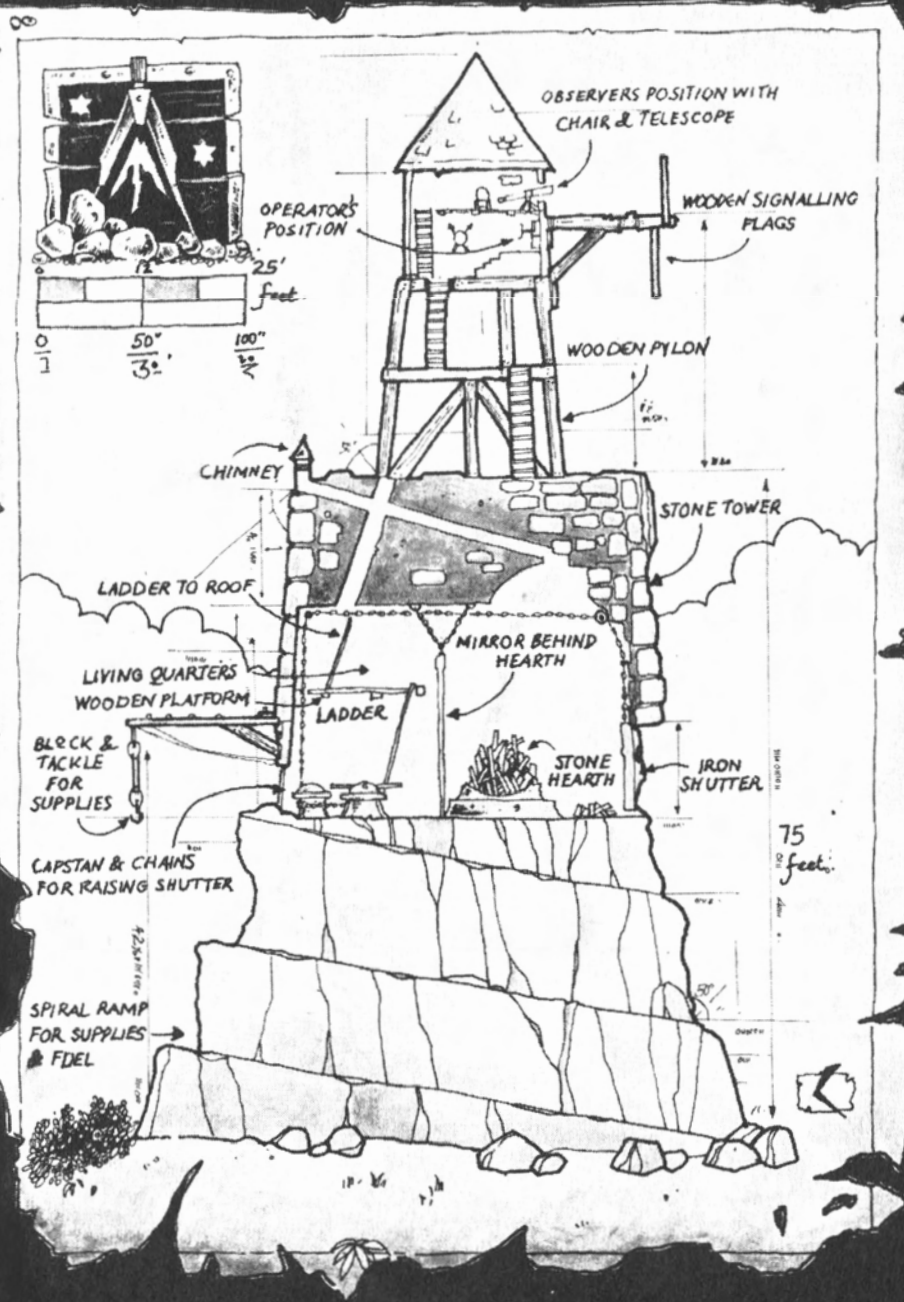


My dear Jean,

Since the night of the storm, a strange malady seems to have affected the villagers. I have noticed that many of them have turned to begging rather than continue with honest labour in the fields.

I have included a little something for you, to see if this will help to heal this strange disease.

Margritte Von Wittgenseen



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

Be it known to all the Emperor's subjects that henceforth the despicable practice of exiling, or otherwise desposing of, those unfortunate creatures heretofore known as Mutants, shall cease. Provision must be made to allow all those with physical deformities, whether they are born with them, or whether they develop in later life, to take their rightful place in society. It is His Majesty's considered opinion that there are no such things as Mutants, and the application of such a nomenclature is henceforward illegal.

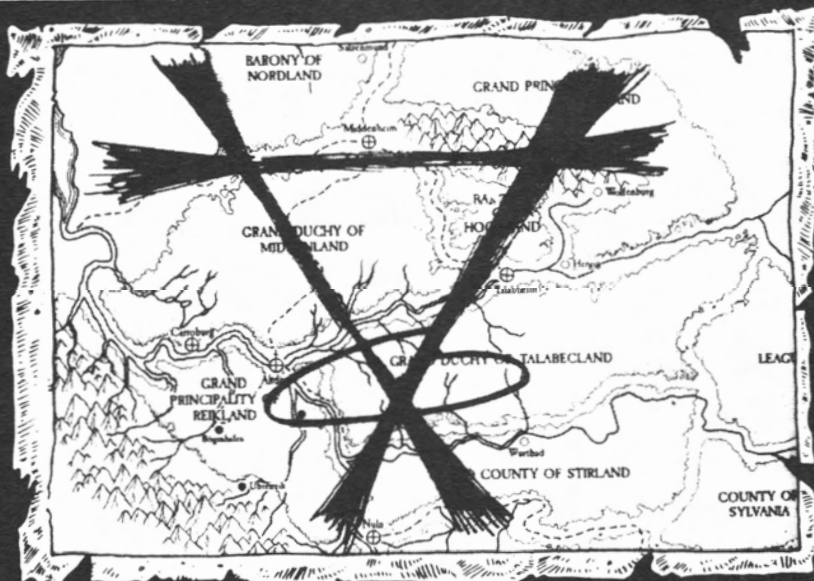
Contravention of any of the articles of this proclamation are punishable by death.

Engelbert Schnitzel-Unters
perpetua servus to the Emperor.



IN THIS TWO THOUSANDTH,
THREE HUNDRETH AND
SECOND YEAR OF OUR EMPIRE,
ON THE NIGHT OF THE
ILL-OAENED HEXENSTAG,
MORRSLIKS DID SHINE WITH
A GREENE AND UNATURAL
LIGHT AND ITS SHAPE WAS AS
IF IT BORE A GRINING
SKUNTEN ANKE OF MOST
HORRIBLE APPEARANCE.

THE HEAVENS WERE FILLED WITH
A GREAT NUMBER OF
SHOOTING STARS AND SOME OF
THESE DID SEEM TO FALL UPON
THE EARTH WHICH GROANED UNDER
THEIR ASSAULT. AGAIN, DURING
THE NIGHT OF KHEIMANISTAG
MORRSLIKS WAS DOMINANT IN
THE SKY, AND THE FIRMAMENT
WAS CRISS-CROSSED WITH A TRAIL
OF SHOOTING STARS,
BEING FOREWARNED BY THE EARLIER
EVENTS OF HEXENSTAG, I WAS
ABLE TO TRACK THE COURSE OF
A PARTICULARLY LARGE SHOOTING
STAR, WHICH SEEMED
TO ISSUE FROM MORRSLIKS ITSELF.
ACCORDING TO MY CALCULATIONS,
THE STAR MUST HAVE FALLEN TO
EARTH IN THE UPLANDS OF
TALARKULANDE
NEAR THE HEADWATERS
OF THE RIVER NARNE ♦♦



This calls for wisdom. The time shall come when
the enemies of Chaos shall relax their guard,
looking out from their fortresses, they shall pay
no heed to the Shadow at their backs. Then shall
the Great Mutator cause the warped moon to
awaken, and the beloved of Morr shall clear
his throat and spit upon the Empire. And
where his spittle doth fall, there shall the
weak fear to tread, but the possessor of the
spittle shall wield great power.

AND SO I, DAGMAR VON WITGENSTEIN SHALL POSSESS THE
LARGEST PIECE OF WARPSTONE EVER KNOWN OUTSIDE THE
CURSED CITY OF SRAVENBLIGHT! AND STRAIGHT FROM THE
CHAOS MOON ITSELF. I SHALL BECOME THE MOST POWERFUL
WIZARD THE EMPIRE, DAY, THE OLD WORLD HAS EVER
KNOWN. AT LAST MY YEARS OF RESEARCH ARE ABOUT TO
BE REWARDED. EVERYTHING IS PREPARED. NOTHING HAS BEEN
OVERLOOKED. A TEAM OF "EXPERTS" HAS BEEN HIRED FOR THE
EXPEDITION, A SPECIAL LEAD-LINED RECEPTACLE HAS BEEN
BUILT TO TRANSPORT THE METEORITE, AND A MAGICALLY
REINFORCED CHAMBER AWAITS BACK IN THE CASTLE.
I LEAVE FOR KEMPERBAD TOMORROW



Since adding the dust to the cure-all, the patients have shown new signs of life and energy; the lethargy which affected them previously has ended.

A few patients have since died but I believe it to be having a beneficial effect on the others, particularly the more advanced cases.

The initial problem seems to have dissipated but I fear that the worse will befall should I stop supplying them with treatment.

My dearest M.,

The dust you gave me seems to have worked wonders on the villagers. My previous concoctions alleviated their suffering but your miracle-dust is imbuing great life into them. I marvel at your abilities in the field of medicine and look forward to you visiting me again. I hope that next time our conversation will not be so abruptly curtailed and you can share a nightcap with a fellow practitioner. Indeed, my life seems dull without your presence and my lips still glow with the warmth of your hand.

If you could only find it in your heart to visit me again soon!

Find all those who would venerate Chaos shall tremble and despair:
For when the Dwarves return to Gaillon and a twin-tailed comet fills the sky,
Though the Chaos gates be open, the mutant hordes shall die!
Finds a host of daring brothers a standard is unfurled.
Rolling man and dwarf behind it in the battle at the end of the world!

MY DEAREST SISTER,

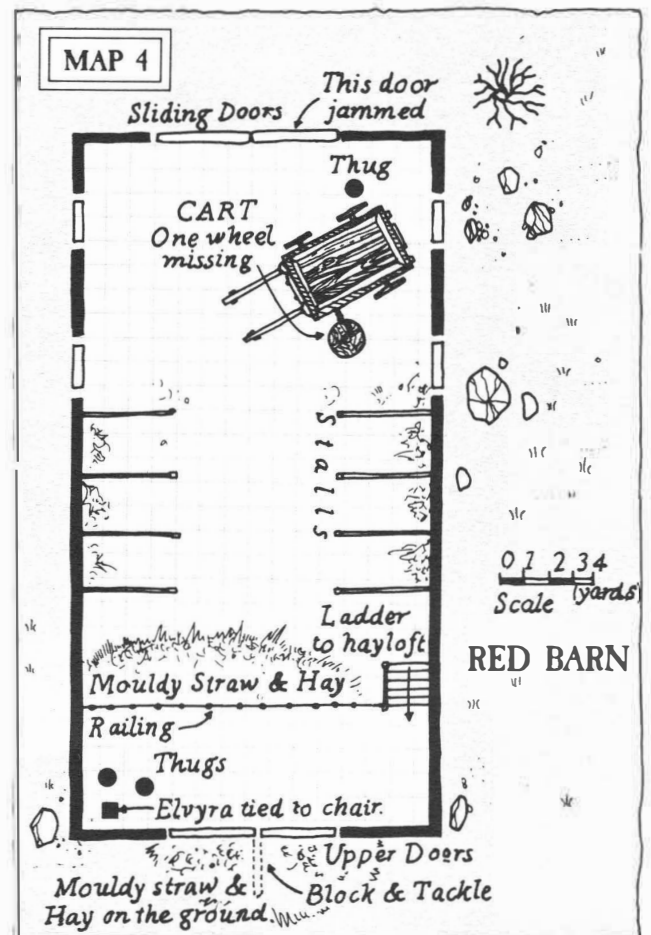
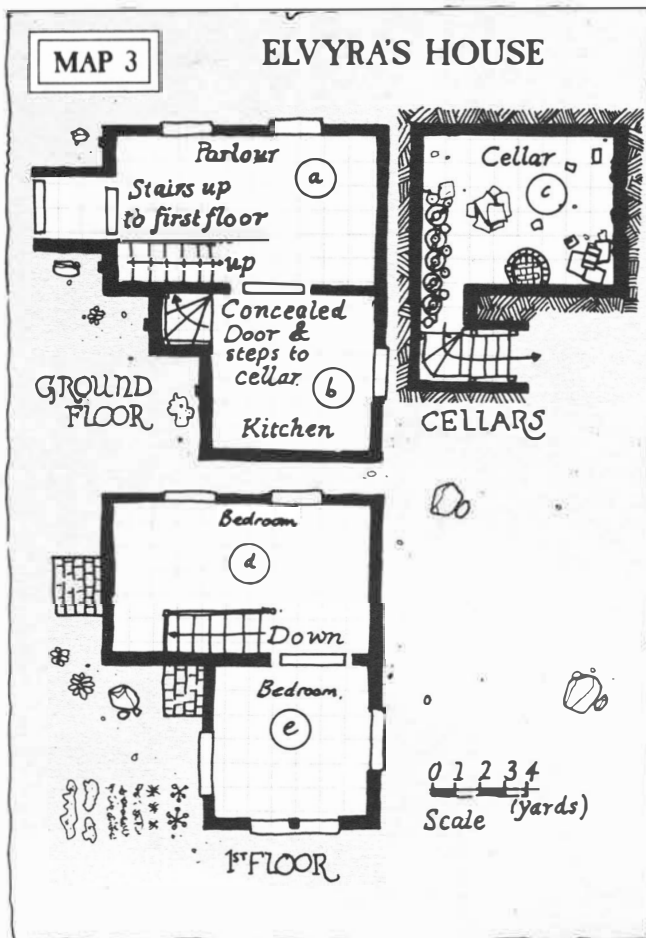
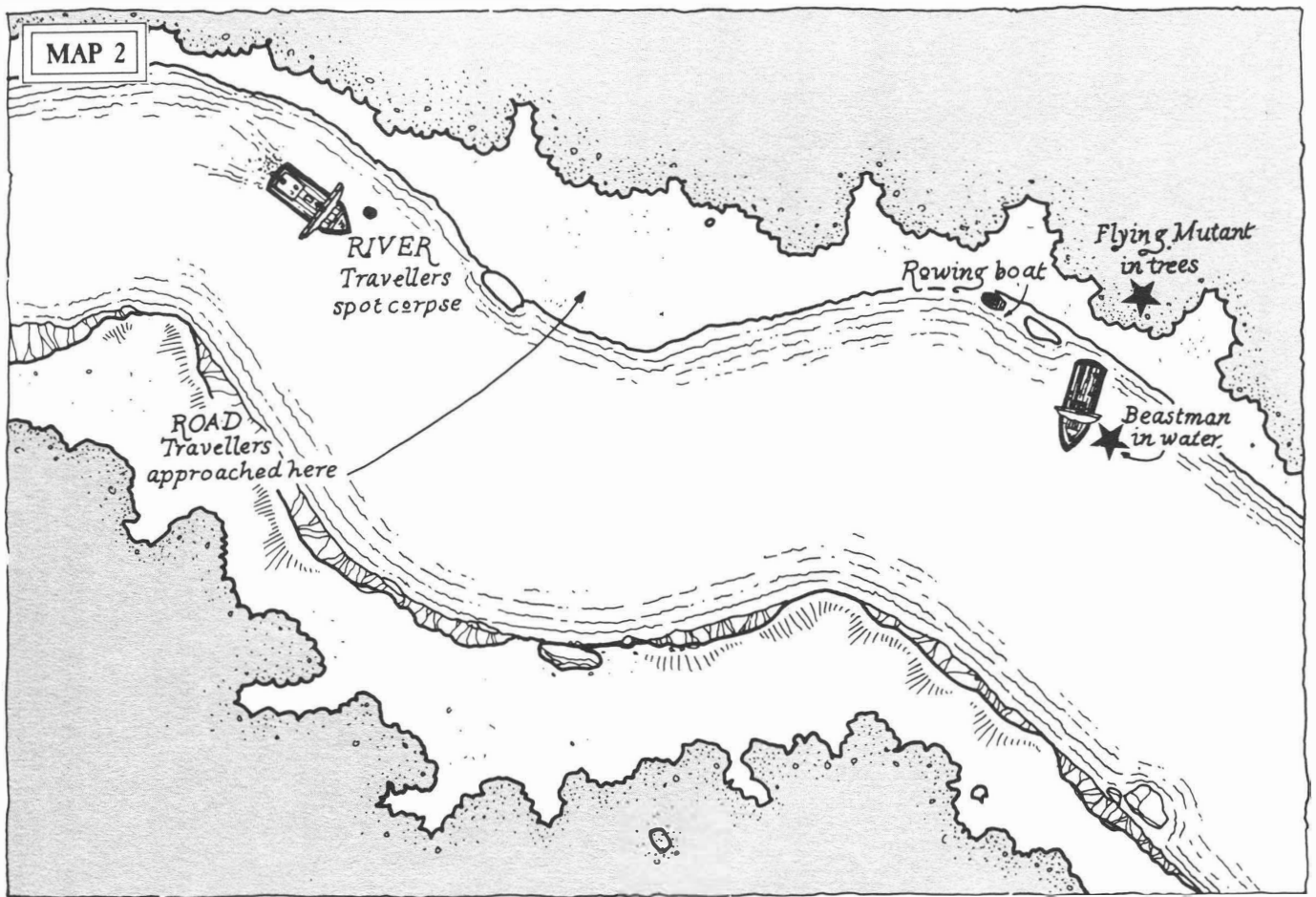
I'VE GOT SO MUCH TO TELL YOU I REALLY DON'T KNOW WHERE TO BEGIN! YOU JUST DON'T KNOW WHAT YOU'RE MISSING, STUCK IN THAT OLD CASTLE; I MEAN, I ENJOY MUTILATING PEASANTS AS MUCH AS THE NEXT MAN, BUT AFTER A FEW MONTHS THE FEELING OF DEJA-VU IS JUST TOO TEDIOUS FOR WORDS!

LIFE IN MIDDENHEIM, ON THE OTHER HAND, (OR SHOULD ONE SAY 'CLAW'?) IS JUST WONDERFUL; I'VE LOST COUNT OF THE NUMBER OF ORGIES I'VE BEEN TO THIS WEEK - ONE HAS BEEN POSITIVELY SWEEPED OFF ONE'S FEET. AFTER ALL THOSE YEARS OF LIVING LIKE A RECLUSE - HIDING ONE'S LIGHT UNDER A BUSHEL SO TO SPEAK - IT'S SUCH A RELIEF TO LET EVERYTHING HANG OUT. YOU'VE NO IDEA OF THE SORT OF CONTACTS I'VE MADE (IN EVERY SENSE OF THE EXPRESSION), SLAANESH BE PRAISED! BUT THERE ARE SO MANY IMPORTANT AND INFLUENTIAL PEOPLE FLOCKING TO THE CAUSE. AND YOU'LL NEVER GUESS, BUT YOUR BABY BROTHER HAS MADE QUITE AN IMPRESSION ON THE INNER-CIRCLE HERE, AND I'VE ALREADY BEEN PUT IN CHARGE OF ORGANIZING SOMETHING SPECIAL FOR NEXT YEAR'S HERENSTAG CELEBRATIONS. I'LL WRITE AND TELL YOU ALL ABOUT IT, NEARER THE TIME. PERHAPS I CAN EVEN PERSUADE YOU TO MAKE THE JOURNEY TO SEE IT FOR YOURSELF.

WELL, MUST DASH NOW - I'VE GOT TO GET MADE-UP FOR TONIGHT'S BASH - MUST LOOK MY BEST FOR THE GUEST OF HONOUR....

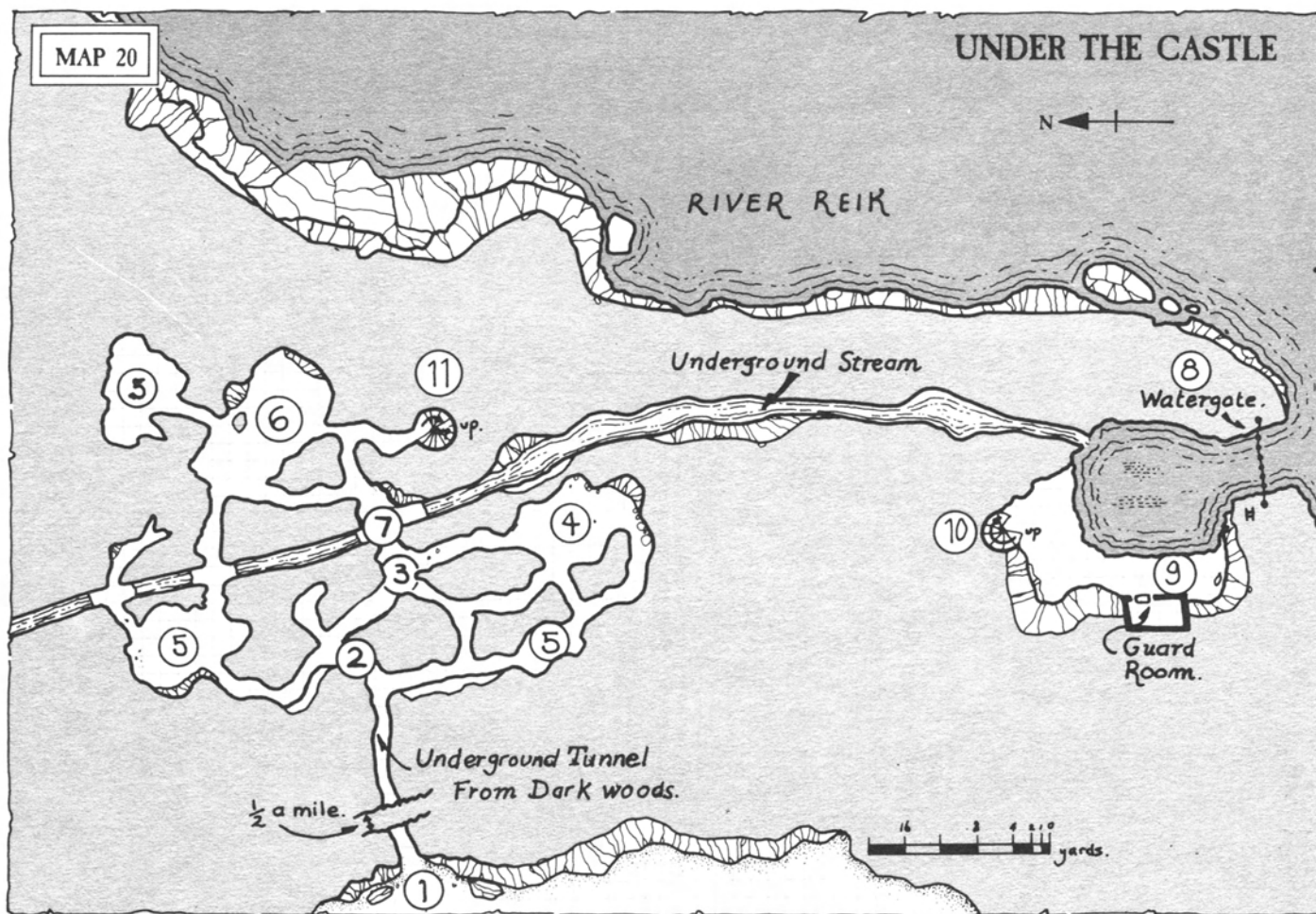
YOUR LOVING BROTHER.

GOTTFRID.



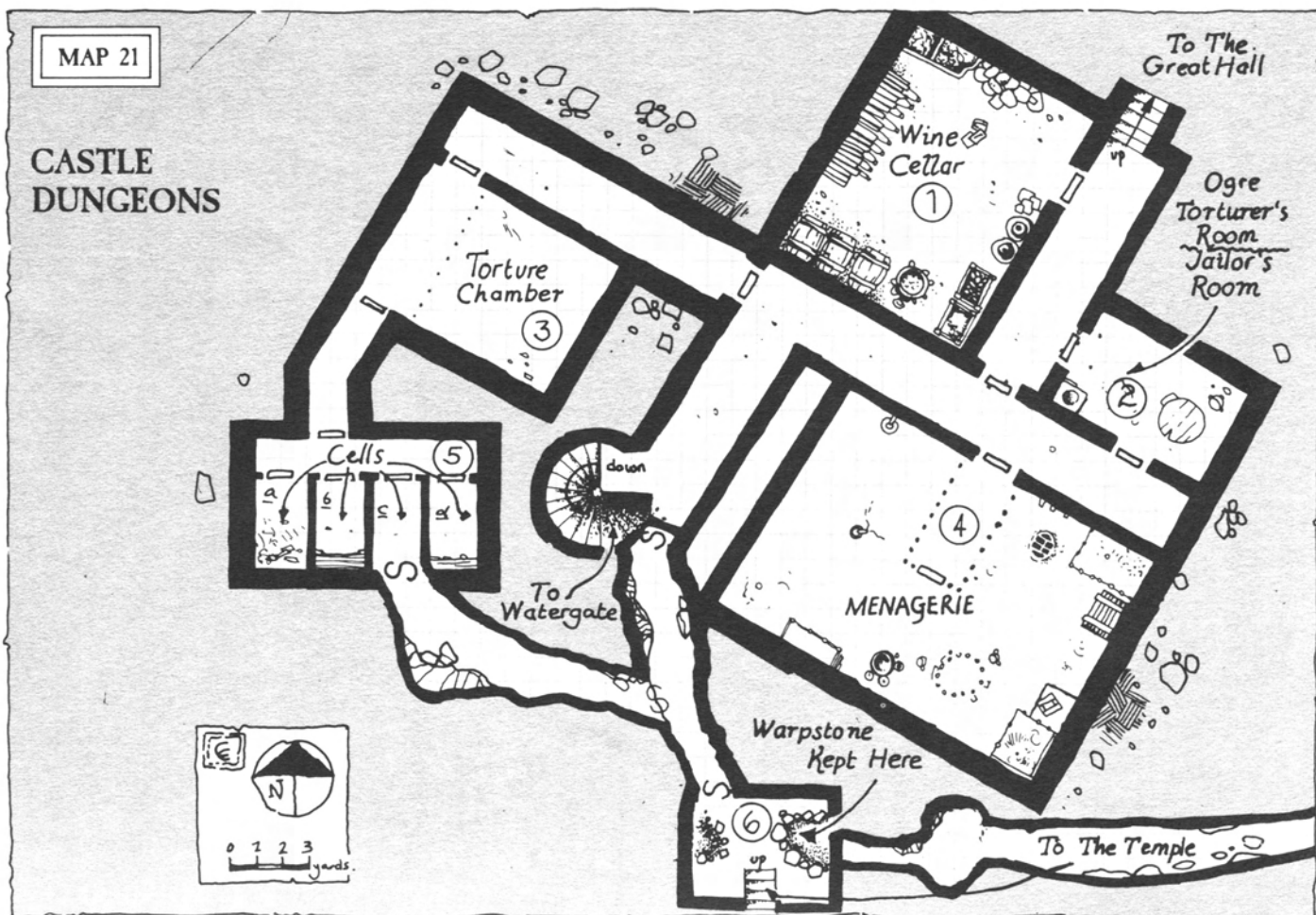
MAP 20

UNDER THE CASTLE



MAP 21

CASTLE DUNGEONS



GM'S REFERENCE SHEET

BOATMAN (Captain)

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

Skills

Boat Building; Consume Alcohol; Fish; Orientation; River Lore; Row; Sailing; Street Fighting; Swim

Possessions

Boat; Leather Jack (0/1 AP - Body/Arms); Sword; Crossbow (R 32/64/300; ES 4; Rld 1) and ammunition; 25 GCs, 17/6

BOUNTY HUNTER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	3	3	9	40	2	30	30	30	40	25	30

Skills

Follow Trail; Shadowing; Silent Move Rural; Silent Move Urban; Specialist Weapon - Lasso; Specialist Weapon - Net; Strike Mighty Blow; 50% chance of Marksmanship

Possessions

Mail Shirt (1 AP - Body); Sword; Crossbow (R 32/64/300; ES 4; Rld 1) and ammunition; Rope - 10 yards; Net; 3 pairs of manacles; 20 GCs, 13/4

DWARVEN ENGINEER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	50	30	3	4	7	20	1	20	45	30	50	50	20

Skills

Carpentry; Drive Cart; Engineering; Mining (see WFRP, p24); Secret Signs - Dwarfven Engineers; Set Trap; Smithing; Spot Trap; 50% chance of Metallurgy

Possessions

Sword or Axe; Leather Jack (0/1 AP - Body/Arms); Tool bag with assorted tools; Ring with hidden guild symbol; 12 GCs 7/2

EXCISEMAN

An Exciseman will usually be accompanied by an armed escort: D6 Roadwardens (see TEW), Marines, or Mercenaries.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	30	3	3	8	40	1	30	30	40	40	25	25

Skills

Blather; Numismatics; Read/Write; Super Numerate; 50% chance of Law; 25% chance of Embezzle

Possessions

Sword; Leather Jack (0/1 AP - Body/Arms); Writing Equipment; Abacus; 25GCs, 14/2

FISHERMAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	4	3	7	30	1	45	30	25	30	30	30

Skills

Fish; River Lore; Row or Sailing; Swim; 25% chance of Boat Building; 5% chance of Cartography

Possessions

Sword or Axe; Leather Jack (0/1 AP - Body/Arms); Rowing boat; 3GCs, 1/4

GAMBLER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	40	3	3	8	40	1	45	30	40	25	25	40

Skills

Gamble; Luck; Palm Object

Possessions

Sword; Leather Jack (0/1 AP, Body/Arms); Pack of cards, with spare aces; Pair of loaded dice (always roll 6); 25 GCs, 14/-

GRAVE ROBBER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	3	3	7	40	1	25	25	30	40	30	25

Skills

Silent Move - Rural; Silent Move - Urban; 25% chance of Spot Trap

Possessions

Black Cloak; Sword; Lantern; Large Sack; Spade; 3 GCs, 2/7

HUNTER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	50	4	3	8	40	1	30	25	30	30	40	25

Skills

Concealment Rural; Follow Trail; Game Hunting; Secret Language - Ranger; Secret Signs - Woodsman's; Silent Move - Rural; 25% chance of Immunity to Poison

Possessions

Sword or axe; Leather Jerkin (0/1 AP, Body); Bow (R 24/48/250; ES 3; Rld 0) or Crossbow (R 32/64/300; ES 4; Rld 1) and ammunition; 2D10 pets worth D6 GCs each; 4GCs, 12/7

JUDICIAL CHAMPION

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	70	30	4	4	12	50	3	40	30	40	50	30	25

Skills

Disarm; Dodge Blow; Specialist Weapon - Fencing Sword, Fist Weapons, Flail Weapons, Lasso, Net, Parrying Weapons, Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; Very Strong

Possessions

Shield (1 AP, any location); Mail Shirt (1 AP, Body); Sword; Fencing Sword (I +20, D-1); Hook; Flail (WS -10, D+1, P-10); Light warhorse; Rope - 10 yards; Net; 20% chance of Two-handed sword (I-10, D+2); 25GC's, 15/8

LABOURER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	4	7	30	1	30	25	30	30	30	30

Skills

Scale Sheer Surface; 75% chance of Consume Alcohol; 75% chance of Sing; 50% chance of Carpentry; 50% chance of Drive Cart; 25% chance of Engineering; 25% chance of Very Resilient; 25% chance of Very Strong

Possessions

Sword or Club; Leather Jerkin (0/1 AP, Body); Sling bag with packed lunch; Flask of Herbal Tea; 5GCs, 12/-

MARINE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	4	3	8	30	2	25	30	30	40	30	30

Skills

Consume Alcohol; Disarm; Dodge Blow; River Lore; Row; Secret Language - Battle Tongue; Street Fighting; Strike Mighty Blow; Strike to Stun; Swim

Possessions

Sword or axe; Bow (R 24/48/250) or Crossbow (32/64/300) and Ammunition; Mail Shirt (1 AP, Body); Shield (1 AP, all locations); Grappling Hook and 10 yards of rope; 5 GCs, 4/6

MARINE SERGEANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	40	4	4	10	40	3	30	40	30	40	30	30

Skills

Boat Building; Consume Alcohol; Disarm; Dodge Blow; River Lore; Row; Sailing; Secret Language - Battle Tongue; Specialist Weapon - Firearms; Street Fighting; Strike Mighty Blow; Strike to Stun; Swim

Possessions

Boat; Sword; Bow (R 24/48/250, ES 3, Rld 0) or Crossbow (R 32/64/300, ES 4, Rld 1) and Ammunition; Mail Shirt (1 AP, Body); Shield (1 AP, all locations); Helmet (1 AP, Head); Grappling Hook and 10 yards of rope; 14 GCs, 17/4

PEDLAR (Gypsy)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	4	3	8	40	1	30	25	25	40	30	40

Skills

Animal Training - Dog; Blather; Divination; Herb Lore; Secret Signs - Gypsy; Set Trap; Specialist Weapon - Fist Weapon, Throwing Knife; Spot Trap

Possessions

Sword or large knife; Knuckleduster; D4 throwing knives (R 4/8/20, ES 0); Bow (R 24/48/250, ES 3, Rld 0) or Crossbow (R 32/64/300, ES 4, Rld 1) and Ammunition; Leather Jerkin (0/1 AP, Body); Boat; Assorted pots, cutlery and other small trade goods; 1D6 Herbal preparations (select from TEW, p34); 12GCs, 12/3

PIT FIGHTER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	30	4	4	8	40	1	40	25	30	40	30	25

Skills

Disarm; Dodge Blow; Specialist Weapon - Fist Weapons, Flail Weapons, Parrying Weapons, Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; 50% chance of Very Strong; 50% chance of Very Resilient

Possessions

Knuckledusters; Flail (WS -10, D +1, P-10); Sword; 20% chance of Two-handed Sword (I-10, D +2); Shield (1 AP, all); Mail Shirt (1 AP, Body); 5 GCs, 17/- (in small coins)

PROSPECTOR

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

Skills

Animal Care; Carpentry; Metallurgy; Orientation; River Lore; 50% chance of Fish, Game Hunting, Luck; 20% chance of Cartography

Possessions

Bow (R 24/48/250, ES 3, Rld 0) or Crossbow (R 32/64/300, ES 4, Rld 0) and Ammunition; Sword or Axe; Leather Jerkin (0/1 AP, Body); Pack; One-man tent; Rod & Line; Pick; Shovel; Pan; 20% chance of D4 nuggets worth 2D20 GCs each; 4GCs, 12/4

SCHOLAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	35	3	3	8	65	1	40	25	60	40	60	40

Skills

Arcane Language - Magick; Astronomy; Cartography; History; Identify Plants; Linguistics; Magical Sense; Numismatics; Read/Write; Rune Lore; Secret Language - Classical; Speak Additional Language - GM's choice

Possessions

Sword; Writing Kit; 2D10 books; 25GCs, 17/6

SMUGGLER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	3	3	8	40	1	30	30	30	30	30	30

Skills

Drive Cart; Row; Silent Move Rural; Silent Move Urban; 50% chance of Consume Alcohol, Secret Language - Thieves' Tongue; 25% chance of Speak Additional Language - GM's choice

Possessions

Sword, axe or club; Leather Jack (0/1 AP, Body/Arms); Horse and Cart; Rowing Boat; 6GCs, 18/4

TOLL-KEEPER (Lock-keeper)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	3	3	8	40	1	30	30	30	50	30	30

Skills

Evaluate; Haggle

Possessions

Bow (R 24/48/250, ES 3, Rld 0) or Crossbow (R 32/64/300, ES 4, Rld 1) and Ammunition; Sword; Mail Shirt (1 AP, Body); Shield (1 AP, all); Chest with D10 x 10 GCs in toll; 12 GCs, 13/6

WRECKER/PIRATE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	40	4	4	10	45	2	45	30	30	50	45	30

Skills

Consume Alcohol; River Lore; Row; Sailing; Story Telling; Street Fighting; Strike Mighty Blow; Swim

Possessions

Sword, axe or club; Leather Jack (0/1 AP, Body/Arms); Weatherproof coat; 10 yards rope; Boat; 2 lanterns

Hand Weapons

Dagger of Knife (I +10; D -2; P -20)
Fencing Sword (I +20; D -1)
Halberd (I -10 or +10 on first round or if winning or +20 vs. mounted opponents)
Hand Weapon - Sword, Axe, etc. (no modifiers)
Knuckledusters (Unarmed Combat weapon, but WS only -10, & D only -1)

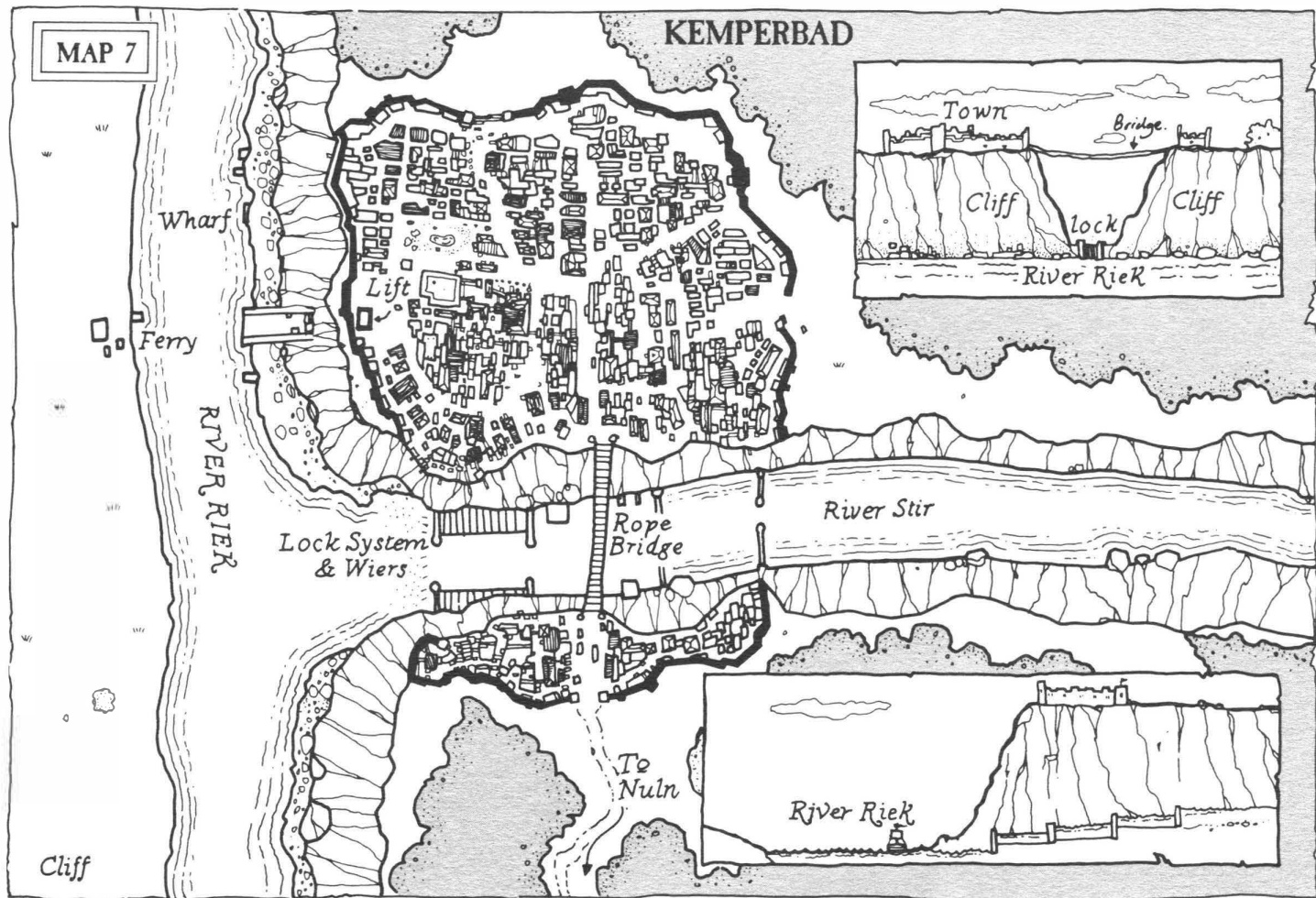
Missile Weapons

Blunderbuss (R 24/48/250; ES 3; Rld 3)
Bow (R 24/48/250; ES 3; Rld 0)
Crossbow (R 32/64/300; ES 4; Rld 1)

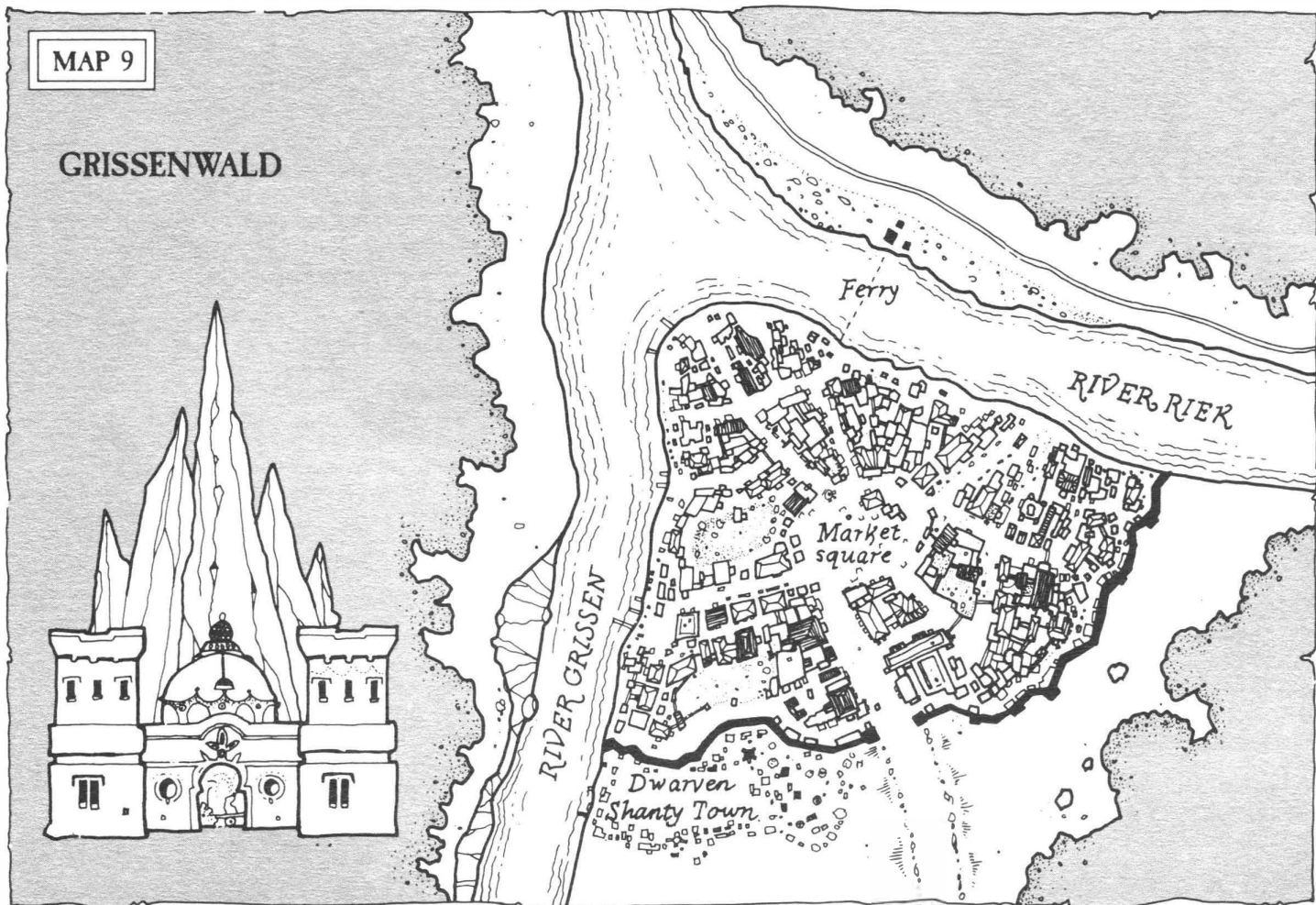
Armour

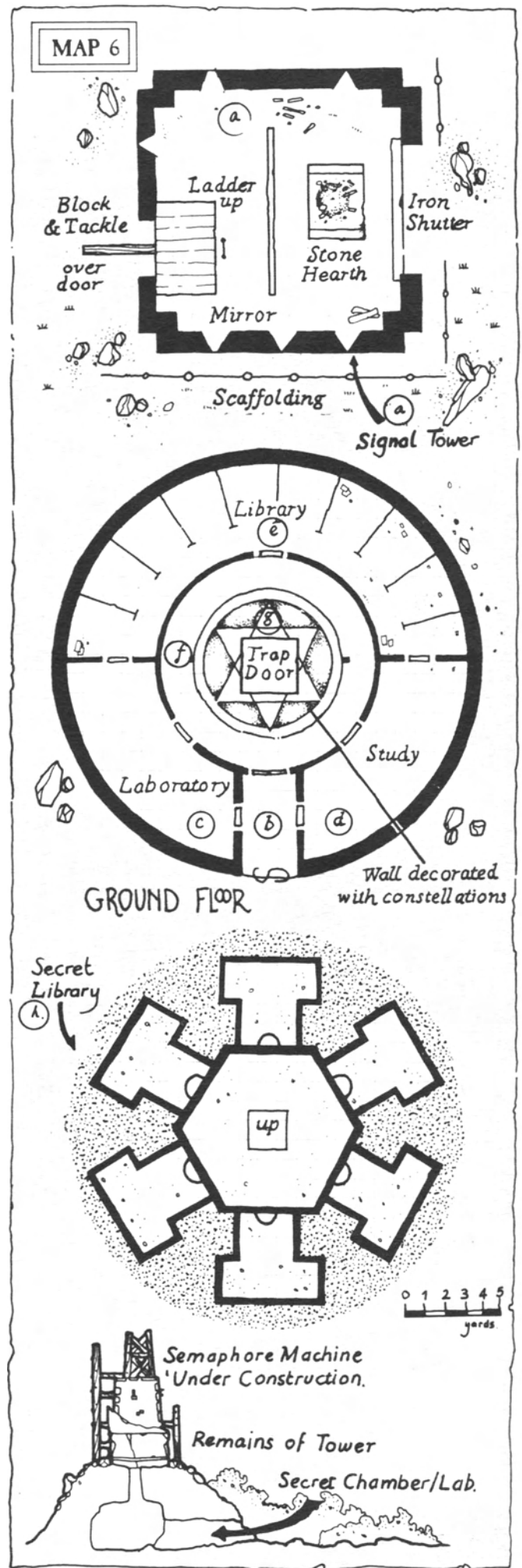
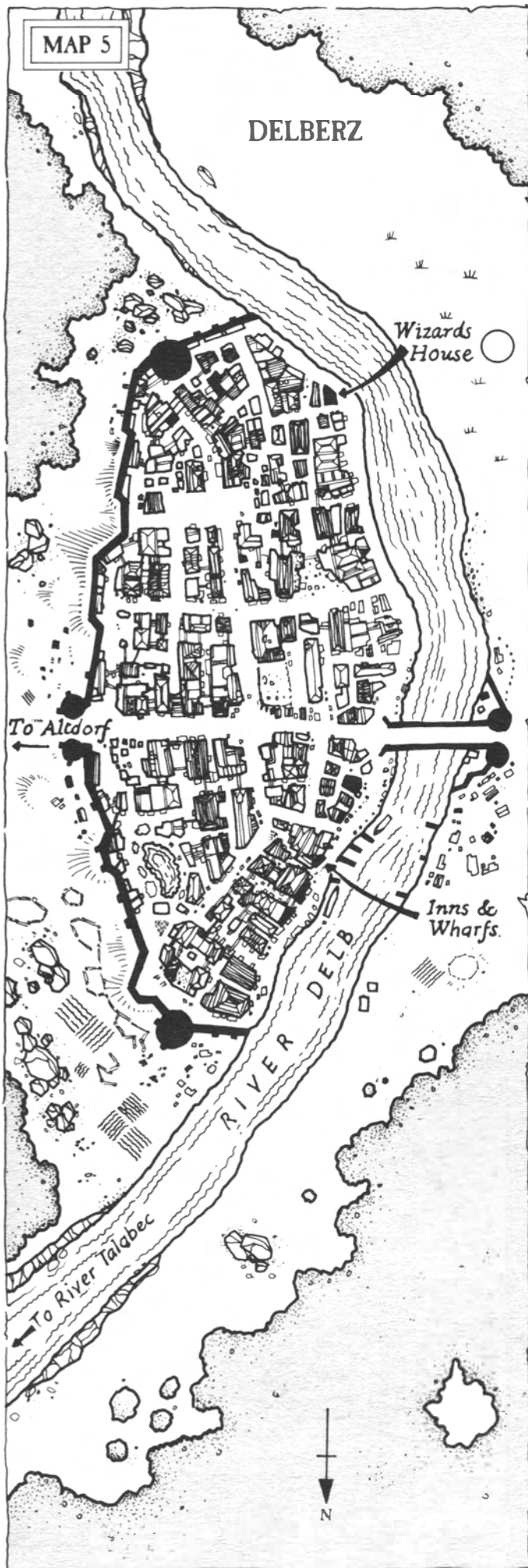
Helmet (1 AP, Head)
Leather Jack (0/1 AP, Body/Arms)
Leather Jerkin (0/1 AP, Body)
Mail Shirt (1 AP, Body)
Shield (1 AP, All)
Sleeved Mail Shirt (1 AP - Body/Arms)

MAP 7

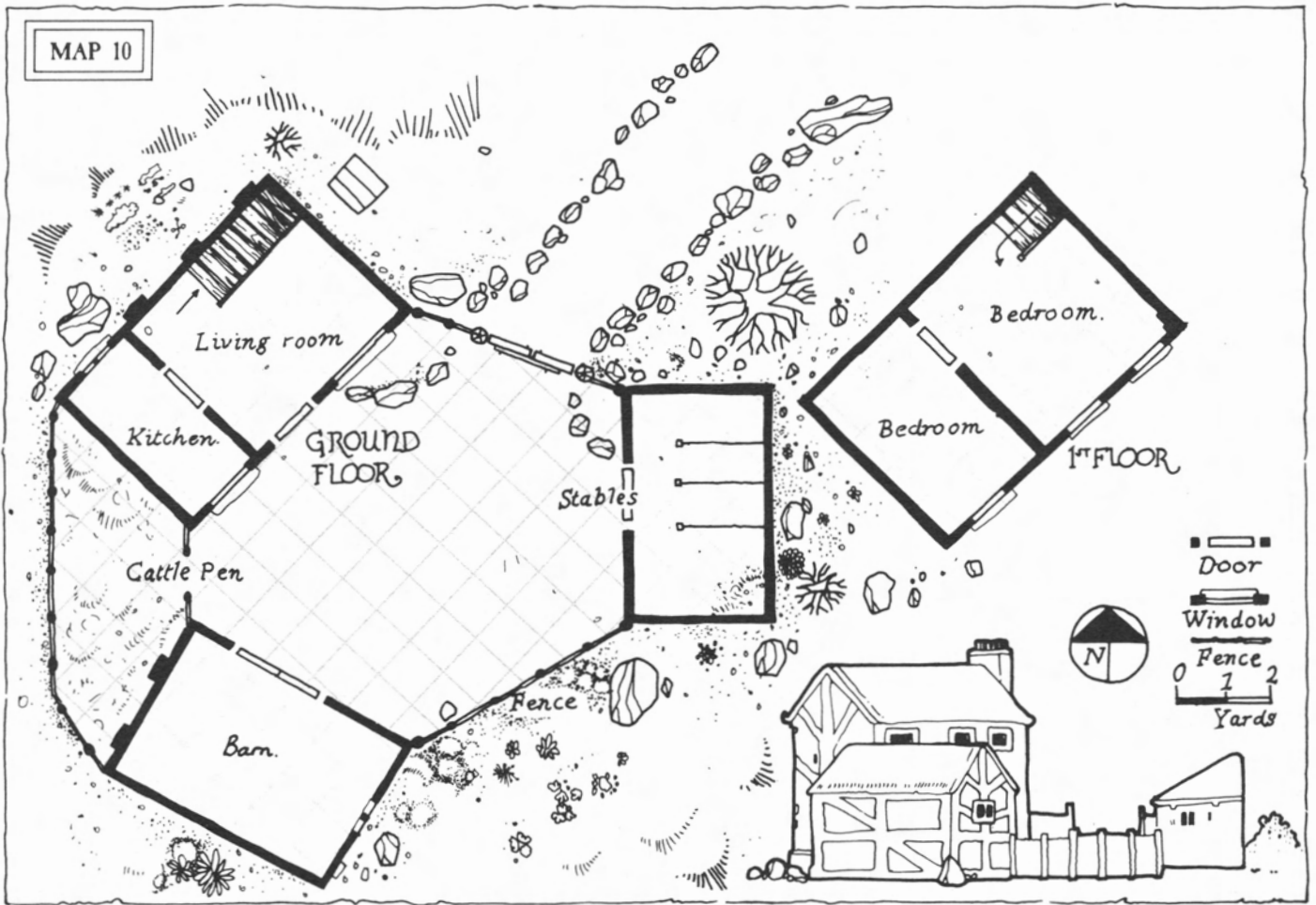


MAP 9

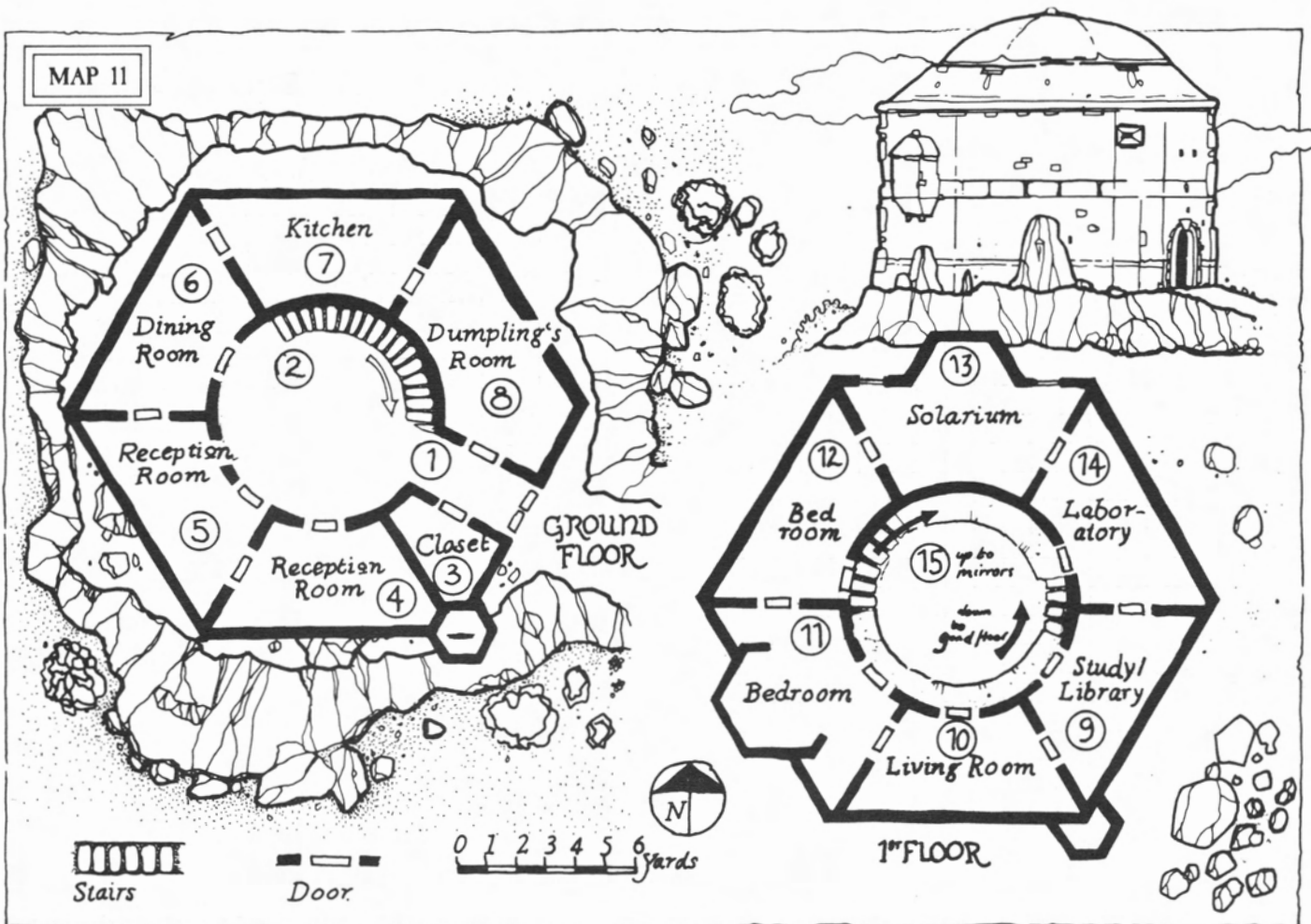


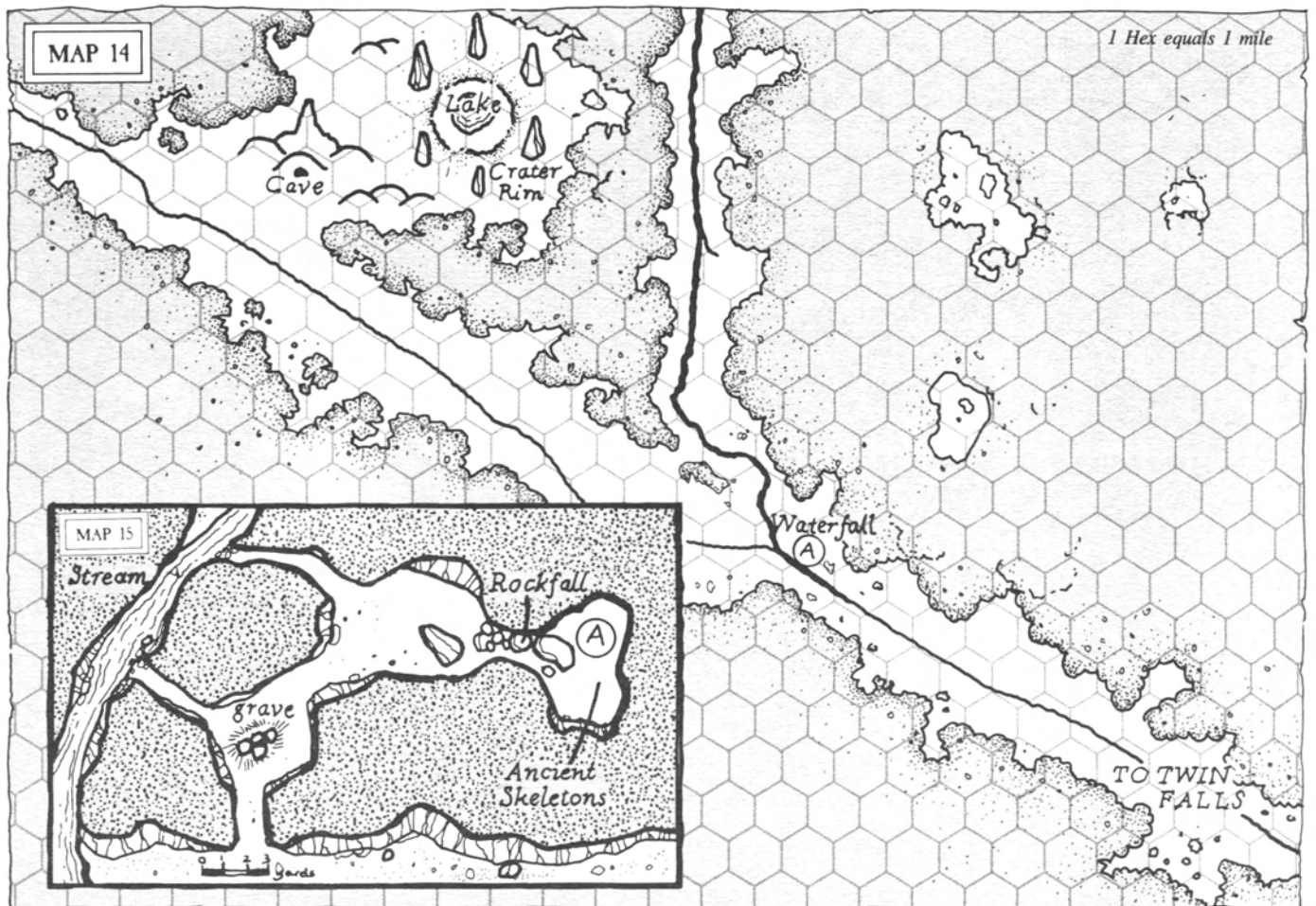
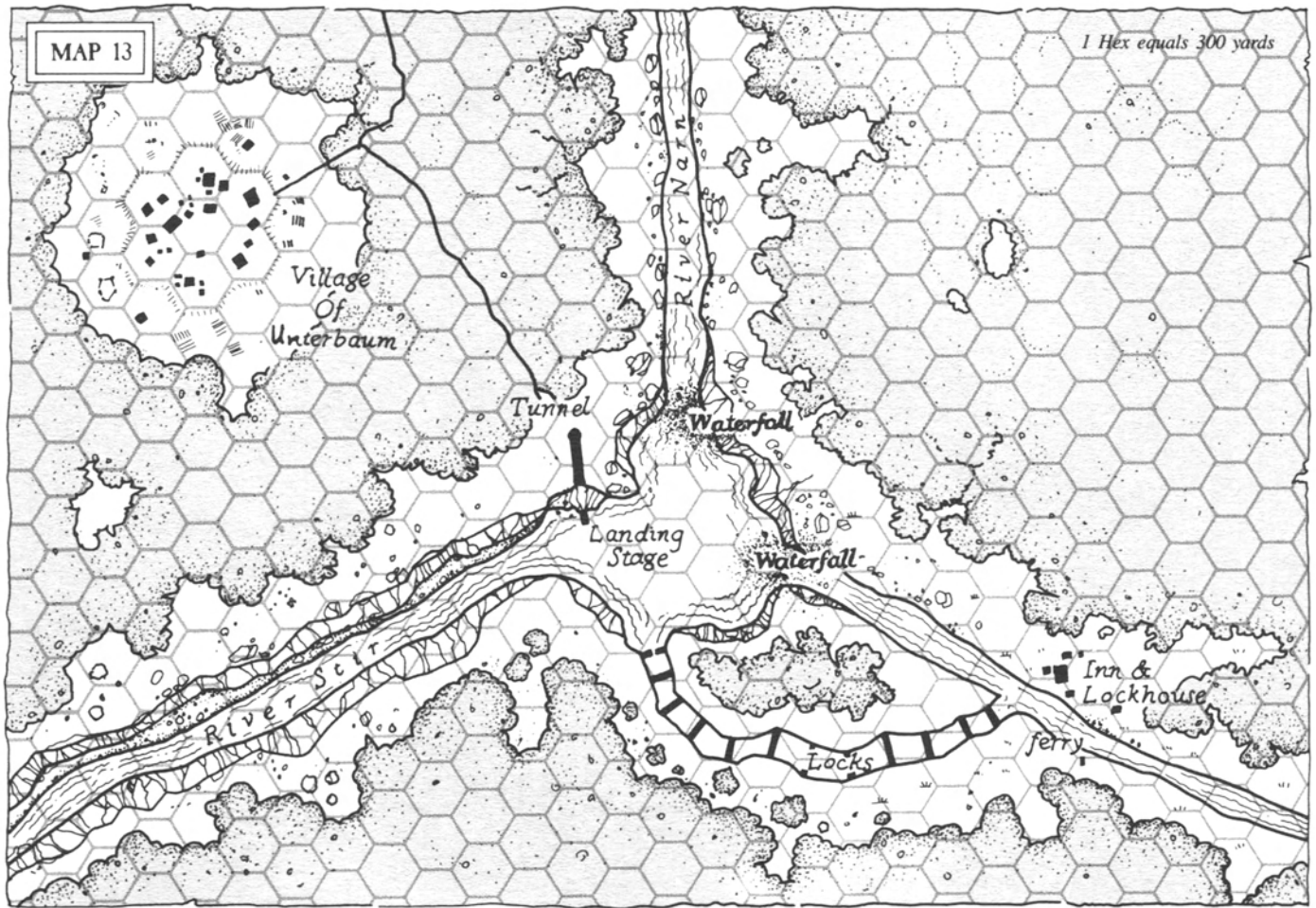


MAP 10

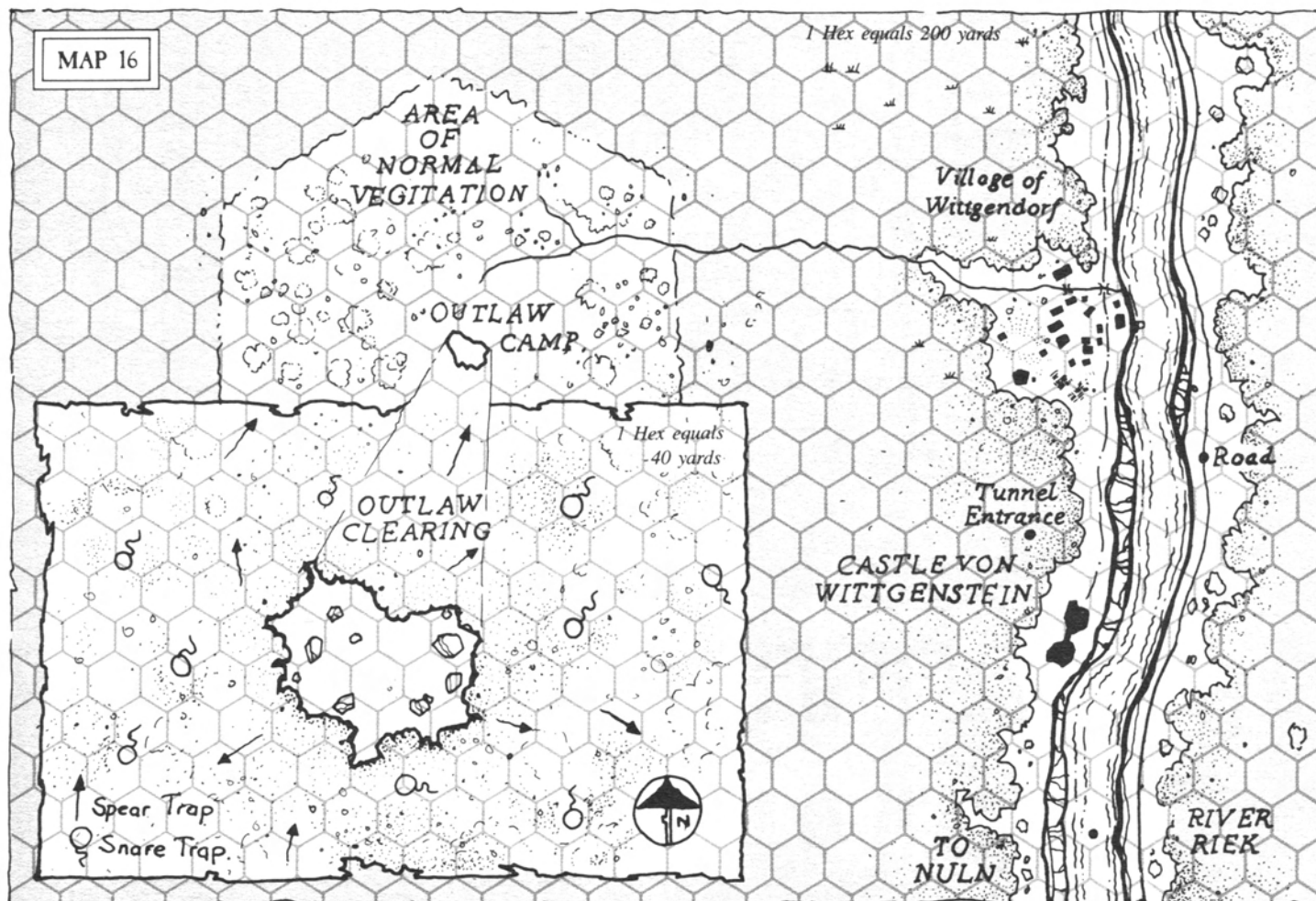


MAP 11

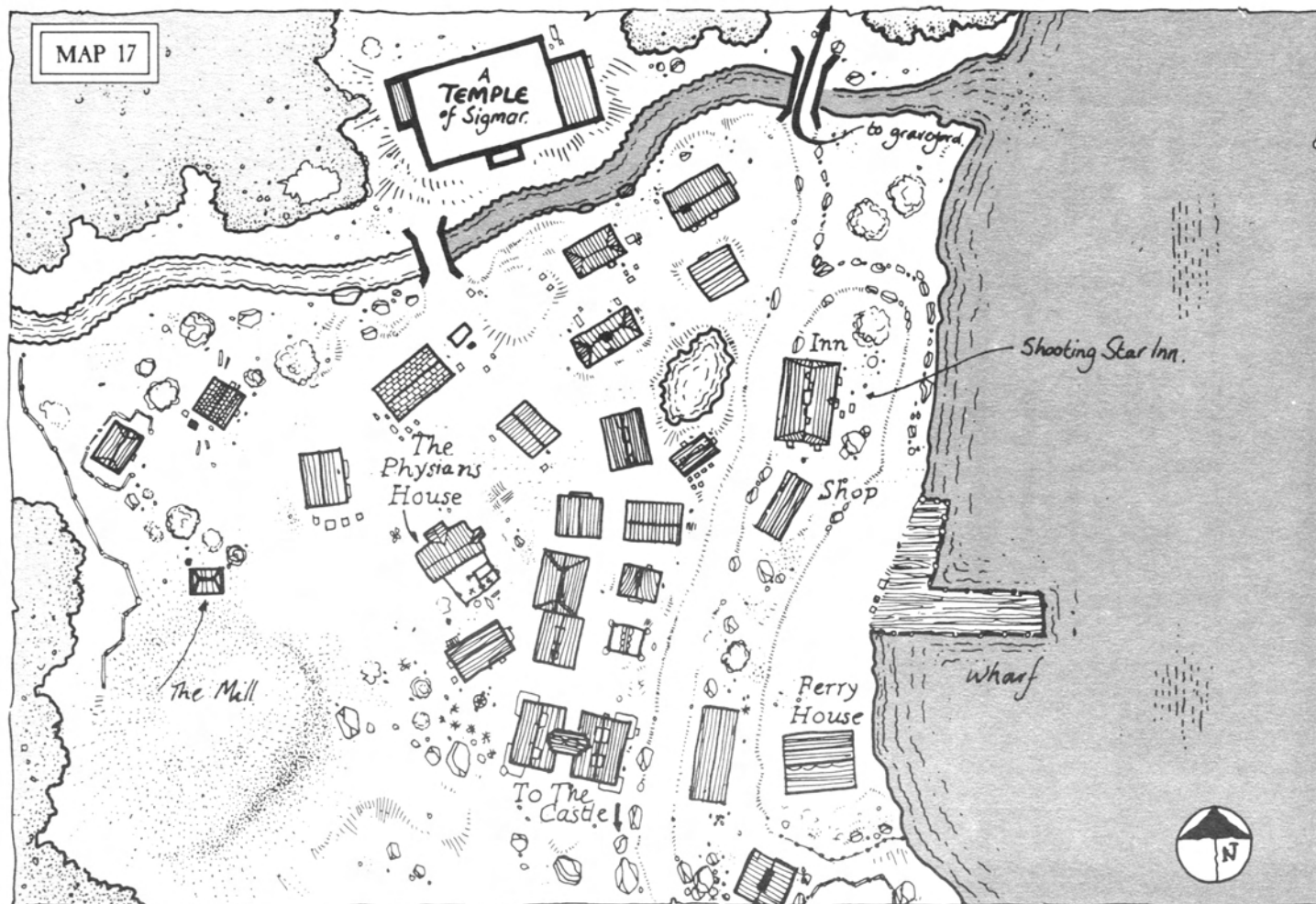




MAP 16

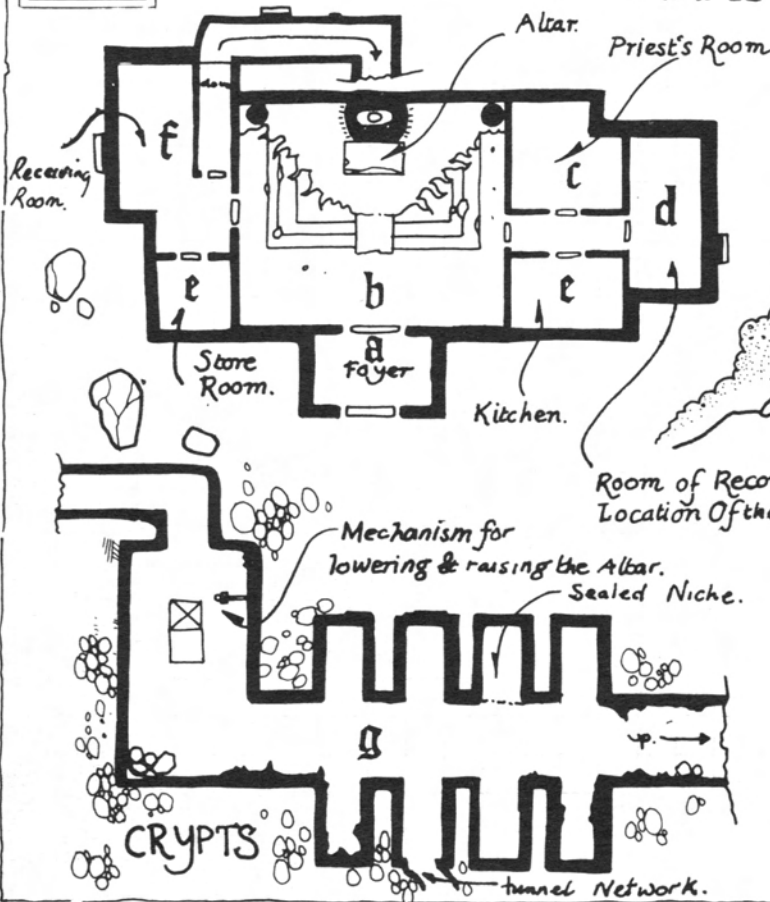


MAP 17

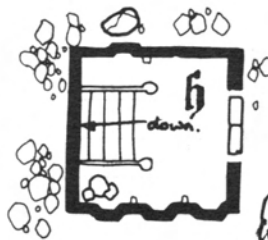


MAP 18

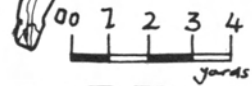
TEMPLE OF SIGMAR



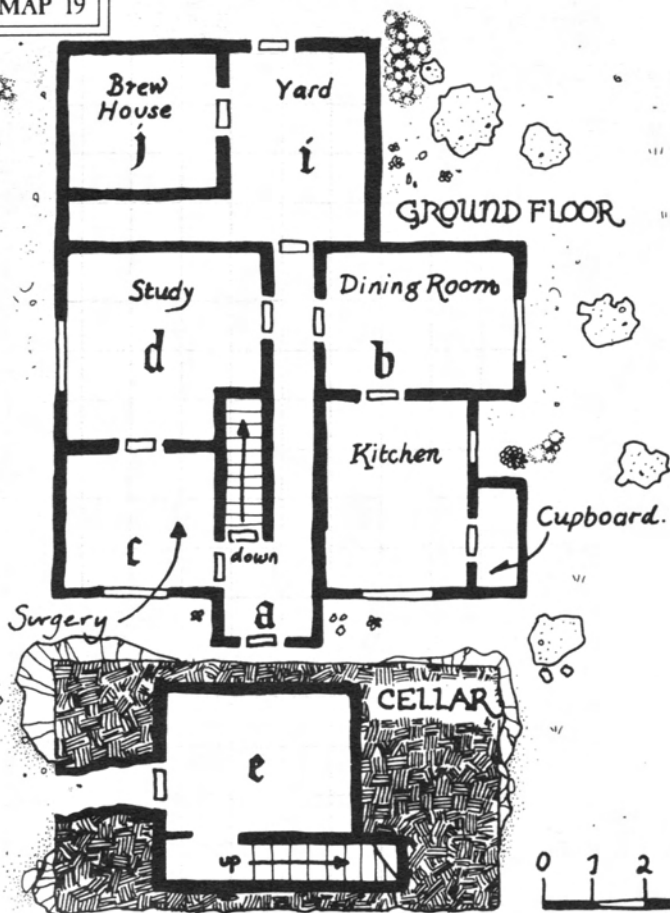
Room of Records.
Location Of the book containing the clues.



MAUSOLEUM

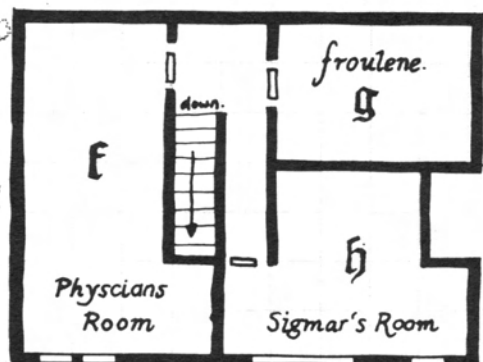


MAP 19



FRONT VIEW

1st FLOOR



GAZETTEER OF THE REIKLAND

settlement name	size [®]	ruler [®]	pop.	wealth [®]	source of wealth	trade [®] constants selling/buying	garrison militia [®]	notes
AltDorf	C	Emperor	15,000	5	Trade; Govt.	15000/7.5	500a/8000c	Imperial Capital
Autler	V	Emperor	81	2	Timber, Fishing	32/0	-/10c	Ferry
Braunwurt	V	Emperor	52		Textiles	10/0	-	
Bundesmarkt	V	Emperor	77	1	Agriculture	15/0	-/5c	
Dorchen	V	Emperor	75	2	Agriculture	30/0	-	
Blutroch	ST	Emperor		1				0 - Wiped out by Red Pox
Furtild	V	Emperor	53	1	Subsistence	11/0	-	
Geldrecht	V	Emperor	49		Timber, Fishing	10/0		Ferry
Gluckshalt	V	Emperor	72	2	Agriculture	29/0	-/10c	
Grossbad	V	Emperor	69	2	Agriculture	28/0		
Harts Klein	V	Emperor	65	1	Pottery	13/0	-	
Heiligen	V	Emperor	58	2	Agriculture	23/0	-	
Hochloff	V	Emperor	81	2	Agriculture	32/0	-/10b	
Kaldach	V	Emperor	52		Subsistence	10/0	-	Ferry
Rechtlich	V	Emperor	42	1	Subsistence	8/0	-	
Rottefisch	V	Emperor	88	2	Agriculture, Wine, Fishing	35/0	-	Ferry
Schlafebild	V	Emperor	38		Agriculture, Wine	8/0	-	
Teufelfeuer	V	Emperor	0	2			-	Burnt by Witch-hunter
Walzen	V	Emperor	52	2	Brick-making, Agriculture, Fishing	21/0		Ferry
Auerswald	ST	Emperor	2,500	3	Trade, Ore	1500/0.75	50b/400c	Ferry
Dresschler	V	Emperor	63	2	Agriculture, Fishing	25/0	-/10b	Ferry
Gladisch	V	Emperor	41	1	Subsistence	8/0		Ferry
Koch	V	Emperor	95	2	Agriculture, Ore	19/0	-/20b	ear Hahnbrandt Mine
Sprinthof	V	Emperor	73	2	Agriculture, Smoked Cheese	29/0	-/10c	Coaching Inn best smoked cheese in Reikland
Steche	V	Emperor	61	2	Agriculture, Fishing	25/0	-/15c	Ferry
Bogenhafen	T	Graf Wilhelm von Saponatheim	4,500	3	Trade; Wine, Timber	2700/1.5	-/500c	
Ardlich	V	Graf Wilhelm	72	2	Agriculture	28/0	-/5c	
Finsterbad	V	Graf Wilhelm	82	3	Wine, Agriculture Fishing	49/0	-/10c	Ferry
Grube von	V	Graf Wilhelm	57	2	Agriculture	3/0	-/5c	
Herzhald	V	Graf Wilhelm	73	2	Timber	29/0	-	
Carroburg	C	Grand Duke Leopold of Middenland	8,000	4	Trade; Govt. Glass & Pottery	6400/3	200b/1250c	Ducal Seat
Anseidorf	V	Grand Duke Leopold	56		Agriculture	11/0		
Dunkelbild	V	Grand Duke Leopold	67	2	Timber	27/0	-/5b	
Punzen	V	Grand Duke Leopold	57	1	Agriculture	11/0	-	
Schartenlas	V	Grand Duke Leopold	54	2	Subsistence	22/0	-	Ferry
Weidemarkt	V	Grand Duke Leopold	61	2	Wine, Agriculture, Fishing	24/0	-/5c	Ferry
Castle Grauenburg	F	Graf Wilhelm von Saponatheim	200	4	Govt.	160/0.5	50a, 100b/-	Fortress
Castle Reikguard	F	Crown Prince Wolfgang Holswig-Abenauer	300	4	Govt.	240/0.1	200c/-	Fortress
Delberz	ST	Grand Duke Leopold of Middenland	2,000	3	Wine, Timber	1200/0.6	20b/75c	
Mittelmund	V	Grand Duke Leopold	35	2	Agriculture	14/0	-	
Schwarzmarkt	V	Grand Duke Leopold	61	2	Agriculture	24/0	-/5c	
Turmgever	V	Grand Duke Leopold	53		Timber	11/0	-	
Dunkelburg	ST	Emperor	3,000	2	Agriculture	1200/0.6	20b/150c	
Barfsheim	V	Emperor	52	1	Subsistence	10/0	-	Ferry
Gemusensbad	V	Emperor	31		Subsistence	6/0	-	Ferry
Narke	V	Emperor	25	1	Subsistence	5/0	-	Ferry
Ruhfurt	V	Emperor	64	2	Agriculture	25/0	-/10c	
Schattental	V	Emperor	72	2	Agriculture	29/0	-/15b	
Steindorf	V	Emperor	47		Subsistence	9/0	-/10c	Ferry
Grissenwald	ST	Count Bruno Pfeifraucher of Wissenland	1,500	3	Boat-building	900/0.4	50a/250b	Ferry
Grunburg	ST	Emperor	1,200	2	Trade; Boat-building	480/1	25/100	Ferry

Aussen	V	Emperor	43	1	Subsistence	9/0	-	Ferry
Hornlach	V	Emperor	74	2	Timber, Fishing	30/0	-15b	Ferry
Kleindorf	V	Emperor	35	1	Agriculture, Fishing	7/0	-	Ferry
Silberwurt	V	Emperor	85	2	Agriculture	34/0	-10c	
Kemperbad	T	Town Council	3,750	4	Trade, Wine, Brandy	3000/1.5	20b/500b	Ferry, Finest brandy in Empire from this area
Berghof	V	Kemperbad Council	74	2	Agriculture	30/0	-20c	
Brandenburg	V	Kemperbad Council	87	3	Wine, Brandy, Fishing	52/0	-20b	"Echte Brandenburger", Emperor's favourite brandy; Ferry.
Jungbach	V	Kemperbad Council	68	3	Wine, Brandy	27/0	-15b	Ferry
Ostwald	V	Kemperbad Council	70	3	Wine, Brandy	42/0	-15b	
Stockhausen	V	Kemperbad Council	95	3	Wine, Brandy	57/0	-30b	Bridge over R. Stir.
Nuln	CS	Countess Emmanuelle von Liebewitz	12,000	5	Trade; Metal, Govt, Wine	12000/6	300a/4500b	Imperial School of Gunnery, Provincial Capital.
Ambosstein	V	Countess Emmanuelle	80	3	Trade; Agriculture.	48/0	-15b	Local Agricultural Market
Armedorf	V	Countess Emmanuelle	52	1	Subsistence	10/0	-	
Arschel	V	Countess Emmanuelle	64	2	Agriculture	26/0	-10c	
Biberdorf	V	Countess Emmanuelle	46	2	Agriculture, Fishing	18/0	-15c	Ferry
Bleichdorf	V	Countess Emmanuelle	32	1	Subsistence	6/0	-	
Brandtstadt	V	Countess Emmanuelle	52	2	Agriculture	21/0	-10b	
Braundorf	V	Countess Emmanuelle	62	2	Agriculture, Fishing	25/0	-15b	Ferry
Eschedorf	V	Countess Emmanuelle	47	2	Agriculture, Fishing	19/0	-10b	Ferry
Furtzhausen	V	Countess Emmanuelle	74	3	Trade, Agriculture	44/0	-15b	"Friendly Hearth" Halfing Inn; first stop on the way to the Moot
Königsdorf	V	Countess Emmanuelle	52	2	Agriculture, Woodcarving	21/0	-10c	Emperor Magnus the Pious spent the night here once
Kotzenheim	V	Countess Emmanuelle	61	3	Trade; Agriculture, Fishing	37/0	-15b	Ferry, Coaching Inn
Krauthof	V	Countess Emmanuelle	42	2	Agriculture	17/0	-	Pickled Cabbage famous throughout The Empire
Mattersheim	V	Countess Emmanuelle	37	2	Agriculture, Fishing	14/0	-15c	Ferry
Segeldorf	V	Countess Emmanuelle	48	2	Agriculture	19/0	-10c	
Wahnfurt	V	Countess Emmanuelle	32	1	Subsistence	6/0	-	
Winkelhausen	V	Countess Emmanuelle	62	2	Agriculture	25/0	-10b	
Wurstheim	V	Countess Emmanuelle	78	2	Agriculture	31/0	-15b	Signal Tower. Famous for smoked sausage
Zecher	V	Countess Emmanuelle	32	1	Subsistence	6/0	-	
Schoppendorf	ST	Grand Duke Leopold of Middenland	2,500	3	Smoked fish, Timber, Ore	1500/0.75	50b/500c	Ferry
Brasthof	V	Grand Duke Leopold	37	1	Subsistence	7/0	-10c	Ferry
Esselfurt	V	Grand Duke Leopold	48	2	Agriculture, Fishing	19/0	-15b	Ferry
Priestlicheim	V	Grand Duke Leopold	42	2	Agriculture	17/0	-10c	
Ripdorf	V	Grand Duke Leopold	32	1	Subsistence	6/0	-	
Zeder	V	Grand Duke Leopold	40	1	Subsistence	8/0	-15c	
Stimmigen	ST	Emperor	1,750	3	Trade; Agriculture	1050/0.5	20b/250c	Toll Bridge, local market centre
Merretheim	V	Emperor	48	1	Subsistence	10/0	-10c	
Misthausen	V	Emperor	32	1	Subsistence	6/0	-	Ferry
Naffdorf	V	Emperor	52	1	Subsistence	10/0	-10c	Ferry
Pfeiffer	V	Emperor	42	1	Subsistence	8/0	-15c	
Übersreik	T	Graf Sigismund von Jungfreud	3,500	4	Trade; Ore, Metalworking	2800/1.4	40b/500c	Ferry
Buchendorf	V	Graf Sigismund	58	2	Agriculture, Fishing	23/0	-10c	Ferry
Flussberg	V	Graf Sigismund	62	2	Agriculture, Fishing	25/0	-15c	Ferry
Geissbach	V	Graf Sigismund	46	2	Agriculture	18/0	-10c	
Halhem	V	Graf Sigismund	30	1	Subsistence	6/0	-	
Messingen	V	Graf Sigismund	80	3	Agriculture, Metalworking	48/0	-20b	Nr. Hugeldal Mine.
Wurfel	V	Graf Sigismund	52	2	Agriculture	21/0	-15c	
Weissbruck	ST	Emperor	72	2	Trade & transport	33/0.5	-	Mining Community; Ferry.

Notes

- ① Settlements are classed as City (C); City State (CS); Town (T); Small Town (ST); Village (V)
- ② - Ruler refers to the Provincial Suzerain. Towns will also have local councils, and villages will have more or less informal meetings of elders, and so on
- ③ - Wealth is rated from 1 (impoverished) to 5 (very rich)
- ④ For details see the Trading Rules in the *River Life of The Empire* booklet

⑤ Garrison refers to professional soldiers stationed at the settlement. Militia refers to volunteers or conscripted forces who are generally responsible for law enforcement. Troop quality is rated as Excellent (a), Average (b), or Poor (c)

WARHAMMER FANTASY ROLE-PLAY



COMING SOON

